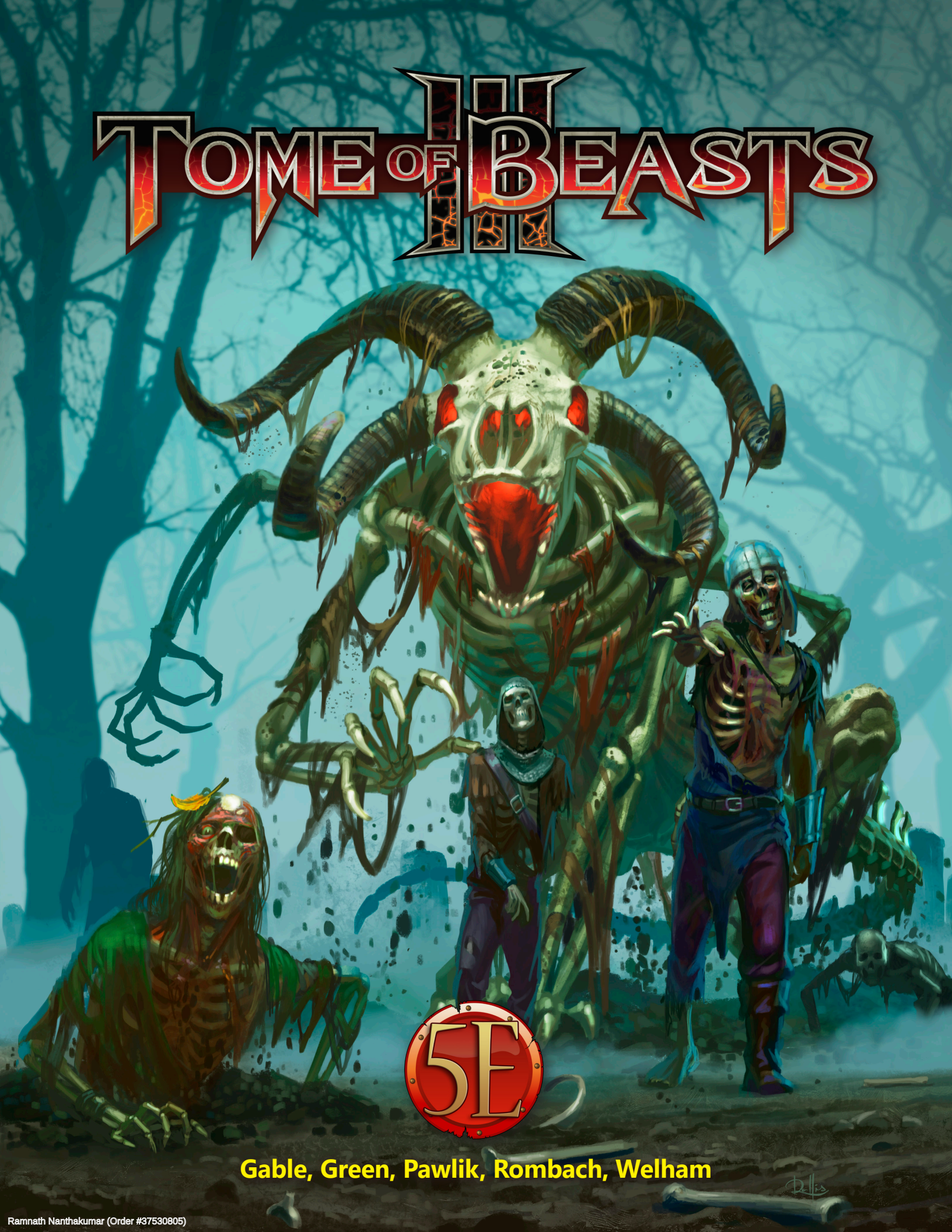
Tome of Beasts III



5E

Gable, Green, Pawlik, Rombach, Welham

Ramnath Nanthakumar (Order #37530805)

Tome of Beasts III



Kobold Press

Ramnath Nanthakumar (Order #37530305)

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ON THE COVER
A bone lord stalks through a graveyard, awakening all who rest there to do its bidding in this art by Chris Rallis.



ON THE LIMITED EDITION COVER
The bone lord roars a challenge to all who dare to face the beasts within this book in this art by Addison Rankin.

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Using this Book

Written primarily for game masters, this book features over 400 new creatures to use in your games. For players, this book features a handful of new familiars and beasts perfect for characters seeking companions or druids seeking new beasts for Wild Shape. If you are a player reading this book, be sure to check with your game master before selecting any of these creatures as familiars or companions or for Wild Shape.

To use the creatures in this book, you'll need the core rulebooks of the 5th edition of the world's greatest roleplaying game or the *System Reference Document 5.1*. Spell, disease, and magic item names that appear in *italics* without a page or book reference can be found in those rulebooks or in the *System Reference Document 5.1*. Some creatures in this book reference creatures from the *Tome of Beasts*, *Creature Codex*, or *Tome of Beasts 2*, but those books aren't required to use the creatures in this book. These references exist simply to bring additional flavor or lore to the creatures by creating connections between them.



Alignment and Creature Behavior

Each creature in this book lists an alignment to provide a general guideline for that creature's typical behaviors, often based on its preferred prey or its most commonly observed interactions with other sentient creatures. A creature whose alignment is listed as "unaligned" is either created or controlled by another, such as a construct, or operates on more primal or instinctive behavior, such as a rat or tiger.

Not every example of a particular creature exhibits behaviors consistent with the creature's listed alignment. If you want an evil pelagic deva (see page 27) or a lawful bilge gremlin (see page 219) in your world, go for it! Some of the best stories revolve around creatures who break the preconceptions surrounding them, and we encourage you to use the creatures in this book in whatever ways best fit your worlds and the stories you want to tell in them.

Languages

Several creatures in this book know or speak the Umbral or Void Speech languages, which can be substituted for other languages if these languages don't fit in your world.

Umbral. This is the language of the shadow fey and other denizens of planes of shadow and darkness. It is a corrupted dialect of Elvish, and those who speak it gain a +1 bonus to one Dexterity (Stealth) check each day. If Umbral isn't a language in your world, you can substitute Umbral with Elvish or Undercommon.

Void Speech. This is the language of the Outer Darkness in the Midgard campaign setting. It is spoken by vile things that are malevolent toward humanoids and their allies and by those who seek to bring about the ruinous apocalypse of the dark gods. If Void Speech isn't a language in your world, you can substitute Void Speech with any ancient language with an evil reputation or with Deep Speech.

Touch of Iron

Several fey creatures in this book have resistance or immunity to attacks from weapons that aren't made with cold iron. This design choice comes from folklore, where cold-wrought iron was believed to be capable of repelling or harming fairies, ghosts, witches, and other supernatural creatures. In this book, lords and ladies of the fey courts are timeless creatures, inured to many of the world's threats—except weapons of cold-wrought iron. This metal undoes the very fabric of a fey creature's life as it blights their ageless flesh.

Cold Iron Weaponry. A cold iron weapon is treated as magical when used against any fey creature, and it is the only weapon with any hope of harming the most powerful fey lords and ladies. However, cold iron weapons are difficult to construct. The skill and material required to produce such a weapon doubles its price or adds 100 gp to the cost, whichever is more. Finding a smith with the skill to make a durable weapon without the aid of fire is always difficult—and finding one with the courage to anger the fey courts may be even harder.

Substitutions for Cold Iron. If cold iron doesn't exist in your world, you can substitute this resistance or immunity with silver or adamantine, whichever you feel is most appropriate for that creature in your world.

Ramnath Nanthakumar (Order #37530305)

Embrace Wonderment

Game Master: *The paladin bashes into the reinforced oak portal causing the lock to give way and crashing open the door to reveal a vast roughhewn cavern expanding beyond the illumination of light. However, in your flickering torchlight you see three tall, lanky-limbed creatures. Each has mottled greenish-grey skin, a long nose, eyes black as coal, and a brush of dark, wiry hair jutting from the top of its head. The creatures turn toward you, raise wicked-looking claws and rush to attack!*

Paladin: *Ok gang, looks like we have three trolls in this cavern, so we need to use fire damage to stop their regen. I'm stepping back so Prospero can use fireball and clearing a line of sight for Jayna in case she wants to throw some vials of acid…*

Many of us have experienced something like this before; I know I have countless times over the years, both as a player and game master. The book you hold in your hands right now is a key ingredient in keeping your game time fresh and engaging. Sure, as a player it's helpful to know everything about the creature you encounter, but, in my opinion, that misses a big part of what's enjoyable in a fantasy roleplaying game. The first time we took up dice and pencil in search of adventure, the whole multiverse was new and unknown. Wonderment permeated the entire experience, increasing the excitement and ensuring we embarked upon a collective hero's journey with the rest of the players.

My earliest childhood memories are being around the gaming table playing games with my dad. Hearing him describe the dungeon environment as our group of intrepid adventures delved below Castle Greyhawk enthralled me completely. The air was thick with tension as we carefully explored. I didn't know what we were going to discover around the corner or behind the next door, but I knew there was danger lurking somewhere. And when we did eventually encounter a creature in that subterranean setting, we didn't know what it was or any of its capabilities. This formula heightened the suspense, focusing our attention on this puzzle that was an unknown creature. And it set conditions for my father, as the game master, to reveal the monster's powers with dramatic effect. These early experiences helped cement my love of gaming that has remained unquelled for well over forty years. The *Tome of Beasts 3*, with its over four hundred new creatures, can help you have the same experience, piquing your players' attention and horrifying the hearts of your know-it-alls!

My daughter Miriam and I are fortunate enough to have a creature we created grace the pages of the *Tome of Beasts 3*. It was a wonderful experience to relive one of the things I enjoyed so much with my dad—creating new things! We fleshed out the basics of the haajkir (see page 224) as we hiked around one of the many hills near our home in Calabasas, CA. She wanted a beast that could climb up and down stone like a fossa, a carnivorous mammal that inhabits Madagascar. We bounced ideas off of each other and by the time the walk was done, I discovered I had a well of creative energy ready. Her fresh outlook and entertaining discussion gave me a new perspective.

I posit to you, my fellow roleplaying game enthusiast, that preserving or reinvigorating the sense of the unknown, the wonderment felt by your players, will help renew them and propel your game experience to even greater heights. When we encounter something new, we have to focus on it in order to discover and understand it. The result is players are more present, and dare I say, phones lie forgotten beside them, as they focus on figuring out how best to resolve the situation you have presented to them. There are many tools available to level up your game from miniatures and terrain to virtual tabletops and story props, but for me, one of the best techniques to keep players fully engaged is the wonderment of new challenges—keep them on their toes and the fun will follow!

Luke Gygax
January 30, 2022
Calabasas, CA



Ramnath Nanthakumar (Order #37530305)

Abaasy

The four-armed ogre roars with fury as a beam of intense energy lances out from its single eye.

Descendants of a long-forgotten servitor race to giants, abaasy delight in slaying powerful foes and covering their bodies with enemies' armor won in combat. They attach pieces of the armor to themselves by bolting the metal to their flesh in a painful ritual. Abaasy take pride in their ability to endure this ritual, openly displaying the armor like trophies.

Giant Hunter. An ancestral slight centuries ago instilled animosity between abaasy and giants. The abaasy lost their second eye in the confrontation but gained innate magic in its stead. Many abaasy train their young in the art of felling giants. Some relish this path, while others find greater pleasure in hunting smaller prey.



Abaasy

Huge Giant, Neutral Evil

Armor Class 18 (armor scraps, Dual Shields)
Hit Points 126 (11d12 + 55)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	20 (+5)	9 (–1)	14 (+2)	8 (–1)

Skills Perception +5, Stealth +3
Damage Resistances cold
Senses darkvision 60 ft., passive Perception 15
Languages Common, Giant
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Armored Berserker. The pain caused by the iron plates bolted to the abaasy's body keep it on the edge of madness. Whenever the abaasy starts its turn with 60 hp or fewer, roll a d6. On a 6, the abaasy goes berserk. While berserk, the abaasy has resistance to bludgeoning, piercing, and slashing damage.

On each of its turns while berserk, the abaasy attacks the nearest creature it can see. If no creature is near enough to move to and attack, the abaasy attacks an object, with preference for an object smaller than itself. Once the abaasy goes berserk, it continues to do so until it is destroyed or regains all its hp.

Dual Shields. The abaasy carries two shields, which together give it a +3 bonus to its AC (included in its AC).

Poor Depth Perception. The abaasy has disadvantage on attack rolls against a target more than 30 feet away from it.

Actions

Multiattack. The abaasy makes three melee attacks, only one of which can be a Shield Shove attack. If the abaasy uses two hands to make a Spear attack, it can't make an Iron Axe attack that turn.

Iron Axe. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 + 5) slashing damage.

Shield Shove. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 15 (4d4 + 5) bludgeoning damage, and the target must succeed on a DC 16 Strength saving throw or be knocked prone or pushed up to 15 feet away from the abaasy (the abaasy's choice).

Spear. *Melee or Ranged Weapon Attack:* +8 to hit, reach 15 ft. or range 20/60 ft., one target. *Hit:* 15 (3d6 + 5) piercing damage, or 18 (3d8 + 5) piercing damage if used with two hands to make a melee attack.

Eyebeam (Recharge 5–6). The abaasy fires a beam of oscillating energy from its eye in a 90-foot line that is 5 feet wide. Each creature in the line must make a DC 16 Dexterity saving throw, taking 27 (5d10) radiant damage on a failed save, or half as much damage on a successful one.

Abaasy in Midgard

Some scholars believe the abaasy to be an engineered race fashioned by ancient Titans, or perhaps the Great Mages, to hunt other giants. Certainly, the four-armed ogres are found across Midgard, from the Land of the Giants in the Midlands, to the Abandoned Lands of the Southlands, to the Qillian Plains of the East, and live in giant-hunting clans, each specializing in taking down particular types of giants.

Ramnath Nanthakumar (Order # 37530305)

Ahu-Nixta Mechanon

A spherical automaton clanks into view on three mechanical legs, its odd appendages whirring and clicking.

These clockwork constructs act as guards and mechanized attendants to the ahu-nixta (see *Creature Codex*).

Artificial Minions. Built to serve its masters in a variety of ways, a mechanon can be customized to perform different tasks, and each mechanon is designed to be interchangeable with surrounding mechanons. They have enough sentience to follow simple commands and instructions.

Soul Powered. A soul harvested from a living humanoid powers the glowing heart of a mechanon. The ahu-nixta initially developed the horrific process to transfer a soul into the construct, but the knowledge to do so has since spread. The gem heart continues to hunger for souls, drawing in new ones from the recently deceased to reactivate dormant mechanons.

AHU-NIXTA MECHANON

Medium Construct, Unaligned

Armor Class 14 (natural armor)

Hit Points 51 (6d8 + 24)

Speed 20 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	18 (+4)	5 (–3)	14 (+2)	3 (–4)

Damage Immunities poison, psychic

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

Senses darkvision 60 ft., passive Perception 10

Languages understands Deep Speech and Void Speech but has limited speech

Challenge 2 (450 XP) **Proficiency Bonus** +2

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

Critical Malfunction. A critical hit against the mechanon has a 20 percent chance of striking the casing of the construct's soul chamber, stunning the mechanon until the end of its next turn.

Soul Reactivation. A mechanon reduced to 0 hp stops functioning, becoming inert. For the next hour, if a Small or larger creature that isn't a Construct or Undead dies within 30 feet of a deactivated mechanon, a portion of the creature's soul is absorbed by the mechanon, and the construct reactivates, regaining all its hp plus additional hp equal to the dead creature's CR. If the mechanon remains inert for 1 hour, it is destroyed and can't be reactivated.

Actions

Multiattack. The mechanon makes two Utility Arm attacks or one Slam attack and one Utility Arm attack.

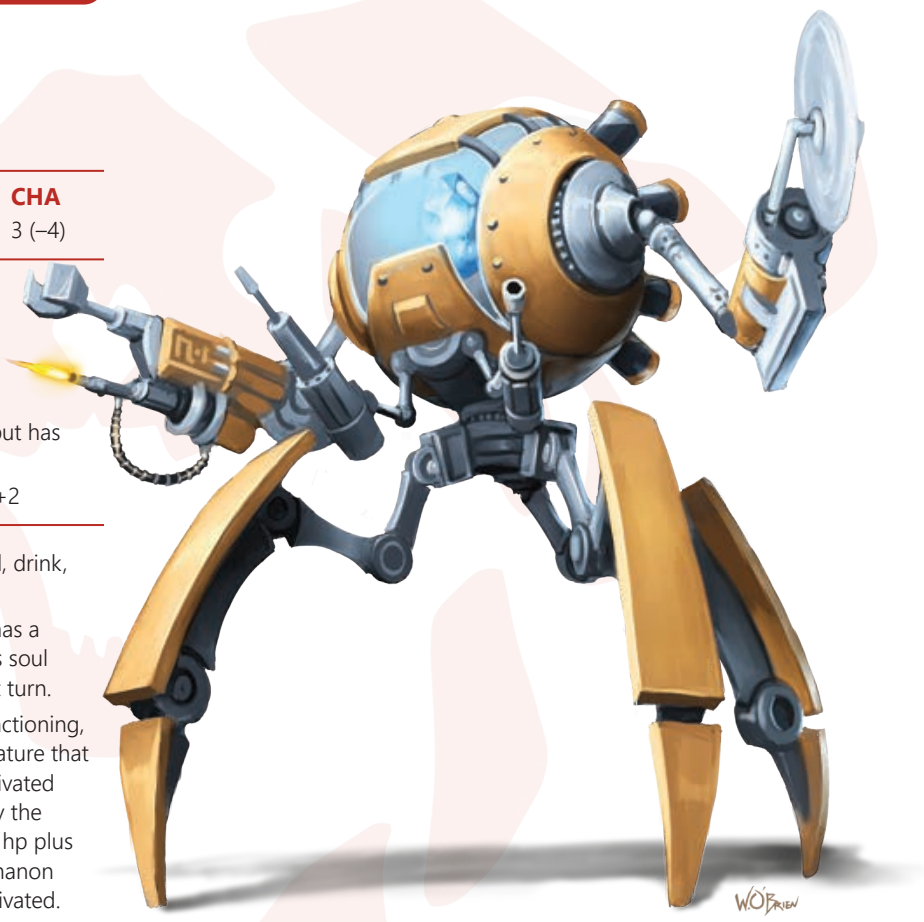
Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

Utility Arm. The mechanon has one of the following attack options:

- **Grabbing Claw.** *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (2d4 + 3) piercing damage. If the target is a creature, it is grappled by the mechanon (escape DC 13). Until the grapple ends, the creature is restrained, and the mechanon can't use its Grabbing Claw on another target.
- **Sonic Disruptor.** *Ranged Spell Attack:* +4 to hit, range 60 ft., one target. *Hit:* 9 (2d6 + 2) thunder damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw or be incapacitated until the end of its next turn.
- **Telekinetic Projector.** The mechanon fires a ray at a target it can see within 60 feet. If the target is a creature, it must succeed on a DC 13 Strength saving throw or the mechanon moves it up to 30 feet in any direction. If the target is an object weighing 300 pounds or less that isn't being worn or carried, it is moved up to 30 feet in any direction. The mechanon can use the projector to manipulate simple tools or open doors and containers.

Adapt Appendage. The mechanon swaps its Utility Arm with the Utility Arm of any other mechanon within 5 feet of it.

Repair (2/Day). The mechanon touches an ahu-nixta or a Construct. The target regains 11 (2d8 + 2) hp.



AHU-NIXTA IN MIDGARD

Mechanons are found in ahu-nixta communities, fortresses, and vessels across the planes of Midgard, serving as domestics. More dangerous are the lost or abandoned mechanons in wasteland areas of Midgard, where they scavenge for parts to repair themselves and to outfit their bodies with various tools and weapons to survive the harsh environs.

Ramnath Nanthakumar (Order #375303805)

Akanka

The jeweled carapace of this arachnid sparkles with reflected light, leaving the afterimage of an identical creature.

Akankas are arachnid-like fey that claim to be the children of a spider god of trickery and chaos.

False Oracles. Nothing satisfies an akanka more than hoodwinking an unsuspecting treasure hunter. They shroud themselves and their lairs in layers of illusion and pretend to be wise oracles or helpful allies. In conversation, they are charming and accommodating with the hope that being so will lower their prey's guard. When its treachery becomes evident, an akanka savors the look of surprised fear and anger on the face of its victim, and it replays the look in its mind over and over again while it waits for fresh prey.

Patient Predators. Brazen akankas that live near humanoid settlements often disguise themselves as travelers to infiltrate and make connections they hope to exploit later. When these forays go poorly, akanka that have been discovered prefer to flee than fight, and they sometimes bide their time for years before making another attempt. Akanka that live in tombs or ruins often watch potential victims and sometimes even help them if the act won't draw attention. When their prey readies to leave the area, relaxed and laden with their spoils, the akanka strikes.



AKANKA

Medium Fey, Chaotic Evil

Armor Class 12

Hit Points 45 (7d8 + 14)

Speed 40 ft.

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

Skills Deception +5, Perception +2

Condition Immunities unconscious

Senses passive Perception 12

Languages Common

Challenge 2 (450 XP) **Proficiency Bonus** +2

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

Web Sense. While in contact with a web, the akanka knows the exact location of any other creature in contact with the same web.

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

Actions

Multiattack. The akanka uses Mirrored Carapace and makes one Bite attack.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or fall unconscious for 1 minute. The target wakes up if it takes damage or if another creature takes an action to shake it awake.

Mirrored Carapace. The akanka projects an illusory duplicate of itself that appears in its space. Each time a creature targets the akanka, if its attack roll result is below 15, it targets the duplicate instead and destroys the duplicate. The duplicate can be destroyed only by an attack that hits it. It ignores all other damage and effects. A creature is unaffected by this action if it can't see, if it relies on senses other than sight, such as blindsight, or if it can perceive illusions as false, as with truesight. The akanka can't use this action while in darkness.

Spellcasting. The akanka casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 13):

At will: *minor illusion, silent image*

3/day: *major image*

1/day: *hallucinatory terrain*

Ramnath Nanthakumar (Order # 37530305)

Akkorokamui

The water tumbles and foams as eight massive red tentacles burst upward.

The akkorokamui safeguards river mouths, bays, lakes, and coastlands, protecting against any who would despoil the natural world. It has a particularly strong hatred for undead and necromancers.

Benevolent and Powerful. While fierce, the akkorokamui can be benevolent, and many fishermen and travelers give offerings for safe passage through the creature's waters or for its magical healing. The akkorokamui can detach part or all of one of its tentacles and offer the flesh to feed lost travelers or heal supplicants, though woe betide those who deceive the akkorokamui or take its aid for granted.

Wise and Fickle. The akkorokamui is an ancient creature that quietly observes the world from its watery domain. Centuries of offerings of knowledge, stories, and treasures fill its mind and its lair, and many are just as likely to seek the akkorokamui for its wisdom as for its ability to cure ailments. However, it is fickle and particular about who it aids. Those seeking the akkorokamui's ancient wisdom or powerful healing would be wise to arrive with an offering of knowledge, magic, treasures, or exotic foods.

An Akkorokamui's Lair

Akkorokamuis live in sacred coves, bays, lakes, or inlets, typically in underwater caverns, sunken temples, or submerged palaces.

Lair Actions

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

- ***Entangling Vegetation.*** Seaweeds wrap around up to three creatures the akkorokamui can see within 90 feet of it. Each target must succeed on a DC 15 Strength saving throw or be restrained by the seaweed. A creature, including the target, can take its action to free the target by succeeding on a DC 15 Strength check. The seaweed wilts and floats away when the akkorokamui uses this lair action again or when the akkorokamui dies.
- ***Suppress Healing.*** Magical healing is suppressed in a 60-foot radius centered on a point the akkorokamui can see within 120 feet of it. Each creature other than the akkorokamui in that area that rolls one or more dice to restore hp uses the lowest number possible for each die, regardless of the numbers rolled. For example, instead of regaining 2d4 + 2 hp from drinking a potion, a creature regains 4 hp. The suppression lasts until the akkorokamui uses this lair action again or until the akkorokamui dies.
- ***Undertow.*** A strong current moves through the akkorokamui's lair. Each creature within 60 feet of the akkorokamui must make a DC 15 Strength saving throw. On a failure, it is pushed up to 60 feet away from the akkorokamui. On a success, it is pushed 10 feet away from the akkorokamui.

Regional Effects

The region containing an akkorokamui's lair is imbued by the creature's celestial presence, which creates one or more of the following effects:

- ***Calm Weather.*** Storms and adverse weather within 1 mile of the lair are suppressed if the akkorokamui wishes it.
- ***Detect Intruders.*** Whenever a creature with an Intelligence of 3 or higher comes within 1 mile of the lair, the akkorokamui becomes aware of the creature's presence and location.
- ***Promote Growth.*** Native fish and plant life within the water containing the lair are more abundant, colorful, and larger than normal.

If the akkorokamui dies, fish and plant life in the region return to their normal sizes and colors within 1d10 days, but the other effects fade immediately.

Akkorokamui

Gargantuan Celestial (Titan), Chaotic Good

Armor Class 17 (natural armor)
Hit Points 189 (14d20 + 42)
Speed 15 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	16 (+3)	16 (+3)	19 (+4)	20 (+5)	15 (+2)

Skills Perception +9, Stealth +7
Damage Immunities poison
Condition Immunities poisoned
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 19
Languages understands all but can't speak, telepathy 120 ft.
Challenge 12 (8,400 XP) **Proficiency Bonus** +4

Amphibious. The akkorokamui can breathe air and water.

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

Magic Resistance. The akkorokamui has advantage on saving throws against spells and other magic effects.

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

Offering of Flesh. The akkorokamui can spend 1 minute carefully detaching part, or all, of one of its 100-foot-long tentacles, dealing no damage to itself. The tentacle contains a magic-imbued fleshy hook and enough meat for 25 rations (if part of a tentacle) or 50 rations (if a full tentacle), if properly preserved. The fleshy hook remains imbued with magic for 4 hours or until a creature eats it. A creature that eats the magic-infused fleshy hook regains 50 hp, then it is cured of blindness, deafness, and all diseases or restores all lost limbs (the creature's choice). The limb restoration effect works like the *regenerate* spell. The fleshy hook's magic works only if the akkorokamui offered the flesh willingly.

Regeneration. The akkorokamui regains 15 hp at the start of its turn if it has at least 1 hp.

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

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ACTIONS

Multiattack. The akkorokamui makes three Tentacle attacks. It can replace one attack with a use of Spellcasting or Healing Touch.

Tentacle. *Melee Weapon Attack:* +9 to hit, reach 30 ft., one target. *Hit:* 19 (4d6 + 5) bludgeoning damage, and the target is grappled (escape DC 17). Until this grapple ends, the target is restrained. The akkorokamui has eight tentacles, each of which can grapple one target.

Radiant Wave (Recharge 6). The akkorokamui releases a burst of radiant water. Each hostile creature within 30 feet of the akkorokamui must make a DC 17 Constitution saving throw, taking 36 (8d8) radiant damage on a failed save, or half as much damage on a successful one. Undead have disadvantage on the saving throw.

Healing Touch (3/Day). The akkorokamui touches another creature. The target magically regains 20 (3d8 + 2) hp and is freed from any curse, disease, poison, blindness, or deafness.

Spellcasting. The akkorokamui casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability (spell save DC 17):

At will: *detect evil and good*, *detect poison and disease*

3/day each: *control water*, *legend lore* (as an action)

1/day: *geas* (as an action)

REACTIONS

Guardian's Grasp. When a creature the akkorokamui can see within 30 feet of it is the target of an attack, the akkorokamui can pull the creature out of harm's way. If the creature is willing, it is pulled up to 10 feet closer to the akkorokamui, and the akkorokamui becomes the new target of the attack. If the creature isn't willing, this reaction fails.

LEGENDARY ACTIONS

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

Discern. The akkorokamui makes a Wisdom (Perception) or Wisdom (Insight) check.

Jet. The akkorokamui swims up to half its swimming speed without provoking opportunity attacks.

Cast a Spell (Costs 2 Actions). The akkorokamui uses Spellcasting.

Tentacle Sweep (Costs 2 Actions). The akkorokamui spins in place with its tentacles extended. Each creature within 20 feet of the akkorokamui that isn't grappled by it must succeed on a DC 17 Dexterity saving throw or take 19 (4d6 + 5) bludgeoning damage and be knocked prone. Each creature grappled by the akkorokamui must succeed on a DC 17 Strength saving throw or take 12 (2d6 + 5) bludgeoning damage.

Ramnath Nanthakumar (Order #375303805)

Alabroza

Black bat wings erupt from the back of this bird-like monstrosity. Covered in jet black feathers, it has a long, thin beak, perfect for stabbing, and wicked, razor-sharp talons.



Alabroza are bird-like monstrosities created by Alquam, Demon Lord of Night (see *Tome of Beasts*) and let loose in the realms of mankind. At night, these creatures drain the milk from sheep and goats or blood from horses in their stables. When the animals' owners take steps to protect their livestock, the alabroza turns its attention to the settlement's humanoid inhabitants instead, drinking their blood as they sleep. Alabroza need to consume fresh milk or blood each night, or they become weak and eventually die. Because of this, they prefer to live close to farms, villages, and towns, where food is plentiful and easy to obtain.

Blessed by Alquam. When an alabroza has drained thirteen intelligent humanoids dry of blood, it receives a dark blessing from Alquam and is transformed into a bloodfiend alabroza. Now able to assume the form of a humanoid (typically a female human), the alabroza moves into a village or town and does its best to keep a low profile. In smaller communities, the arrival of a stranger often draws unwanted attention from the locals, and the bloodfiend may gain a reputation as a witch, forcing it to move on.

Night Terrors. A bloodfiend alabroza uses its ability to assume gaseous form to gain entrance to homes and sleeping chambers. Once inside, it sits on its victim's chest, hypnotizes the victim with its eyes, and digs in with its sharp talons as it pierces the poor soul's skin with its needle-sharp beak. As the blood starts to flow, the alabroza laps it up greedily with its long, forked tongue.

Alabroza

Small Monstrosity, Unaligned

Armor Class 12

Hit Points 45 (10d6 + 10)

Speed 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	13 (+1)	4 (–3)	15 (+2)	7 (–2)

Skills Stealth +4

Senses darkvision 60 ft., passive Perception 12

Languages understands Abyssal but can't speak

Challenge 1 (200 XP) **Proficiency Bonus** +2

Bloodthirsty. An alabroza must drink at least 1 pint of fresh blood or milk every 24 hours, or it suffers one level of exhaustion. Each pint of blood or milk the alabroza drinks removes one level of exhaustion.

Actions

Multiattack. The alabroza makes two Talons attacks or one Talons attack and one Draining Fangs attack.

Draining Fangs. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8 + 2) piercing damage, and the alabroza attaches to the target. While attached, the alabroza doesn't attack. Instead, at the start of each of the alabroza's turns, the target loses 6 (1d8 + 2) hp due to blood loss. The alabroza can detach itself by spending 5 feet of its movement. It does so after the target is reduced to 0 hp. A creature, including the target, can use its action to detach the alabroza.

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

Bloodfiend Alabroza

Small Fiend (Shapechanger), Neutral Evil

Armor Class 14 (natural armor)

Hit Points 72 (16d6 + 16)

Speed 10 ft., (30 ft. in humanoid form), fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	13 (+1)	9 (–1)	15 (+2)	14 (+2)

Skills Deception +6, Perception +5, Stealth +4

Damage Resistances cold, fire, lightning, poison

Condition Immunities charmed

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Senses darkvision 60 ft., passive Perception 15
Languages Abyssal, Common, Infernal
Challenge 4 (700 XP) **Proficiency Bonus** +2

Bloodthirsty. An alabroza must drink at least 1 pint of fresh blood or milk every 24 hours or it suffers one level of exhaustion. Each pint of blood or milk the alabroza drinks removes one level of exhaustion.

ACTIONS

Multiattack. The alabroza makes three Broomstick attacks, two Talons attacks, or one Beak attack and one Talons attack.

Beak (Fiend Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 12 (2d8 + 3) piercing damage, and the alabroza attaches to the target. While attached, the alabroza doesn't attack. Instead, at the start of each of the alabroza's turns, the target loses 12 (2d8 + 3) hp due to blood loss. The alabroza can detach itself by spending 5 feet of its movement. It does so after the target is reduced to 0 hp. A creature, including the target, can take its action to detach the alabroza by succeeding on a DC 13 Strength check.

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

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

Hypnotic Gaze. The alabroza fixes its gaze on one creature it can see within 10 feet of it. The target must succeed on a DC 12 Wisdom saving throw or be charmed for 1 minute. While charmed, the creature is incapacitated, has a speed of 0, and refuses to remove an attached alabroza. A charmed creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful, the creature is immune to the alabroza's gaze for the next 24 hours.

Spellcasting. The bloodfiend alabroza casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 12):

At will: *minor illusion*

3/day each: *detect thoughts*, *suggestion*

BONUS ACTIONS

Change Shape. The alabroza transforms into a Medium humanoid, a Small cloud of mist or back into its true bird-like fiend form. Other than its size and speed, its statistics are the same in each form, with a few exceptions while in mist form, as detailed below. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

While in mist form, the alabroza can't take any actions, speak, or manipulate objects, and it has resistance to nonmagical damage. It is weightless, has a flying speed of 20 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing, and it can't pass through water.

Ramnath Nanthakumar (Order #375303805)

Alazai

The air shimmers, and a humanoid form appears like a heat wave, its burning eyes lingering for an instant before it disappears.

A cousin to the djinni and the efreeti, alazai wander in the wastes and badlands of the world, preferring hot climates. Alazai aren't nearly as social as other genies, and they are fiercely territorial, lashing out at anyone they feel has intruded upon their domain.

Veiled Foe. Alazai are made of fire but are naturally invisible. A creature might hear the crackling of their flaming bodies or feel the heat radiating from them, but the genie remains invisible even when it attacks. Even creatures capable of seeing invisible creatures perceive only a vague suggestion of a humanoid form.

ALAZAI

Large Elemental, Chaotic Neutral

Armor Class 16 (natural armor)

Hit Points 149 (13d10 + 78)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	22 (+6)	10 (+0)	16 (+3)	20 (+5)

Saving Throws Dex +6, Wis +7

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire, poison

Condition Immunities exhaustion, poisoned

Senses darkvision 120 ft., passive Perception 13

Languages Ignan

Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Conditional Invisibility. The alazai is invisible in most situations. The following situations reveal the alazai's location and enough of its form that attack rolls against it don't have disadvantage while the situation lasts:

- In temperatures lower than 50 degrees Fahrenheit or for 1 round after it takes cold damage, the alazai's natural heat outlines it in steam.
- In darkness, the alazai's burning eyes shine visibly, marking its location.

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

Fire Form. The alazai can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the alazai or hits it with a melee attack while within 5 feet of it takes 4 (1d8) fire damage.

Iron Disruption. An alazai struck by a cold iron weapon (see page 6) becomes visible and can't use its Hurl Flame attack or its Scorching Aura until the start of its next turn.

Actions

Multiattack. The alazai makes two Burning Slam attacks or three Hurl Flame attacks.

Burning Slam. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage plus 11 (2d10) fire damage. If the target is a creature or flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns.

Hurl Flame. *Ranged Spell Attack:* +9 to hit, range 120 ft., one target. *Hit:* 19 (4d6 + 5) fire damage.

Scorching Aura (Recharge 6). The alazai increases the power of its inner fire, causing metal weapons and armor to burn red-hot. Each creature within 30 feet of the alazai that is in physical contact with a manufactured metal object, such as a metal weapon or a suit of heavy or medium metal armor, takes 22 (5d8) fire damage and must succeed on a DC 16 Constitution saving throw or drop the object if it can. If it doesn't drop the object (or take off the armor), it has disadvantage on attack rolls and ability checks until the start of the alazai's next turn.



Ramnath Nanthakumar (Order # 37530305)

Alke

This ferocious, wingless griffon sports hardened feather-spikes where its wings should be.



Alkes, also called an alce or a keythong, are cousins to griffons, but they grow spikes instead of wings along their backs. More ferocious in battle than typical griffons, alkes use their bulk and superior speed to topple prey, exposing it to their crushing beaks and rending claws. Alkes are solitary creatures, too proud and volatile to share territory with others of their kind. They always consider themselves at the top of the food chain, even if stronger beasts reside nearby. This sense of pride easily turns into dangerous arrogance, preventing them from backing down from an aggressor.

Contemptible Creatures. While alkes regard all beasts as prey, they bear an instinctual contempt for other monstrosities, including griffons and other alkes. This contempt comes not from a sense of jealousy but rather the alke's pride in its own prowess. Any indication of another creature's advantages, whether manufactured or natural, incites a primal need in the alke to prove itself superior. Alkes keep a special animosity for cockatrices, gorgons, and medusas. Immune to these creatures' petrifying abilities, alkes toy with and torment these hated foes before moving in for a kill.

Potent Components. The alkes' immunity to petrifying effects makes clear they are infused with magic. Herbalists prize their spikes as powerful spell components for healing and protective properties. Big game hunters, poachers, and would-be heroes have attempted to slay or capture alkes for glory and profit. Often, the alke winds up the hunter and its pursuers the prey.

Alke

Large Monstrosity, Unaligned

Armor Class 14 (natural armor)
Hit Points 114 (12d10 + 48)
Speed 50 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	18 (+4)	4 (–3)	13 (+1)	12 (+1)

Saving Throws Dex +5, Cha +4
Skills Acrobatics +5, Perception +7, Stealth +5
Condition Immunities petrified
Senses darkvision 60 ft., passive Perception 16
Languages —
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Back Spikes. Any Small or larger creature riding the alke against its will must make DC 15 Dexterity saving throw at the start of its turn, taking 14 (4d6) piercing damage on a failed save, or half as much damage on a successful one.

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

Pounce. If the alke moves at least 30 feet straight toward a creature and then hits it with a Claws attack on the same turn, that target must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the alke can make one Beak attack against it as a bonus action.

Actions

Multiattack. The alke makes one Beak attack and two Claws attacks.

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

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

Piercing Roll (Recharge 4–6). The alke tucks in its head and throws itself spikes first into nearby foes. The alke moves up to 25 feet in a straight line and can move through the space of any Medium or smaller creature. The first time it enters a creature's space during this move, that creature must make a DC 15 Strength saving throw. On a failure, a creature takes 14 (4d6) bludgeoning and 14 (4d6) piercing damage and is knocked prone. On a success, a creature takes half the damage and isn't knocked prone.

Reactions

Repelling Spikes. The alke adds 3 to its AC against one melee or ranged weapon attack that would hit it. To do so, the alke must see the attacker and not be prone.

Ramnath Nanthakumar (Order # 37530305)

Alliumite

Husker

The widely rotund, purple-skinned onion person waddles forward, looking as sturdy as any dwarf. The walking vegetable grins capriciously, tests the swing of its tuberous club, and shoulders into the fray.

Within their garden communities, alliumites (see *Creature Codex*) come in as many different shapes and colors as the onions they resemble. The most imposing of these creatures are the husker alliumites. Compared to their spritely and more nimble cousins, these red and purple tough guys are especially hardy and relish a fight.

Pungent and Punchy. The tear-inducing stench common to all alliumites is especially potent with the huskers, which they often flaunt in combat. The huskers enjoy measuring their brawn among themselves, and a clever hero can exploit this by engaging in a muscle-off. This contest could consist of judging body-odor poses, a test of punches to see who can deliver the darker bruise, or a battle of insults to see who can make the other cry first.

Garden Sentinels. The huskers recognize that they are the toughest of their brethren and consider that a solemn responsibility. In a fight, they launch taunts and threats to keep the focus on themselves and off their counterparts. If a situation appears dire, they fight to the death to protect their kin.



Husker

Medium Plant, Chaotic Neutral

Armor Class 15 (natural armor, shield)

Hit Points 68 (8d8 + 32)

Speed 20 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	18 (+4)	9 (–1)	12 (+1)	16 (+3)

Skills Intimidation +5, Performance +5, Stealth +3

Senses darkvision 60 ft., passive Perception 11

Languages Sylvan

Challenge 2 (450 XP) **Proficiency Bonus** +2

Overpowering Stench. Each creature other than an alliumite or garlicle within 5 feet of the alliumite when it takes damage must succeed on a DC 15 Constitution saving throw or be blinded until the end of its next turn. On a successful saving throw, the creature has advantage against the Overpowering Stench of all alliumites for 1 minute.

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

Actions

Multiattack. The husker alliumite makes two Gnarly Club attacks, or it makes one Gnarly Club attack and uses Taunting Threat.

Gnarly Club. *Melee Weapon Attack:* +4 to hit, range 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage, and the target must succeed on a DC 12 Strength saving throw or be knocked prone.

Taunting Threat. The husker throws a series of rude and menacing gestures at one creature it can see within 30 feet of it. The target must make a DC 13 Charisma saving throw. On a failure, the target takes 7 (2d6) psychic damage and has disadvantage on all attacks not made against the husker until the end of its next turn. On a success, the target takes half the damage and doesn't have disadvantage on attacks not made against the husker.

Rapscallion

The dapper onion person waves its kale-fronded hat in a grand sweep as it swings from the ship's mast. It shouts a quip in a strange language, making those nearby cry.

Rapscallions crave adventure and leave their communal gardens to find it. With their natural aptitude for deft maneuvers and finesse, rapscallions easily find familiarity among scoundrels, acrobats, minstrels, and even sailors. Whether it is defending a full and hungry tavern from its cook's poorly seasoned stew

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or demanding a traveling merchant hand over produce as payment for safe passage, a rapscallion's swashbuckling efforts are never bland.

Mischievous Problem Creators. Rapscallions usually mean trouble. Some sailors take them on long journeys at sea, counting on some help or possibly even a meal. But such plans hardly ever end well. Many a pirate has told a tale over grog of stolen rowboats flying vegetable-blazoned flags as alliumites commandeer the small vessels. When confronted, rapscallions fence with thorn-tipped rapiers and swing from vantage points with vine whips. Their well-timed insults carry a blinding sting.



RAPSCALLION

Small Plant, Chaotic Neutral

Armor Class 15 (natural armor)

Hit Points 38 (7d6 + 14)

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

STR	DEX	CON	INT	WIS	CHA
6 (–2)	18 (+4)	14 (+2)	9 (–1)	12 (+1)	18 (+4)

Skills Perception +3, Survival +3, Stealth +6

Senses darkvision 60 ft., passive Perception 13

Languages Common, Sylvan

Challenge 2 (450 XP) **Proficiency Bonus** +2

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

Tearful Stench. Each creature other than an alliumite within 5 feet of the alliumite when it takes damage must succeed on a DC 14 Constitution saving throw or be blinded until the start of the creature's next turn. On a successful saving throw, the creature is immune to the Tearful Stench of all alliumites for 1 minute.

ACTIONS

Multiattack. The rapscallion makes two Thorny Rapier attacks or one Thorny Rapier attack and one Grappelvine Whip attack.

Thorny Rapier. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 3 (1d6) slashing damage.

Grapplevine Whip. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage. If the target is holding a weapon, it must succeed on a DC 14 Strength saving throw or drop the weapon. If it is holding more than one weapon, it drops only one.

REACTIONS

Grapplevine Escape. When a creature the rapscallion can see hits it with a melee attack, the rapscallion can use its whip to swing up to 20 feet away from the attacker, provided the nearby terrain includes a feature the rapscallion can use to swing, such as a branch, chandelier, ledge, mast, railing, or similar. This movement doesn't provoke opportunity attacks.

Pungent Retort. When a creature the rapscallion can see within 60 feet of it starts its turn or casts a spell, the rapscallion issues forth a string of insults cleverly crafted to make a foe cry. If it can hear the rapscallion, the target must succeed on a DC 14 Wisdom saving throw or sob uncontrollably until the start of the rapscallion's next turn. A sobbing creature has disadvantage on ability checks and attack rolls and must succeed on a DC 14 Constitution saving throw to cast a spell that requires the spellcaster to see its target. The spellcaster doesn't lose the spell slot on a failure.

Ramnath Nanthakumar (Order - 375303805)

Alpine Creeper

Patches of lichen dot the mountainside, lying atop fallen trees, stones, and the ground like a blanket. A grim collection of bones, coins, and rusted weapons and armor peak through it.

Alpine creepers thrive at high elevations. The plant uses its likeness to true lichen to lure prey and is the cause of many mountaintop deaths attributed to animal or monster attacks. This innocuous-looking plant settles in a location and waits for unwitting humanoids and giants to pass over it or to take a rest on it.

Mountainside Perils. Once prey is subdued by sleep-inducing spores, alpine creepers emit pheromones to attract carnivorous animals. Beasts drawn toward the creeper usually find a feast waiting for them, though the creepers routinely finish off too-aggressive animals.



Alpine Creeper

Huge Plant, Unaligned

Armor Class 5

Hit Points 95 (10d12 + 30)

Speed 15 ft.

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

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing

Damage Immunities cold

Condition Immunities blinded, charmed, deafened, frightened, grappled, prone

Senses tremorsense 60 ft., passive Perception 7

Languages —

Challenge 3 (700 XP) **Proficiency Bonus** +2

False Appearance. While the alpine creeper remains motionless, it is indistinguishable from a normal patch of lichen.

Mossy Carpet. The alpine creeper can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 foot wide without squeezing.

Actions

Gentle Dissolution. Each creature in the alpine creeper's space must make a DC 13 Constitution saving throw, taking 10 (3d6) acid damage on a failed save, or half as much damage on a successful one. The alpine creeper can choose not to harm friendly Beasts in its space. An unconscious creature that takes damage from this action must make a DC 13 Wisdom saving throw, remaining unconscious on a failed save, or waking on a successful one.

Sleep Spores. The alpine creeper releases sleep-inducing spores. Each Humanoid and Giant within 20 feet of the alpine creeper must succeed on a DC 13 Constitution saving throw or fall unconscious for 1 minute. The effect ends for a creature if the creature takes damage, or another creature uses an action to wake it.

Cleaning Call (1/Day). The alpine creeper sprays pheromone-laced spores, calling nearby Beasts to the feast. The called Beasts arrive in 1d4 rounds and act as allies of the alpine creeper, attacking creatures within 10 feet of it. The Beasts remain for 1 hour, until the alpine creeper dies, or until the alpine creeper dismisses them as a bonus action. Choose one Beast of challenge rating 1 or lower or roll a d100 and consult the Summoned Beasts table (see sidebar).

Bonus Actions

Lethargic Stupor. One unconscious Humanoid or Giant in the alpine creeper's space suffers one level of exhaustion. A creature with more than half its hp maximum can't suffer more than one level of exhaustion from this bonus action. These levels of exhaustion last until the creature finishes a short rest.

Summoned Beasts

Use the Summoned Beasts table to determine what kind of beasts the alpine creeper's pheromones call. Beasts that arrive at the alpine creeper's location are aggressive and prioritize attacking active threats before feasting on creatures knocked out by the creeper's spores.

Summoned Beasts

d100	Beast	d100	Beast
01-04	2d4 badgers	35-40	2d6 giant weasels
05-09	1d6 black bears	41-44	1d3 lions or tigers
10-13	1d3 brown bears	45-60	1d6 swarms of rats
14-17	1d3 dire wolves	61-71	2d4 wolves
18-20	1d6 giant badgers	72-75	1d4 worgs
21-30	2d6 giant rats	76-100	No beasts respond
31-34	1d3 giant vultures		

Ramnath Nanthakumar (Order - 375303805)

Alseid, Woad Warrior

This warrior's upper elven body sports swirls of colorful paint and dyes, while his lower deer body stands poised to leap into the fray. Antlers rise from his elven brow, almost matching the height of his drawn bow.

Woad warriors command a great deal of respect in alseid society. They are simultaneously dyers, hunters, and defenders who prepare themselves for war by painting their bodies in esoteric designs symbolizing the primal forces they vow to protect. The intensity of these beautiful patterns hints at their ferocity in battle.

Dauntless Harriers. Woad warriors excel at hit-and-run tactics. They ambush their prey, mark the creature with dye, and swiftly cut it down or scare it off. After a target is marked, tracking it becomes an almost trivial challenge for the alseid. In this way, the alseid entrust their woad warriors to safeguard their forest domains.

Skilled Craftsmen. A woad warrior always has its body-painting kit close at hand. This kit is often a leather roll or small chest and contains an assortment of bowls, pouches of powdered dyes, vials, brushes, and a mortar and pestle. Alseid frequently cultivate woad, the plant used to make the bright blue dye, in their communities. They are not above trading for dye, though they prefer to interact among their cousins the elves, centaurs, or even fey before conversing with humans. Being painted with woad is a reverent practice for the alseid, reserved for their greatest warriors and rarely shared with outsiders.

Woad Warrior

Medium Monstrosity, Chaotic Neutral

Armor Class 14 (leather armor)

Hit Points 55 (10d8 + 10)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	12 (+1)	8 (–1)	16 (+3)	10 (+0)

Skills Intimidation +4, Nature +3, Perception +5, Stealth +5, Survival +5

Senses darkvision 60 ft., passive Perception 15

Languages Common, Elvish, Sylvan

Challenge 2 (450 XP) **Proficiency Bonus** +2

Painted for War. The woad warrior has advantage on Charisma (Intimidation) checks and advantage on savings throws against being frightened. In addition, each friendly creature within 10 feet of the woad warrior and that can see it has advantage on saving throws against being frightened.

Woodfriend. When in a forest, alseid leave no tracks and automatically discern true north.

Actions

Multiattack. The woad warrior makes two Greatsword or Shortbow attacks.

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

Shortbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Dye Bomb (3/Day). The woad warrior lobs a sphere of concentrated dye that explodes on impact, marking creatures caught in its effect. Each creature within a 10-foot-radius of where the sphere landed must succeed on a DC 13 Dexterity saving throw or be brightly painted for 8 hours. Any attack roll against the creature has advantage if the attacker can see it, and other creatures have advantage on any Wisdom (Perception) or Wisdom (Survival) check made to find the marked creature. To remove the effect, a creature must spend 1 minute bathing. Alternatively, spells that create water or clean objects, such as *prestidigitation*, also remove the effect.



Ramnath Nanthakumar (Order #37530305)

Amphibolt



This large, frog-like amphibian has a rocky hide with rows of quartz-like crystals along its length. Green lightning crackles across its exterior as it prepares to jump.

Amphibolts gained their name from their appearance, their lightning-infused jumps, and quick tongues.

Arcane Origins. Amphibolts are commonly found in swamps befouled by magical runoff, tainted by planar energies, blasted with magic, or used as dumping sites for failed arcane experiments. These magical energies permeate the region's waterways, transforming ordinary frogs into dangerous predators. This transformation turns the frog's skin into dark gray amphibole with green quartz crystals growing out of it. Two prominent ridges of crystals grow from their backs, enhancing their stormy-green electric bolts.

Kept by Hags. Amphibolts prey upon whatever fits in their mouths, but they do not attack hags. Inexplicably, they treat all hags with deference that borders on adoration. Hags often keep the magical monstrosities as guardians or mounts. Amphibolts are an excellent way to travel in swampy environments. Additionally, the amphibolt's omnivorous diet means they can feed on most things in the swamp or anything that wanders its way in, such as hapless adventurers.

AMPHIBOLT

Large Monstrosity, Unaligned

Armor Class 15 (natural armor)
Hit Points 85 (9d10 + 36)
Speed 30 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	18 (+4)	3 (–4)	9 (–1)	5 (–3)

Saving Throws Dex +7, Con +7
Skills Perception +2, Stealth +7
Damage Resistances fire
Damage Immunities lightning
Senses darkvision 60 ft., passive Perception 12
Languages —
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Amphibious. The amphibolt can breathe air and water.

False Appearance. While the amphibolt is motionless, it is indistinguishable from a large rock formation.

Lightning Leap. The amphibolt's long jump is 30 feet with or without a running start. Creatures in the amphibolt's path must make a DC 15 Dexterity saving throw. On a failure, a creature takes 7 (2d6) bludgeoning damage and 7 (2d6) lightning damage and is knocked prone. On a success, a creature takes half the damage and isn't knocked prone.

Actions

Multiattack. The amphibolt makes two Bite attacks, or it makes one Electric Tongue attack and uses Swallow.

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

Electric Tongue. *Melee Weapon Attack:* +7 to hit, reach 20 ft., one target. *Hit:* 9 (2d4 + 4) bludgeoning damage plus 7 (2d6) lightning damage, and the target is grappled (escape DC 15). Until the grapple ends, the target is restrained, and the amphibolt can't make an Electric Tongue attack against another target.

Swallow. The amphibolt makes one Bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the ambphibolt, and it takes 10 (3d6) lightning damage at the start of each of the amphibolt's turns. The amphibolt can have only one target swallowed at a time.

If the amphibolt takes 15 damage or more on a single turn from the swallowed creature, the amphibolt must succeed on a DC 14 Constitution saving throw at the end of that turn or regurgitate the creature, which falls prone in a space within 5 feet of the amphibolt. If the amphibolt dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

Ramnath Nanthakumar (Order #37530305)

Angel, Archangel Hala'ath

An enormous obelisk of clear quartz etched with runes in a language known only to the gods floats serenely along the ground. Gears turn behind the slabs of crystal, eternally powering some ineffable machine. An unblinking, eye-shaped rune hovers above the monolithic body, and four titanium wings support the obelisk's base.

Hala'ath, the Sentinel of Progress, guides the mortal peoples of the Material Plane into a glorious future. The archangel usually acts from afar, preferring to send its haladrons to guide and assist those who have requested aid from it. It believes progress due to direct intercession is not true advancement for the person or species requiring it. Hala'ath is viewed as aloof and impersonal, even by its peers.

Oppressor's Bane. Hala'ath is a patron of inventors and builders, but its portfolio also includes societal advancement. The archangel sees all thinking creatures as equal in the eyes of the gods of goodness and order, and it stands in firm opposition to creatures exhibiting narrow or regressive thinking. Hala'ath is more likely to appear on the Material Plane in places where oppression has overcome reason than it is to intervene in a place where technology has gone awry.

Builder's Boon. Creators and intellectual explorers who say a prayer to Hala'ath as they embark on a new project sometimes find themselves aided by a handful of haladrons during the most difficult sections of work.

Mechanical Servitors. Hala'ath's favored servitors, haladrons, resemble a toothed cog with a pair of steel wings. An unblinking steel eye sits in the center of each haladron's body. On the Material Plane, haladrons are often sent to assist inventors and activists. They rarely make suggestions, favoring the exploration of an idea over the final execution. Haladrons can be encountered *en masse* in Gyrespring Fortress, where they tirelessly carry out Hala'ath's dictates.

Hala'ath's Lair

In the Upper Planes, Hala'ath resides in Gyrespring Fortress, a shining marvel of clockwork and dusky quartz. The fort is alive at all hours with the sound of hammers on metal, winding gears, and industry of all types.

Lair Actions

When in Gyrespring Fortress, Hala'ath can alter the environment just as an inventor can adjust a creation in progress. On initiative count 20 (losing initiative ties), Hala'ath takes a lair action to cause one of the following effects; Hala'ath can't use the same effect two rounds in a row:

- ***Empower Creation.*** Hala'ath empowers the act of creation in one of the rooms of its lair. The duration of conjuration spells cast in the empowered area increases by 1 hour, as long as the spellcaster maintains concentration on it. If a spell's duration is instantaneous, it can't be increased.
- ***Gear Burst.*** Furiously spinning gears form a 20-foot-radius sphere centered on a point Hala'ath can see within 60 feet of it. Each creature in the area must make a DC 23 Dexterity saving throw, taking 22 (5d8) slashing damage on a failed save, or half as much damage on a successful one. Constructs in the area have disadvantage on the saving throw.
- ***Imprison.*** Manacles snake out of the walls, floor, and ceiling within 120 feet of Hala'ath. The manacles grab up to 5 creatures Hala'ath can see within range. Each target must succeed on a DC 20 Strength saving throw or be grappled by the manacles (escape DC 20). A creature that is still grappled at the end of its next turn is teleported into a cell in Gyrespring Fortress's dungeon, provided the cell is within 500 feet of Hala'ath. If no cell is within 500 feet of Hala'ath, the creature is teleported to an unoccupied space on the ground up to 500 feet away from Hala'ath.

Hala'ath, the Sentinel of Progress

Huge Celestial, Lawful Good

Armor Class 19 (natural armor)
Hit Points 362 (25d12 + 200)
Speed 0 ft., fly 150 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
19 (+5)	5 (–3)	26 (+8)	24 (+7)	18 (+4)	20 (+5)

Saving Throws Con +15, Int +14, Wis +11, Cha +12
Skills History +14, Perception +11, Religion +14
Damage Resistances necrotic, poison
Damage Immunities radiant; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities blinded, charmed, exhaustion, frightened, poisoned, prone, unconscious
Senses truesight 120 ft., passive Perception 21
Languages all, telepathy 500 ft.
Challenge 22 (41,000 XP) **Proficiency Bonus** +7

Angelic Weapons. Hala'ath's weapon attacks are magical. When Hala'ath hits with any weapon, the weapon deals an extra 6d8 radiant damage (included in the attack).

Divine Assistance. A creature of good alignment that starts its turn within 120 feet of Hala'ath can take the Help action as a bonus action.

Divine Awareness. Hala'ath knows if it hears a lie.

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

Immortal Nature. Hala'ath doesn't require food, drink, or sleep.

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

Magic Resistance. Hala'ath has advantage on saving throws against spells and other magical effects.

Spirit of Fortification. While within 500 feet of Hala'ath, objects and structures have a damage threshold of 10. If an object or structure has a damage threshold higher than 10, its damage threshold is doubled instead.

Ramnath Nanthakumar (Order #37530305)

ACTIONS

Multiattack. Hala'ath makes three Titanium Wings or Bolt of Law attacks.

Titanium Wings. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage plus 27 (6d8) radiant damage.

Bolt of Law. *Ranged Spell Attack:* +14 to hit, range 150 ft., one target. *Hit:* 25 (4d8 + 7) radiant damage plus 18 (4d8) thunder damage.

Righteous Blast (Recharge 5–6). Radiant energy erupts from a point Hala'ath can see within 150 feet of it. Each creature within 20 feet of that point must make a DC 23 Dexterity saving throw, taking 36 (8d8) radiant and 36 (8d8) thunder damage on a failed save, or half as much damage on a successful one. Creatures of lawful or good alignment have advantage on the saving throw, and creatures of lawful good alignment are immune to the damage from Righteous Blast.

LEGENDARY ACTIONS

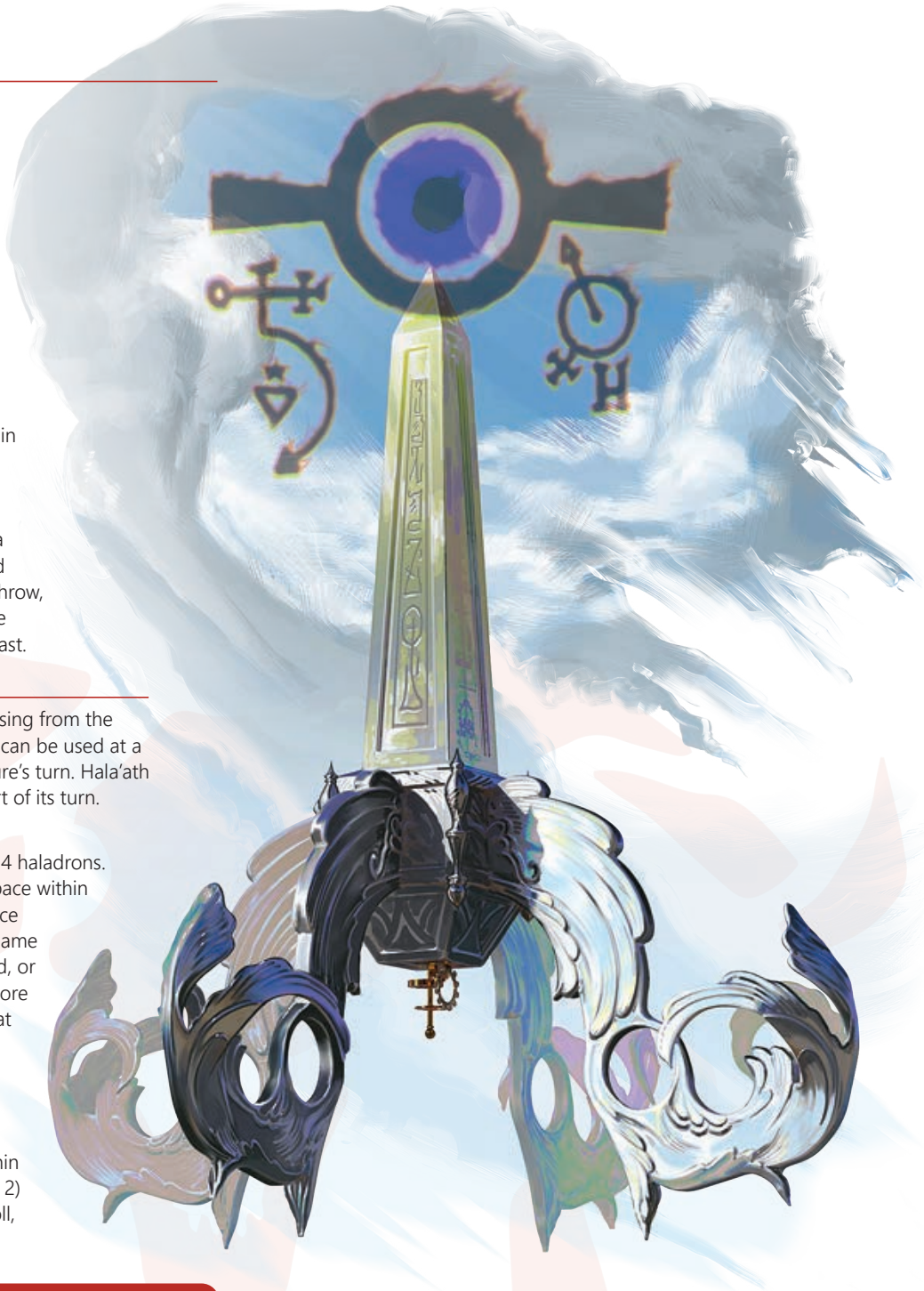
Hala'ath can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Hala'ath regains spent legendary actions at the start of its turn.

Move. Hala'ath moves up to half its speed.

Summon Haladrons. Hala'ath summons 2d4 haladrons. The haladrons appear in an unoccupied space within 150 feet of Hala'ath and act on its turn. Once summoned, the haladrons remain on the same plane as Hala'ath for 1 hour, until destroyed, or until Hala'ath dies. Hala'ath can have no more than 20 haladrons summoned in this way at one time.

Attack (Costs 2 Actions). Hala'ath makes one Titanium Wings or Bolt of Law attack.

Glorious Surge (Costs 3 Actions). Hala'ath bolsters up to two creatures it can see within 60 feet of it. Each target regains 20 (4d8 + 2) hp and has advantage on its next attack roll, saving throw, or ability check.



HALADRON

Tiny Celestial, Lawful Good

Armor Class 13 (natural armor)

Hit Points 28 (8d4 + 8)

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

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

Skills Investigation +4

Damage Resistances radiant

Condition Immunities exhaustion, poisoned, prone, unconscious

Senses darkvision 60 ft., passive Perception 12

Languages Celestial, Common, telepathy 30 ft.

Challenge 1/2 (100 XP) **Proficiency Bonus** +2

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

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

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

ACTIONS

Bolt of Law. *Ranged Spell Attack:* +4 to hit, range 60 ft., one target. *Hit:* 6 (1d8 + 2) radiant damage plus 4 (1d8) thunder damage.

Stitch (3/Day). The haladron repairs a single break or tear in an object it touches, leaving no trace of the former damage. If the haladron uses this feature on a creature, the creature regains 3 (1d6) hp.

Ramnath Nanthakumar (Order #375303805)

Angel, Archangel Iilari'jil

A raging sphere of golden flame roils above the battlefield, dozens of giant arms reaching out from it. The arms shift their appearance from moment to moment, representing humanoids and giants of all species. Motes of golden flame orbit the archangel's central mass, speeding along their trajectories while it is motionless and slowing down as it moves about the battlefield.

Iilari'jil (Eel-ARR-ee-yell), the Fire of Forgotten Hope, is a patron of the besieged and warriors who have lost hope. They are an active celestial that appears frequently on the Material Plane, though their visits rarely last longer than a minute. Iilari'jil is more widely known than many archangels due to the frequency of their appearances and has gained more popularity as a result. They have more mortal adherents than most of their peers, and they have inspired entire orders of righteous warriors devoted to the cause of breaking sieges and delivering the good and innocent from hopeless-seeming situations.

Fire of Hope. Though primarily viewed as a celestial of battles and warfare, Iilari'jil hears the pleas and prayers of all mortals who are under siege. They are as likely to assist in ending the unjust blockade of a busy harbor as they are to help a single mortal trying to protect her home from invaders. Unlike some celestial paragons, Iilari'jil is not reluctant to take an active hand in mortal affairs and smites the enemies of those they are protecting with impunity.

Iilari'jil's Lair

Iilari'jil is rarely afforded time to rest and doesn't have a devoted home in the Upper Planes. Iilari'jil treats whatever battlefield they are fighting on as their lair, and their sheer presence has a dramatic effect on the landscape.

Iilari'jil as a Divine Patron

Numerous mortals have taken up the mantle of Iilari'jil in order to do good works in their name, either as individuals or by forming an organization with like-minded people. While they are uncommon, some barbarians pay homage to the Fire of Forgotten Hope, favoring paths that imbue them with divine energy or empower their allies against hopeless situations. Bards of Iilari'jil favor colleges that teach the art of war or that promote acts of valor, and they often join organizations where they can support soldiers on battlefields. Clerics rarely gain power directly from Iilari'jil, but many clerics of goodly gods of war and protection call for the archangel's favor in battle.

Many of Iilari'jils devotees are paladins who swear oaths promoting combat prowess or the protection of allies. Numerous knightly organizations devoted to the archangel's values exist, such as the Knights of Hope's Flame, the Templars of the Flaring Light, and the Sisters of Relief. A few warlocks have forged a pact directly with Iilari'jil. Like their patron, these agents are always on the move, and they actively work to break sieges and rally demoralized troops wherever they are found.

Lair Actions

When fighting on any battlefield, Iilari'jil can invoke their nature as a patron of warriors and the besieged to take lair actions. On initiative count 20 (losing initiative ties), Iilari'jil takes a lair action to cause one of the following effects; Iilari'jil can't use the same effect two rounds in a row:

- ***Adverse Terrain.*** The ground cracks and crumbles in a 30-foot radius centered on a point Iilari'jil can see within 120 feet of them. The area is difficult terrain for hostile creatures and lasts until Iilari'jil uses this lair action again or until the archangel dies.
- ***Blinding Burst.*** Radiance bursts from a point Iilari'jil can see within 90 feet of them. Each hostile creature within 20 feet of that point must succeed on a DC 21 Constitution saving throw or be blinded for 1 minute. A blinded creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
- ***Luminous Blessing.*** Iilari'jil's form illuminates, shedding bright light in a 60-foot radius and dim light for an additional 60 feet and infusing nearby weapons with divine energy. The light is sunlight and dispels magical darkness created by a spell of 6th level or lower or by a creature with a challenge rating of 22 or lower. The weapon attacks of friendly creatures in the bright light are magical. The light lasts until initiative count 20 on the next round.

Iilari'jil, the Fire of Forgotten Hope

Large Celestial, Chaotic Good

Armor Class 23 (natural armor)

Hit Points 333 (29d10 + 174)

Speed 0 ft., fly 150 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
26 (+8)	26 (+8)	23 (+6)	23 (+6)	30 (+10)	23 (+6)

Saving Throws Str +15, Dex +15, Con +13, Wis +17

Skills History +13, Insight +17, Intimidation +13, Perception +17, Religion +13

Damage Resistances fire, necrotic, poison

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

Condition Immunities charmed, exhaustion, frightened, poisoned, prone, unconscious

Senses truesight 120 ft., passive Perception 27

Languages all, telepathy 120 ft.

Challenge 23 (50,000 XP) **Proficiency Bonus** +7

Angelic Weapons. Iilari'jil's weapon attacks are magical. When Iilari'jil hits with any weapon, the weapon deals an extra 6d8 radiant damage (included in the attack).

Divine Awareness. Iilari'jil knows if it hears a lie.

Immortal Nature. Iilari'jil doesn't require food, drink, or sleep.

Ramnath Nanthakumar (Order #37530305)



Legendary Resistance (3/Day). If Ilari'jil fails a saving throw, they can choose to succeed instead.

Magic Resistance. Ilari'jil has advantage on saving throws against spells and other magical effects.

Siege Monster. Ilari'jil deals double damage to objects and structures.

ACTIONS

Multiattack. Iliari'jil makes three Radiant Fists or Radiant Blasts attacks.

Radiant Fists. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 25 (5d6 + 8) bludgeoning damage plus 27 (6d8) radiant damage.

Radiant Blast. *Ranged Spell Attack:* +13 to hit, range 150 ft., one target. *Hit:* 28 (5d8 + 6) radiant damage plus 14 (4d6) fire damage.

Turn the Tide (Recharge 6). A carpet of golden flame erupts from the ground on a point Ilari'jil can see within 120 feet of them. Each hostile creature within 20 feet of the point must make a DC 21 Dexterity saving throw, taking 56 (16d6) radiant damage on a failed save, or half as much damage on a successful one. Each friendly creature within 20 feet of the point regains 28 (8d6) hp.

Rouse to Action (5/Day). Ilari'jil inspires up to 4 creatures they can see within 60 feet of them. For 1 minute, whenever a target makes an ability check, attack roll, or saving throw, it can add a d6 to the roll, provided it can see or hear Ilari'jil. A creature can benefit from a Rouse to Action die only once each turn.

Spellcasting. Ilari'jil casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 21):

At will: *command, guidance, heroism, true strike*

3/day each: *haste, plane shift*

LEGENDARY ACTIONS

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

Fly. Ilari'jil flies up to half their flying speed without provoking opportunity attacks.

Cast a Spell (Costs 2 Action). Ilari'jil uses Spellcasting.

Celestial Shield (Costs 2 Actions). Ilari'jil creates a shield of radiance around a creature of their choice within 30 feet of them. The target's AC increases by 4 until the start of Ilari'jil's next turn.

Radiant Fists (Costs 2 Actions). Ilari'jil makes one Radiant Fists attack.

Restore Vigor (Costs 3 Actions). Ilari'jil ends the blinded, charmed, deafened, paralyzed, petrified, or poisoned conditions on all creatures of their choice within 15 feet of them.

Revive (Costs 3 Actions). Ilari'jil returns a creature they can see within 30 feet of them to life with 10 (3d6) hp, provided the target has been dead no longer than 1 minute.

Ramnath Nanthakumar (Order - 375303805)

Angel, Kalkydra

A massive serpent appears with gleaming copper scales and eyes of emerald green. From its back unfold six pairs of feathered wings that shine a pearlescent white.

Kalkydra are loyal servants and emissaries of solar deities. Their joyous songs herald the dawning of each day, and their melancholy refrains echo in the heavens as the sun sets each evening. It is said that those blessed by a solar deity can hear these songs echo across the aether while watching the sun rise or set, a reminder that they are watched over and protected.

Hatred of Darkness. While kalkydras oppose all evil, they are particularly vigilant against servants of darkness, especially undead that lurk at night, such as specters and vampires, and mortals and fiends that create, aid, or abet those undead.

KALKYDRA

Huge Celestial, Lawful Good

Armor Class 18 (natural armor)

Hit Points 189 (14d12 + 98)

Speed 40 ft., climb 30 ft., fly 90 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	24 (+7)	17 (+3)	21 (+5)	23 (+6)

Saving Throws Con +12, Wis +10, Cha +11

Skills Insight +10, Perception +10

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

Damage Immunities fire, radiant

Condition Immunities charmed, exhaustion, frightened, poisoned, prone

Senses truesight 120 ft., passive Perception 20

Languages all, telepathy 120 ft.

Challenge 13 (10,000 XP) **Proficiency Bonus** +5

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

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

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

ACTIONS

Multiattack. The kalkydra makes two Bite or Sunray attacks. It can replace one attack with a Constrict attack.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage plus 18 (4d8) radiant damage.

Constrict. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 17 (2d10 + 6) bludgeoning damage plus 18 (4d8) radiant damage, and the target is grappled (escape DC 18). Until this grapple ends, the creature is restrained, and the kalkydra can't constrict another target.

Sunray. *Ranged Spell Attack:* +11 to hit, range 120 ft., one target. *Hit:* 24 (4d8 + 6) radiant damage plus 9 (2d8) fire damage.

Song of Sunrise (1/Day). The kalkydra sings a song to welcome the dawn, causing sunlight to fill the area in a 120-foot radius around it. This effect lasts for 1 minute.

Spellcasting. The kalkydra casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 19):

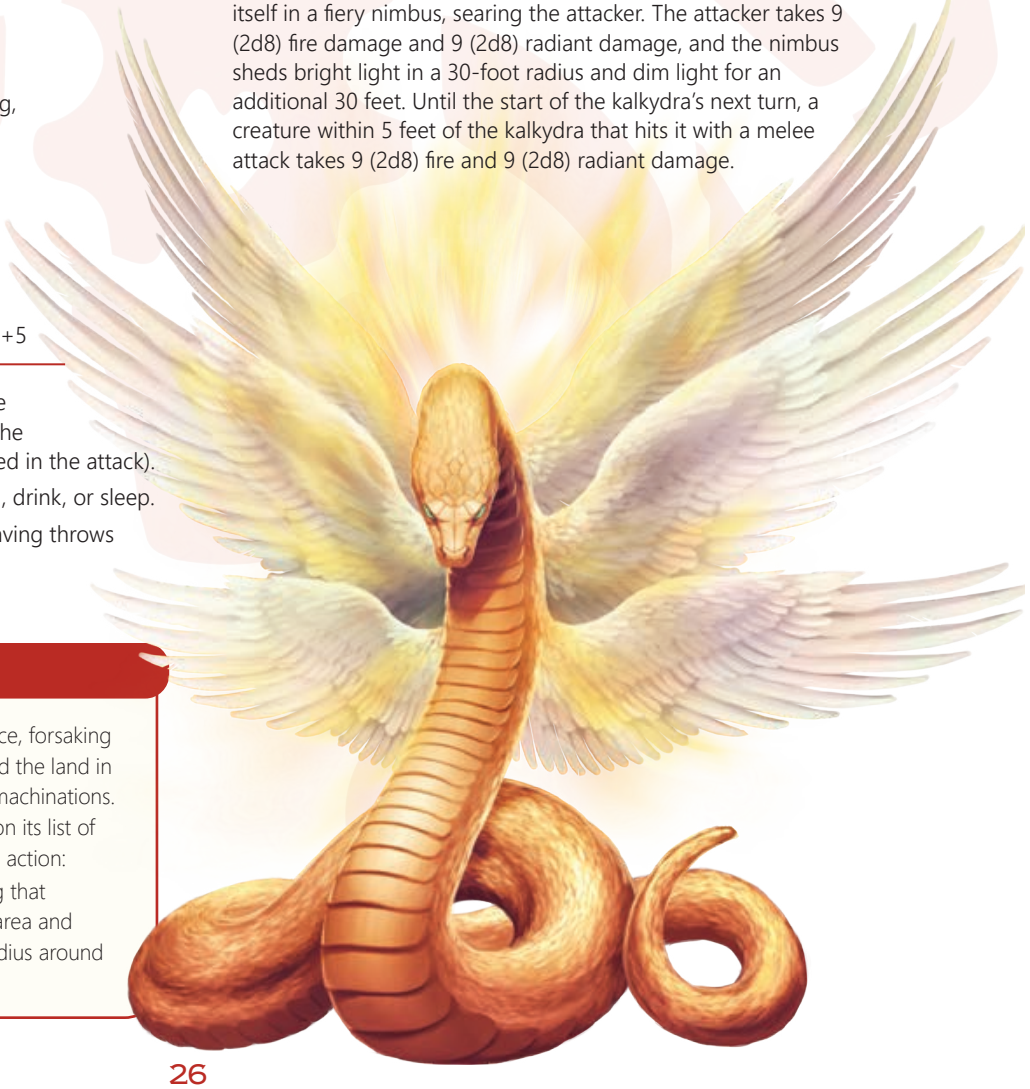
At will: *detect evil and good*, *light*

3/day each: *daylight*, *dispel evil and good*

1/day each: *commune*, *greater restoration*

REACTIONS

Solar Nimbus. When the kalkydra is hit by an attack, it surrounds itself in a fiery nimbus, searing the attacker. The attacker takes 9 (2d8) fire damage and 9 (2d8) radiant damage, and the nimbus sheds bright light in a 30-foot radius and dim light for an additional 30 feet. Until the start of the kalkydra's next turn, a creature within 5 feet of the kalkydra that hits it with a melee attack takes 9 (2d8) fire and 9 (2d8) radiant damage.



FALLEN KALKYDRA

There are times when the rare kalkydra falls from grace, forsaking its deity to consort with evil. Such fallen angels shroud the land in darkness so that evil may better execute its devious machinations. For a fallen kalkydra, replace *daylight* with *darkness* on its list of spells, and replace Song of Sunrise with the following action:

Sing Out the Sun (1/Day). The kalkydra sings a song that accompanies the sunset, draining the light from the area and creating an area of magical darkness in a 120-foot radius around it. This effect lasts for 1 minute.

Ramnath Nanthakumar (Order #37530305)

Angel, Pelagic Deva



This androgynous humanoid angel has a large-finned fishlike tail and fine scales with a brilliantly hued striped pattern cover its body. Colorful, living-coral armor protects the angel's torso and head.

Pelagic devas are sent to the Material Plane to protect the good and righteous from threats posed by fell marine creatures such as scheming aboleths, greedy dragon turtles, and uncaring krakens. They prefer to explore deeper waters ranging from 3,000 to 13,000 feet below sea level, but they enter the shallows or the trenchant depths when evil needs to be overcome.

Beacons of Hope. Pelagic devas are renowned for their pleasant and loquacious demeanors, and they fall silent or take on a grim expression only when they encounter creatures that revel in the suffering of others. Unless they are set to a specific task, they range far and wide to assist stranded mariners, troubled aquatic communities, and beleaguered sea life. Except in the case of fiends, pelagic devas assess each intelligent creature they encounter as an individual and don't condemn whole crews or communities for the evil actions of individual members.

PELAGIC DEVA

Medium Celestial, Neutral Good

Armor Class 17 (Living Coral Armor)

Hit Points 142 (15d8 + 75)

Speed 20 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	18 (+4)	20 (+5)	17 (+3)	20 (+5)	22 (+6)

Saving Throws Str +8, Wis +9, Cha +10

Skills Nature +7, Perception +9

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

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 120 ft., passive Perception 19

Languages all, telepathy 120 ft.

Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Amphibious. The pelagic deva can breathe air and water.

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

Immortal Nature. The pelagic deva doesn't require food, drink, or sleep.

Living Coral Armor. The pelagic deva's armor is made of living coral. If the deva's armor is damaged, such as from a black pudding's Pseudopod attack, the armor fully repairs itself within 1 minute, provided it wasn't destroyed.

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

Actions

Multiattack. The pelagic deva makes three Trident attacks.

Trident. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus 18 (4d8) radiant damage. If the pelagic deva makes a ranged attack with its trident, the trident returns to its hands at the start of its next turn.

Transforming Touch (5/Day). The pelagic deva can magically polymorph a willing creature into a giant octopus, hunter shark, or plesiosaurus. The transformation lasts 8 hours, until the target uses a bonus action to transform back into its true form, or until the target dies. Any equipment the target is wearing or carrying is absorbed into its new form.

In the new form, the target retains its alignment and Intelligence, Wisdom, and Charisma scores as well as its ability to speak. Its other statistics are replaced by those of its new form, and it gains any capabilities that the new form has but it lacks.

Bonus Actions

Anoxic Aura (1/Day). The pelagic deva removes oxygen from the nearby water for 1 minute. Each creature that requires oxygen to live (including air-breathing creatures under the effects of the *water breathing* spell) and that starts its turn within 20 feet of the pelagic deva must succeed on a DC 17 Constitution saving throw or begin suffocating. The deva never suffers the effects of this aura and can choose any number of creatures in the area to ignore its effects.

Ramnath Nanthakumar (Order : 375303805)

Angel, Psychopomp

A skeletal figure in a gray cloak steps from the shadows. In the light, its bony aspect is replaced with muscled flesh and pale skin. When its work is done, it spreads its gray wings and disappears with the sound of dozens of birds taking flight.

Psychopomps are created by deities to collect the souls of the faithful after they have been judged and carry them on to their final reward. These angels are single-minded in their devotion to their creators and their purpose, and they suffer no impediments while they go about their divine task. Despite their grim-faced countenances, psychopomps are interesting conversationalists that enjoy clever wordplay and challenging tests of logic and reason.

Saviors of the Faithful. In addition to gathering and delivering souls after they have been judged, psychopomps descend into the Lower Planes and retrieve those wayward souls lost to fiendish promises. Psychopomps retain the complete knowledge of celestial and infernal law, and they are empowered with their patron's authority to forcibly unmake infernal contracts when they can't trick, bully, or otherwise manipulate a fiend into giving up its claim on a mortal soul.

Bestial Countenance. Psychopomps that serve deities of death and the afterlife often have the head and other features of beasts favored by their patrons, such as jackals, owls, or ravens.

PSYCHOPOMP

Medium Celestial, Lawful Neutral

Armor Class 14 (natural armor)

Hit Points 68 (8d8 + 32)

Speed 40 ft., fly 60 ft.

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

Saving Throws Con +6, Wis +5, Cha +6

Skills Deception +6, History +4, Intimidation +6, Perception +5

Damage Resistances necrotic, radiant; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 120 ft., passive Perception 15

Languages all, telepathy 60 ft.

Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Death's Accomplice. When the psychopomp deals radiant damage, it can choose to deal necrotic damage instead.

Fiendish Countenance. When traveling the planes of existence demons and devils are native to, such as Hell or the Abyss, the psychopomp appears to be a Fiend of a type native to that plane. Until it reveals its true nature (no action required) or uses its Divine Dictum, Spirit Usher, or Unmake Contract features, it is undetectable as a Celestial.

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

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

Actions

Multiattack. The psychopomp makes two Lantern Flail attacks.

Lantern Flail. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) bludgeoning damage plus 4 (1d8) radiant damage. A fiend or undead hit by this attack takes an extra 10 (3d6) radiant damage.

Divine Dictum (Recharge 5–6). The psychopomp unleashes a small portion of its creator's influence. Each creature of the psychopomp's choice that it can see within 30 feet of it must make a DC 14 Wisdom saving throw, taking 22 (5d8) radiant damage on a failed save, or half as much damage on a successful one. Each charmed, frightened, or possessed creature of the psychopomp's choice within 60 feet of it can choose to end the condition.

Unmake Contract (1/Day). The psychopomp can project the pure power and majesty of its patron deity. A creature the psychopomp can see or hear within 60 feet of it is freed of all liens upon its soul.

Bonus Actions

Spirit Usher (3/Day). The psychopomp wards a creature with divine power for 1 hour. While warded, Celestials, Fiends, and Undead have disadvantage on attack rolls against the creature, and the creature can't be charmed, frightened, or possessed by them. In addition, the warded creature gains 11 temporary hit points and, if slain, can't be raised as an Undead for 1 year.



Ramnath Nanthakumar (Order # 37530305)

Angel, Shrouded



The winged, gray-cloaked figure holding a long, golden blade emanates an aura of reverence and malice in equal measure as its eyes burn with blue fire.

Though no less noble and dedicated than other celestials, shrouded angels understand that evil must be destroyed no matter the method. These angels throw aside the inflexible adherence to the law in order to serve as heaven's hand of justice, combating the darkness with rogue-like skill and an assassin's blade.

Judge and Jury. Virtually all shrouded angels consider themselves the final arbiter of justice. They are not content to allow courts of law to mete out punishment, taking such matters into their own hands.

Last Resort. Shrouded angels are direct agents of good, winging their way in to strike down evil, especially those that have managed to evade justice for their crimes on more than one occasion. Such villains can expect a visit from a shrouded angel, who will give them one last chance to atone or face final judgement.

Shrouded Angel

Medium Celestial, Chaotic Good

Armor Class 18 (natural armor)

Hit Points 161 (17d8 + 85)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	20 (+5)	16 (+3)	22 (+6)	10 (+0)

Saving Throws Str +9, Dex +10, Wis +11, Cha +5

Skills Insight +11, Perception +11, Stealth +10

Damage Resistances poison, radiant; bludgeoning, piercing, slashing from nonmagical attacks.

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 21

Languages all, telepathy 120 ft.

Challenge 13 (10,000 XP) **Proficiency Bonus** +5

Angelic Poison. The shrouded angel's weapon attacks are magical, and its weapons are coated with a radiant poison. Creatures with resistance or immunity to poison or the poisoned condition can be affected by the angel's poison. Such creatures have advantage on saving throws against the angel's poison.

Divine Awareness. The shrouded angel knows if it hears a lie.

Evasion. If the shrouded angel is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the angel instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

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

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

Actions

Multiattack. The shrouded angel makes three Justicar's Blade or Justicar's Blast attacks.

Justicar's Blade. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 5) slashing damage plus 14 (4d6) poison damage, and the target must succeed on a DC 17 Constitution saving throw or be poisoned. The poisoned condition lasts until it is removed by the *lesser restoration* spell or similar magic.

Justicar's Blast. *Ranged Spell Attack:* +11 to hit, range 120 ft., one target. *Hit:* 24 (4d8 + 6) radiant damage.

Spellcasting. The shrouded angel casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability (spell save DC 19):

At will: *bane*, *bless*, *locate creature*

3/day each: *invisibility* (self only), *healing word* (as a 5th-level spell), *nondetection*

Reactions

Executioner's Judgment. When a creature poisoned by the shrouded angel starts its turn, the angel demands the target repent. If it doesn't repent, it must make a DC 17 Constitution saving throw. If it fails, it is reduced to 0 hp. If it succeeds, it takes 22 (5d8) radiant damage.

If the target repents, its next action is chosen by the angel, as if it failed a saving throw against the *command* spell: "Draw Nigh" (approach), "Clasp Hands in Prayer" (drop), "Seek Redemption" (flee), "Be Penitent" (grovel), or "In Stillness Hear the Truth" (halt).

Once the shrouded angel uses this reaction, it must deal poison damage to a poisoned target before using this feature again.

Ramnath Nanthakumar (Order - 375303805)

Angel, Zirnitran



Six black-feathered wings extend from the back of this draconic angel. Scrolls scribed with designs of sacred geometry and draconic script hang from its belt. Its scales shine in the light with the beauty of nebulas and slowly alternate in color, reflecting the beauty of all dragonkind. The angel's eyes smolder like lidded suns, and the magic it wields promises absolution for the penitent or obliteration for the wicked.

Celestials in servitude to the gods of dragons, the zirnitra are powerful angels oathbound to keeping divine secrets safe from hellish fiends, far-reaching planar outsiders, and the hubris of mortals. Armed with claws anointed in blessed oil and a truly fearsome command of draconic sorcery and angelic magic, zirnitran are more than a match for most beings. Furthermore, their presence diffuses the risks of chance, their eyes reflect the might of ancient dragons, and their sacred flame breath melts away magic wards as readily as heretics.

Scholars of Old Magic. With eons of time to pass, zirnitran angels study the entire breadth of draconic history, including the creation and use of magic. This understanding of powerful magical forces fosters a deep-seated distrust of the zirnitra in their celestial brethren. Many celestials believe their knowledge and mastery of magic border dangerously close to blasphemy, but the zirnitra have yet to overstep their bounds or use their knowledge to defy the gods. Some celestials suspect the gods allow the zirnitran angels to retain their mastery so they might better aid the eldest dragon when it wakes from its slumber and commences the end of times.

Witnesses to Draconian Plots. From their heavenly perches, zirnitran angels watch, observe, and chronicle the affairs of dragons. Charged with the monumental task of recording every dragon and drake's hatching, draconic plots unfolding, the amassing of hoards, the rise and fall of ancient civilizations, and the coronations of kobold kings, the zirnitra hold fast to their divine mandates as the historians and recordkeepers of the cosmos.

Annals of Life and Fire. Inscribed into every zirnitran angel's seemingly endless scrolls are their holy accounts, dutifully kept in draconic script, angelic seals, sacred geometry, and esoteric formulae. The most devious of fiends—abyssal, infernal, and mortal alike—believe the scrolls of a zirnitran are a divine key. With the scrolls of a zirnitran angel in hand, these foul agents believe they can unlock access to the most vulnerable parts of the heavens and the secrets therein. More than one plot has been hatched through time to take such holy scripts, by deceit or by force.

Ramnath Nanthakumar (Order # 37530305)

ZIRNITRAN

Huge Celestial, Neutral Good

Armor Class 19 (natural armor)

Hit Points 325 (26d12 + 156)

Speed 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	23 (+6)	25 (+7)	25 (+7)	20 (+5)

Saving Throws Str +10, Dex +8, Wis +13, Cha +11

Skills Arcana +13, History +13, Insight +13 Perception +13, Religion +13

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

Damage Immunities necrotic, poison

Condition Immunities charmed, exhausted, frightened, poisoned

Senses truesight 120 ft., passive Perception 23

Languages all, telepathy 120 ft.

Challenge 20 (25,000 XP) **Proficiency Bonus** +6

Angelic Weapons. The zirnitran's weapon attacks are magical. When the zirnitran hits with any weapon, the weapon deals an extra 5d8 radiant damage (included in the attack).

Aura of Balance. The zirnitran emits an aura of balance, affecting chance and probability around it. While a creature is within 20 feet of the zirnitran, it can't have advantage or disadvantage on any ability check, attack roll, or saving throw. This aura also affects the zirnitran. At the start of each of its turns, the zirnitran chooses whether this aura is active.

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

Dragon Watcher. The zirnitran has advantage on saving throws against dragon breath weapons. The zirnitran takes no damage if it succeeds on such a saving throw, and only half damage if it fails.

Hardened Scales. Any critical hit against the zirnitran becomes a normal hit.

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

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

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

ACTIONS

Multiattack. The zirnitran uses Glimpse from the Heavens. It then makes three Anointed Claws or Draconic Blast attacks.

Anointed Claws. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage and 22 (5d8) radiant damage.

Draconic Blast. *Ranged Spell Attack:* +13 to hit, range 120 ft., one target. *Hit:* 29 (5d8 + 7) radiant damage. The zirnitran can choose to deal acid, cold, fire, lightning, or poison damage instead of radiant.

Glimpse from the Heavens. The zirnitran's eyes flash with the majesty of a solar eclipse. Each creature of the zirnitran's choice that is within 60 feet of the zirnitran and that can see 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 a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the zirnitran's Glimpse of the Heavens for the next 24 hours. A creature that fails the saving throw by 5 or more is also blinded. The blindness lasts until it is removed by a *greater restoration* spell or similar magic.

Sacred Flame Breath (Recharge 5–6). The zirnitran exhales holy fire in a 90-foot cone. Each creature in that area must make a DC 20 Dexterity saving throw, taking 33 (6d10) fire damage and 33 (6d10) radiant damage on a failed save, or half as much damage on a successful one. In addition, the holy fire burns away magic, ending any spell of 7th-level or lower in the area.

Secrets of the Hidden Hoard (2/Day). The zirnitran draws upon ages of study and observation and casts one spell of 8th level or lower that appears on the cleric or wizard spell list. The zirnitran casts the spell as an action, regardless of the spell's normal casting time.

Spellcasting. The zirnitran casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability (spell save DC 21):

At will: *detect evil and good*, *invisibility* (self only), *legend lore*, *thaumaturgy*

3/day each: *dispel evil and good*, *geas* (as an action)

1/day each: *antimagic field*, *plane shift*

REACTIONS

Six-Scaled Aegis. When the zirnitran takes damage, it gains resistance to that type of damage, including to the triggering damage, for 1 minute or until it uses this reaction again.

LEGENDARY ACTIONS

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

Detect. The zirnitran knows the location of each dragon and each creature with a strong connection to dragons, such as a sorcerer with the draconic bloodline, within 120 feet of it.

Move. The zirnitran angel flies up to half its flying speed without provoking opportunity attacks.

Attack (Costs 2 Actions). The zirnitran makes one Anointed Claws or Draconic Blast attack.

Cast a Spell (Costs 2 Actions). The zirnitran uses Spellcasting.

Under Black Wings (Costs 3 Actions). The zirnitran creates a magical, feathered shield around itself or another creature it can see within 120 feet of it. The target gains a +2 bonus to AC and 20 temporary hp until the end of the zirnitran's next turn.

ZIRNITRAN ANGELS IN MIDGARD

Zirnitran angels keep a close watch over the Mharoti Empire. In their long annals of dragon history, the Mharoti Empire is the longest-lived and largest. These angels recorded the first dragons raising armies and declaring sovereign states, but the organization and efficiency of this draconic empire is unique in their records. Though 400 years is minor by draconic standards and even less significant by cosmic standards, few historical dragons ruled well enough to retain power for a century, let alone several dragons ruling together over four centuries.

One zirnitran angel, Xayhess, regularly visits Mharot himself, recording the dragon's visitors, his blessings, and his kobold and dragonborn servitors. Mharot chafes under the watchful gaze of his silent observer, and he has recently ordered his vizier to find suitable tours or distractions for the angel when it visits.

Ramnath Nanthakumar (Order #375303805)

Animal Lord, Queen of Mammoths

The intimidating power of this elephantine-headed woman radiates from her golden tusks and proud stance. Her subtle smile and deep, honey-colored eyes hint at the wisdom behind the muscle.

Known to some as Ladgerda, the Queen of Mammoths wanders the frigid foothills and tundras, living among her mammoth subjects. Though she prefers to stay neutral in the conflicts between the various animal lords (see *Creature Codex*), when animals are threatened, she steps to the forefront, eagerly demonstrating why only fools stand in the way of the stampede.

Mammoth's Gift. The Queen of Mammoths can break the tip off one of her golden tusks and present it as a reward for great service. Depending on the service, the tusk can temporarily grant the recipient great strength or fortitude, or it can be melted down and sold at great value to better aid the recipient in taking care of its own charges.

Strong Allies. The Queen of Mammoths often allies herself with Brother Ox, the Lord of Bovines (see *Creature Codex*). Their shared contemplative nature is mirrored by the ferocity they show when their animal subjects are threatened. Rumors fly among the other animal lords and their servants that Brother Ox and the Queen of Mammoths are more than simple allies, but none dare speak such rumors in the presence of either animal lord.



QUEEN OF MAMMOTHS

Huge Fey (Shapechanger), Chaotic Good

Armor Class 20 (natural armor)

Hit Points 250 (20d12 + 120)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	22 (+6)	15 (+2)	18 (+4)	19 (+4)

Saving Throws Dex +6, Wis +10

Skills Athletics +13, Insight +10, Intimidation +10, Perception +10

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, poison

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

Senses truesight 120 ft., passive Perception 20

Languages all, telepathy 120 ft.

Challenge 18 (20,000 XP) **Proficiency Bonus** +6

Elephantine Passivism. No elephant, mammoth, or other elephantine creature can willingly attack the Queen of Mammoths. They can be forced to do so through magical means.

Ramnath Nanthakumar (Order #375303805)

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

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

Magic Weapons. The Queen of Mammoths's weapon attacks are magical.

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

Speak with Elephantines. The Queen of Mammoths can communicate with any elephant, mammoth, or other elephantine creature as if they shared a language.

Trampling Charge. If the Queen of Mammoths moves at least 20 feet straight toward a creature and then hits it with a Gore attack on the same turn, that target must succeed on a DC 20 Strength saving throw or be knocked prone. If the target is prone, the queen can make one Stomp attack against it as a bonus action.

ACTIONS

Multiattack. The Queen of Mammoths makes three Battleaxe attacks or two Gore attacks, or she makes one Gore attack and one Stomp attack. She can replace one attack with one Trunk attack or Trunk Slam.

Battleaxe (Humanoid or True Form Only). *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 7) slashing damage, or 23 (3d10 + 7) slashing damage if used with two hands.

Gore (Elephantine or True Form Only). *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 34 (6d8 + 7) piercing damage.

Stomp (Elephantine or True Form Only). *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 34 (5d10 + 7) bludgeoning damage.

Trunk (Elephantine or True Form Only). *Melee Weapon Attack:* +13 to hit, reach 15 ft., one creature. *Hit:* The target is grappled (escape DC 19) if it is a Large or smaller creature. Until the grapple ends, the target is restrained, and the queen can't use her Trunk attack on another target.

Trunk Slam. One Large or smaller object held or creature grappled by the Queen of Mammoths is slammed into the ground or flung away. A creature slammed to the ground must make a DC 20 Constitution saving throw, taking 27 (5d10) bludgeoning damage on a failed save, or half as much damage on a successful one. This doesn't end the grappled condition on the target.

A creature flung away is thrown up to 60 feet in a random direction and knocked prone. If a thrown creature strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 19 Dexterity saving throw or take the same damage and be knocked prone.

Tusk Sweep (Elephantine or True Form Only, Recharge 5–6). The Queen of Mammoths channels raw magic as she sweeps her tusks in a wide arc. Each creature in a 15-foot cube must make a DC 20 Dexterity saving throw. On a failure, a creature takes 35 (10d6) bludgeoning damage and is pushed up to 15 feet away from the queen. On a success, a creature takes half the damage and isn't pushed away.

BONUS ACTIONS

Change Shape. The Queen of Mammoths transforms into a Gargantuan oliphaunt (see *Creature Codex*), a Huge mammoth, a Medium female human with thick brown hair tied back in a braid, or back into her true Huge elephant-headed humanoid form. Her statistics, other than her size, are the same in each form. Any equipment she is wearing or carrying transforms with her.

REACTIONS

Catch Weapon (Elephantine or True Form Only). When the Queen of Mammoths is hit by a melee weapon attack, she can reduce the damage by 1d10 + 17. If this reduces the damage to 0, the queen can catch the weapon with her trunk if she is not using it to grapple a creature.

If the Queen of Mammoths catches a weapon in this way, she must make a Strength (Athletics) check contested by the attacker's Strength (Athletics) or Dexterity (Acrobatics) check (the target chooses the ability to use). The queen has disadvantage on the check if the wielder is holding the item with two or more hands.

If she wins, she disarms the creature and can throw the weapon up to 60 feet in a random direction as part of the same reaction.

LEGENDARY ACTIONS

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

Regenerative Hide. The Queen of Mammoths regains 15 hp. She can't use this legendary action again until the end of her next turn.

Trunk. The Queen of Mammoths makes one Trunk attack.

Shoving Stampede (Costs 2 Actions). The Queen of Mammoths charges, becoming an unstoppable stampede in a line up to 80 feet long and 15 feet wide. Each creature in the line must make a DC 20 Dexterity saving throw. On a failure a creature takes 14 (4d6) bludgeoning damage and is pushed up to 15 feet away and knocked prone. On a success, a creature takes half the damage and isn't pushed or knocked prone. The Queen of Mammoths's movement along this line doesn't provoke opportunity attacks.

Queen's Trumpet (Costs 3 Actions). The Queen of Mammoths raises her trunk and emits a loud trumpeting that is audible out to 300 feet. She chooses up to three creatures that can hear the trumpeting. If a target is friendly, it has advantage on its next attack roll, ability check, or saving throw. If a target is hostile, it must succeed on a DC 20 Wisdom saving throw or become frightened until the end of its next turn.

THE QUEEN'S GIFT

When a hero performs a great deed for the Queen of Mammoths or for mammoths in general, the queen might gift the hero with a piece of her tusk. Typically, the tusk is nothing more than gold, which can be melted down and sold as thanks to the hero, or a bone fragment containing a temporary boon, such as breaking it to gain the effects of a *potion of heroism*.

For heroes that perform particularly impactful deeds, however, the queen imbues the gifted tusk with some of her power. Such a tusk might be shaped like a belt buckle, turning any belt into a *belt of fire giant strength*, like an axe knob, turning any axe or greataxe into a *+3 weapon*, like a golden gorget, turning any suit of armor into *+1 armor of cold resistance*, or like a miniature elephant, which can be used as a *figurine of wondrous power (marble elephant)*.

Ramnath Nanthakumar (Order #375303805)

Animated Instruments

The piano began to play a tune on its own, and the tavern patrons turned to look. The piano then floated upward, clipping a startled waiter, and everyone in the tavern turned to flee.

Delicate in frame but clever in design, animated instruments are crafted with formidable magic to serve maestros and savants for purposes ranging from bodyguards to performance backup. Favored by bards, nobles, and virtuoso liches (see *Tome of Beasts 2*) these often-beautiful works of craftsmanship are designed and imbued with magical effects that can enthrall, confuse, and even terrify listeners.

Any instrument is suitable for animation, though some are more common than others. Lutes, flutes, and other more compact instruments are prime candidates for traveling bards. Pianos and harpsichords make for excellent guards in the homes of the wealthy. Horns and drums are often chosen for armies on battlegrounds to bolster weary soldiers and frighten oncoming enemies.

Compelling Melodies. Songs of wondrous power are woven into the enchantments that impart the chosen instrument with unique musical gifts. Other times, usually when an instrument is enchanted in haste, the instrument recalls the pieces of music it was used to play when it was only an object. In any case, the animated instrument can play magical melodies. All animated instruments, even the simplest of harps or tambourines, can strike at unruly listeners with thunderous effect and charming melodies.

Menacing Harmonies. An animated instrument alone is more than enough for most heroes to handle, but not all instruments are brought to life for solo acts. Just as often, formidable quartets of instruments are created, typically horns or drums. Quartets act with unified purpose in accordance with their enchanter's instructions and do so in perfect harmony. Though most animated instruments are seen alone or as a quartet, animated instruments' capacity for animation is limited only by the arcane aptitude and creativity of the enchanter.

Mighty Symphonies. Truly magnificent works of art and sorcery, animated symphonies are massive swarms of animated instruments. The magic required to uplift entire symphonies is both mighty and rare. In all cases, animated symphonies develop hive-mind egos that are twisted caricatures of the composers who wrote for the instruments or that are rooted in the style of music their individual components played before their transmutation. The personalities of these symphonies are as varied as the music of the world.

Instruments of Varying Sizes

The statistics presented here describe a Tiny instrument, such as a flute, shawm, or tambourine, but instruments of any size can be animated. To create an animated instrument of a different size, use the statistics presented here except as described below.

Small. A Small instrument, such as a lute, sitar, tabor, or violin, is portable and often requires two hands to play. A Small animated instrument has 17 (5d6) hit points, and its Trouble Clef and Orchestra Hit each increase by one die type. It has a challenge rating of 1/4 (50 XP).

Medium. A Medium instrument, such as a cello, kettledrum, or marimba, is nearly the size of a human and often requires the musician to remain stationary to play it. A Medium animated instrument has 27 (6d8) hit points, and its Trouble Clef and Orchestra Hit each increase by two die types. It has a challenge rating of 1/2 (100 XP).

Large. A Large instrument, such as an alphorn, harp, or piano, is larger than a human, often requires multiple people or magic to reposition it, and, in some cases, can be played by more than one person. A Large animated instrument has a walking speed of 30 feet in addition to its flying speed and 27 (5d10) hit points, and its Trouble Clef and Orchestra Hit each increase by three die types. It has a challenge rating of 1/2 (100 XP).

Animated Symphony's Lair

An animated symphony's lair is typically an unoccupied music hall, defunct bardic college, great cathedral, or the grand ballroom of an abandoned palace. The magical influence of the animated symphony alters its lair, stretching out the space to increase spectator capacity, adding balconies and private viewing boxes, and insulating walls to maximize the acoustics.

When encountered in its lair, the symphony has a challenge rating of 16 (15,000 XP).

Lair Actions

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

- ***Backup Music.*** The symphony calls for backup instruments to assist in the performance, summoning 2d4 animated instruments or 1 animated quartet in unoccupied spaces it can see within 120 feet of it. The creatures act immediately and on initiative count 20 each round. The creatures act as allies of the symphony and remain for 1 hour, until the symphony dies, or until the symphony uses this lair action again.
- ***Horn Blast.*** The symphony's horn section blasts a harsh note at a point the symphony can see within 120 feet of it. Each creature within 5 feet of that point must make a DC 19 Constitution saving throw, taking 21 (6d6) thunder damage on a failed saving throw, or half as much damage on a successful saving throw.
- ***Timekeeper.*** The symphony's percussion section attempts to magically alter the tempo of one creature it can see within 120 feet of it. A friendly target gains a +2 bonus to its AC, has advantage on Dexterity saving throws, and can make one attack as a bonus action on its turn. A hostile target must succeed on a DC 19 Wisdom saving throw or reduce its AC by 2, have disadvantage on Dexterity saving throws, and can use either an action or bonus action, but not both, on its turn. The effect lasts until initiative count 20 on the next round.

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REGIONAL EFFECTS

The region containing the animated symphony's lair is warped by its presence, which creates one or more of the following effects:

- ***Life-Giving Music.*** Periodically, an inanimate object within 1 mile of the symphony's lair temporarily comes to life to sing and dance and realize the dreams it could never achieve while it was inanimate.
- ***Pervasive Stings.*** Within 5 miles of the symphony's lair, situation-appropriate music audibly, though not loudly, punctuates decisive actions, potentially providing advantage in moments of brilliance or disadvantage in inopportune circumstances, usually in accordance with the symphony's long-term goals.

If the animated symphony dies, these effects fade in 1d10 days.

ANIMATED INSTRUMENT

Tiny Construct, Unaligned

Armor Class 12 (natural armor)

Hit Points 17 (7d4)

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

STR	DEX	CON	INT	WIS	CHA
1 (–5)	12 (+1)	11 (+0)	1 (–5)	5 (–3)	15 (+2)

Skills Performance +6

Damage Immunities poison, psychic

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

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 7

Languages —

Challenge 1/4 (50 XP) **Proficiency Bonus** +2

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

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

False Appearance. While the instrument remains motionless and isn't flying, it is indistinguishable from a normal musical instrument.

ACTIONS

Trouble Clef. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 1) bludgeoning damage.

Orchestra Hit. *Ranged Spell Attack:* +4 to hit, range 60 ft., one target. *Hit:* 5 (1d6 + 2) thunder damage.

Spirited Solo (Recharge 5–6). The instrument improvises a tune to draw listeners into entrancing thought. Each creature within 30 feet of the animated instrument that can hear the song must make a DC 12 Wisdom saving throw. On a failure, a creature is incapacitated until the end of its next turn. On a success, a creature has an epiphany and gains advantage on Charisma (Performance) checks for 1 day.

Courageous Anthem (1/Day). The instrument plays a song that bolsters its allies. Each friendly creature within 30 feet of the animated instrument that can hear the song has a +1 bonus to attack rolls, ability checks, and saving throws until the song ends. The animated instrument must take a bonus action on subsequent turns to continue playing the song. It can stop playing at any time. The song ends if the animated instrument is incapacitated. A creature can benefit from only one Courageous Anthem at a time.

ANIMATED QUARTET

Large Construct, Unaligned

Armor Class 14 (natural armor)

Hit Points 102 (12d10 + 36)

Speed 30 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	17 (+3)	4 (–4)	5 (–3)	18 (+4)

Skills Performance +8

Damage Immunities poison, psychic

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



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Senses blindsight 60 ft. (blind beyond this radius), passive Perception 7

Languages —

Challenge 4 (1,100 XP) **Proficiency Bonus** +2

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

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

False Appearance. While the quartet remains motionless and isn't flying, it is indistinguishable from a group of musical instruments.

Four-Part Harmony. An animated quartet is always composed of four instruments that sit or hover close together, acting with singular intent. If an attack deals at least 25 damage to the quartet then one of the instruments falls unconscious, causing the quartet to deal one die less of damage with its Trouble Clef and Orchestra Hit actions.

ACTIONS

Multiattack. The quartet uses Musical Arrangement. It then makes two Trouble Clef or Orchestra Hit attacks.

Trouble Clef. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 13 (4d4 + 3) bludgeoning damage.

Orchestra Hit. *Ranged Spell Attack:* +6 to hit, range 60 ft., one target. *Hit:* 18 (4d6 + 4) thunder damage.

Musical Arrangement. The quartet plays one of the following songs:

- **Dreadful Dirge.** The quartet plays a hair-raising tune that evokes terror. Each hostile creature within 30 feet of the quartet must succeed on a DC 14 Wisdom saving throw or be frightened until the end of its next turn.
- **Oppressive Overture.** The quartet plays a heavy melody that reverberates through nearby creatures. Each hostile creature within 30 feet of the quartet must succeed on a DC 14 Strength saving throw or be knocked prone.
- **Seditious Sonata.** The quartet plays a song that incites disobedience and rebellion. Each hostile creature within 30 feet of the quartet must succeed on a DC 14 Charisma saving throw

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or be charmed by the quartet for 1 minute. While charmed, a creature refuses to attack other creatures or target other creatures with harmful abilities or magical effects, and it refuses to aid its allies. A charmed creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a charmed creature takes damage, the effect ends for it.

ANIMATED SYMPHONY

Gargantuan Swarm of Small Constructs, Neutral

Armor Class 15 (natural armor)

Hit Points 201 (13d20 + 65)

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

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	20 (+5)	10 (+0)	8 (–1)	22 (+6)

Saving Throws Dex +7, Con +10, Wis +4, Cha +11

Skills Performance +16

Damage Resistances bludgeoning, piercing, slashing

Damage Immunities poison, psychic

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

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 9

Languages understands Common but can't speak

Challenge 15 (13,000 XP) **Proficiency Bonus** +5

Antimagic Susceptibility. The symphony becomes incapacitated if it ends its turn in the area of an *antimagic field*. If targeted by *dispel magic*, the symphony must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute. The symphony has advantage on this saving throw.

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

False Appearance. While the symphony remains motionless and isn't flying, it is indistinguishable from a large collection of musical instruments and performance paraphernalia.

Grand Composition. While the symphony occupies another creature's space, that creature has disadvantage on Constitution saving throws to maintain concentration, and the creature can't cast spells with verbal components.

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

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

Swarm. The symphony can occupy another creature's space and vice versa, and the symphony can move through any opening large enough for a Small musical instrument. Except for the Harmonize legendary action, the symphony can't regain hp or gain temporary hp.

ACTIONS

Multiattack. The symphony uses Musical Arrangement. It then makes two Hammer Note or Pulsating Cacophony attacks.

Hammer Note. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target in the swarm's space. *Hit:* 36 (8d8) bludgeoning damage, or 18 (4d8) bludgeoning damage if the symphony has half its hit points or fewer.

Pulsating Cacophony. *Ranged Spell Attack:* +11 to hit, range 60 ft., one target. *Hit:* 22 (4d10) thunder damage plus 13 (2d12) psychic damage, or 11 (2d10) thunder damage plus 6 (1d12) psychic damage if the symphony has half its hit points or fewer.

Musical Arrangement. The symphony plays one of the following:

- **Ballet of Quickening Steps.** The symphony plays a lilting ballet that picks up pace in startling fashion, increasing its movement speed by 10 feet and allowing it to take the Dodge action as a bonus action on each of its turns. This song lasts 1 minute or until the symphony plays a different song.
- **Harrowing Hymn.** The symphony plays a foreboding verse. Each creature within 30 feet of the symphony that can hear 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 symphony's Harrowing Hymn for the next 24 hours.
- **Concerto for the Luckless.** The symphony plays a compelling piece, pitting nearby listeners against their own misfortunes. Each creature within 60 feet of the symphony that can hear it must succeed on a DC 19 Charisma saving throw or be cursed for 1 minute. While cursed, a creature can't add its proficiency bonus to attack rolls or ability checks. If the cursed creature rolls a 20 on an attack roll or an ability check, the curse ends. Alternatively, the curse can be lifted early by a *remove curse* spell or similar magic.
- **Four Winds Canon.** The symphony trumpets gale force winds in a 90-foot cone. Each creature in that area must make a DC 19 Strength saving throw. On a failure, a creature is pushed up to 30 feet away from the symphony and knocked prone. On a success, a creature is knocked prone, but it isn't pushed. The winds also disperse gas or vapor, and it extinguishes candles, torches, and similar unprotected flames in the area. It causes protected flames, such as those of lanterns, to dance wildly and has a 50 percent chance to extinguish them.

LEGENDARY ACTIONS

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

Move. The symphony moves up to its speed without provoking opportunity attacks.

Harmonize (Costs 2 Actions). The symphony tunes its worn-out instruments back to working harmony, regaining 20 hp and ending one condition affecting it.

Orchestral Flourish (Costs 2 Actions). The symphony plays a short, fierce melody. Each creature within 10 feet of the symphony, including creatures in its space, must make a DC 19 Constitution saving throw, taking 10 (3d6) thunder damage on a failed save, or half as much damage on a successful one.

Syncopated Melody (Costs 3 Actions). The symphony mimics a spell that was cast since the end of its last turn. It makes a Performance check where the DC is the caster's DC + the level of the spell the symphony is trying to mimic. If successful, the symphony casts the spell, using the original caster's DC and spell attack bonus.

Ramnath Nanthakumar (Order #375303805)

Animated Offal



This disgusting mass of congealed blood, intermingled with other fluids, is interrupted here and there by pieces of flesh—scraps of skin and muscle, bone, and the occasional whole or partial limb or milky eyeball. It all moves together in a slow, shuddering flow.

The first animated offal was the unintentional product of war. A field hospital for the wounded included a large pit where all the castoffs from their work—blood, pus, surgically removed flesh, and the like—were dumped. The residual energy from the constant healing spells, and the dregs of healing potions in bottles also dumped in the pit, stirred the mass of offal into a strange semblance of life.

Ease to Recreate. Since its initial creation, mad or evil magical researchers have recreated the circumstances that birthed the first such creature, bringing new animated offal into the world. Such creatures also reproduce. Once an animated offal absorbs enough new organic matter into its mass, a portion splits off, creating an entirely new ooze.

Vitalized by Healing Magic. Originally created by healing magic, an animated offal is attracted to such energies. If a healing spell is cast near it, or there are healing potions in the area, the animated offal moves toward them in preference to other targets, seeking to consume such energies.

ANIMATED OFFAL

Huge Ooze, Unaligned

Armor Class 8

Hit Points 207 (18d12 + 90)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	6 (–2)	20 (+5)	1 (–5)	7 (–2)	1 (–5)

Damage Immunities necrotic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 8

Languages —

Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Flowing Flesh. The animated offal can move through spaces as narrow as 6 inches wide without squeezing.

Healing Sense. The animated offal can sense healing spells, effects, and potions within 120 feet of it. If the ooze is the target of a healing spell, if it consumes a healing potion, or if it is affected by a similar magical effect, it gains a +2 bonus to its AC, has advantage on Dexterity saving throws, and can use its Pseudopod attack as a bonus action for 1 minute.

Ooze Nature. The animated offal doesn't require sleep.

Actions

Multiattack. The animated offal makes two Pseudopod attacks.

Pseudopod. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage plus 18 (4d8) necrotic damage, and the target is grappled (escape DC 16) if it is a Large or smaller creature and the animated offal doesn't have two other creatures grappled. If the target is holding or carrying one or more healing potions, there is a 25 percent chance one potion shatters during the attack, allowing the animated offal to absorb the healing energy and gain the benefits of its Healing Sense.

Bonus Actions

Subsume. The animated offal begins absorbing one creature it is grappling. The creature must make a DC 17 Constitution saving throw, taking 18 (4d8) necrotic damage on a failed save, or half as much damage on a successful one. The animated offal regains hp equal to half the damage dealt. If the animated offal is at its hp maximum, it gains temporary hp for 1 hour instead. The animated offal can add temporary hp gained from this trait to temporary hp gained earlier from this trait. Its temporary hp can't exceed 48. If its temporary hp would exceed 48, a new animated offal appears in an unoccupied space within 5 feet of the animated offal. The new Ooze is Small, doesn't have this bonus action, and has 10 hp.

A creature killed by this bonus action is fully subsumed into the animated offal and can be restored to life only by means of a *resurrection* spell or similar magic.

Ramnath Nanthakumar (Order #37530305)

Aphasian Abomination

A swirling cloud of orange-yellow energy moves with deliberate intent. What appear to be dozens of glowing, green eyes and mouths churn across the surface of the cloud as it moves.

A living weapon created during a great war of mages, the aphasian abomination exists to slay spellcasters. Its powerful abilities to attack the speech centers of the mind can break communication as well as stop spellcasters from speaking the words necessary to cast their magic, effectively neutralizing them. Though the mighty magicians that created these magical constructs are long dead, their creations still roam free in the blasted wastes where the war was fought, seeking enemy spellcasters to destroy.

Dangerous Portents. The aphasian abomination's ability to sense and seek out magic means the area where one is encountered likely contains remnants and relics from the ancient past.

APHASIAN ABOMINATION

Large Construct, Unaligned

Armor Class 15

Hit Points 170 (20d10 + 60)

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

STR	DEX	CON	INT	WIS	CHA
1 (–5)	20 (+5)	16 (+3)	17 (+3)	20 (+5)	5 (–3)

Saving Throws Dex +9, Int +7, Wis +9

Skills Arcana +7, Insight +9, Perception +9

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks

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

Senses darkvision 120 ft., passive Perception 19

Languages Common, telepathy 120 ft.

Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Amorphous. The aphasian abomination can move through a space as narrow as 1 inch wide without squeezing.

Aphasic Field. The aphasian abomination generates a field of psychic distortion around itself. Each creature that starts its turn within 60 feet of the abomination must succeed on a DC 17 Intelligence saving throw or lose the ability to speak coherently, saying coherent words that make no sense in context instead of whatever it intends to say. If the creature attempts to cast a spell with verbal components, it fails, taking 9 (2d8) psychic damage per spell level of the spell it attempted to cast, and it expends the spell slot.

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

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

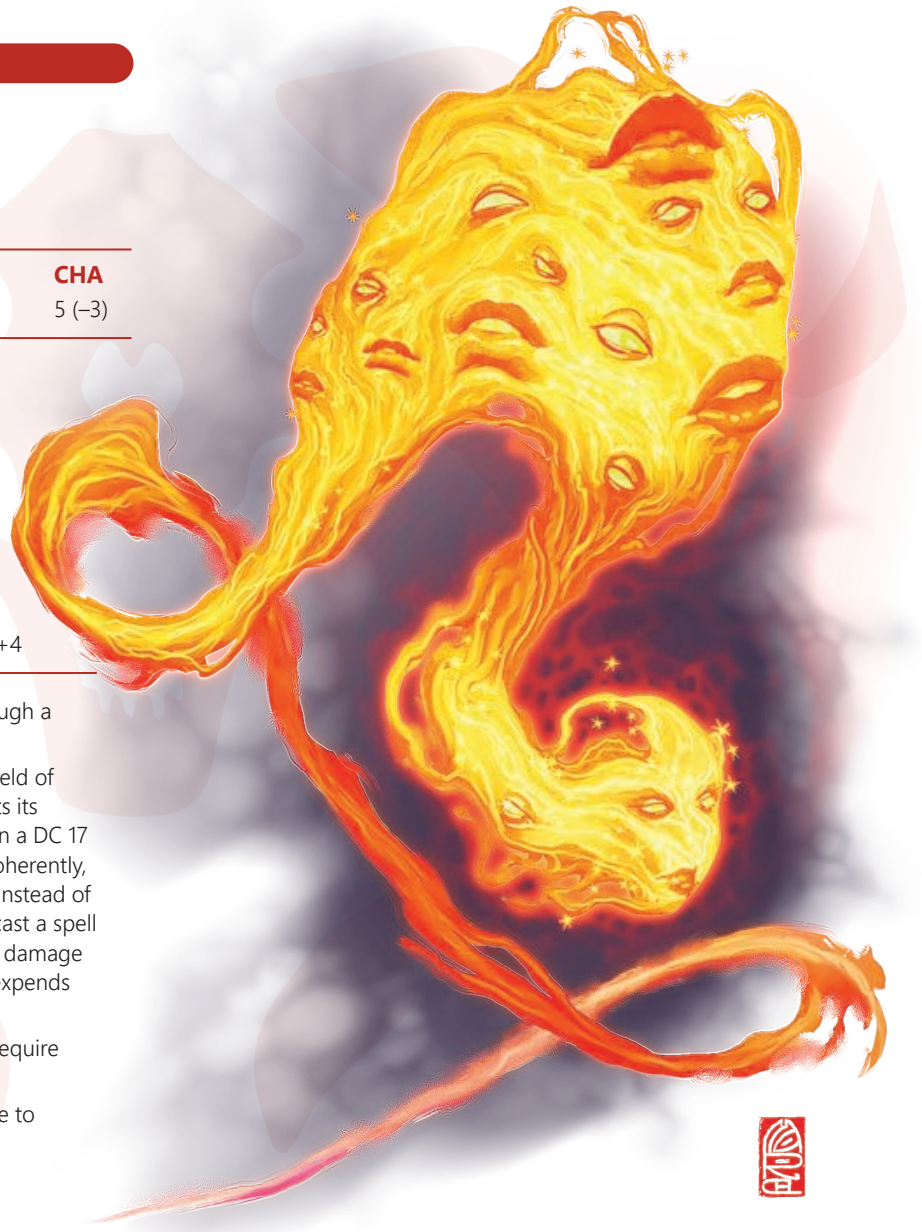
Made of Magic. The aphasian abomination is formed of magical energy. It temporarily winks out of existence when inside an *antimagic field*, instantly reappearing once the space it occupied is no longer within the area of effect. An aphasian abomination targeted by *dispel magic* takes 21 (6d6) damage plus an extra 7 (2d6) psychic damage for each spell level beyond 3rd, if the spell is cast using a higher spell slot.

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

ACTIONS

Multiattack. The aphasian abomination makes three Force Blast attacks.

Force Blast. *Melee or Ranged Spell Attack:* +9 to hit, reach 5 ft. or range 120 ft., one target. *Hit:* 23 (4d8 + 5) force damage.



Ramnath Nanthakumar (Order - 375303805)

Arcane Leviathan

Lightning splits the sky on a clear day; the ocean breaks, and the leviathan wakes, a crustacean shape of ceramic armor and wrathful magic. Faded script in a forgotten tongue crawls along its flanks. Armor plating on its back parts as crystal pillars rise, charged with magic.

Long ago, an undersea civilization forged guardians for its great cities. They built these leviathans in the image of ancient gods, inscribing the armored carapaces with religious iconography and verses from scripture, arming the constructs with claws that could crush stone. Most fearsome of all, the creators built enormous magical weapons into the leviathans' abdomens, meant to shatter armies and destroy cities if their masters were ever truly threatened. Eventually, their masters faded from the world, then from memory, and the leviathans became dormant.

Wrathful Relics. Occasionally, a leviathan awakens. With its cities ruined, the construct follows ancient retributive-strike protocols. It patrols the seas, looking for possible culprits to avenge itself upon or successor states to protect. Sometimes, an arcane leviathan guards some undersea settlement or ancient ruin. Other times, it becomes a scourge of shipping lanes, destroying fleets and terrorizing docks of those who have infringed upon the territory of a nation dead for millennia.



ARCANE LEVIATHAN

Gargantuan Construct, Unaligned

Armor Class 17 (natural armor)
Hit Points 279 (18d20 + 90)
Speed 10 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	5 (–3)	21 (+5)	5 (–3)	17 (+3)	8 (–1)

Saving Throws Str +13, Con +10, Int +2, Wis +8, Cha +4
Damage Resistances acid, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities lightning, poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned
Senses truesight 120 ft., passive Perception 13
Languages understands the languages of its creator but can't speak
Challenge 16 (15,000 XP) **Proficiency Bonus** +5

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

Impregnable. If the arcane leviathan is subjected to an effect that allows it to make a saving throw to take only half damage, the leviathan instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Siege Monster. The arcane leviathan deals double damage to objects and structures.

Actions

Multiattack. The arcane leviathan makes one Slam attack and two Claw attacks, or it makes four Lightning Bolt attacks.

Claw. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 26 (4d8 + 8) slashing damage. If the target is Huge or smaller, it is grappled (escape DC 19). The leviathan has two claws, each of which can grapple only one target.

Slam. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 18 (4d4 + 8) bludgeoning damage, and the target must succeed on a DC 19 Strength saving throw or be knocked prone.

Lightning Bolt. *Ranged Spell Attack:* +8 to hit, range 150/600 ft., one target. *Hit:* 17 (4d6 + 3) lightning damage.

Pylon Discharge (Recharge 5–6). The leviathan discharges a surge of energy at a point the leviathan can see within 200 feet of it. Each creature within 30 feet of that point must make a DC 19 Dexterity saving throw. On a failure, a creature takes 45 (10d8) lightning damage and is blinded until the end of its next turn. On a success, a creature takes half the damage and isn't blinded.

Bonus Action

Arcane Barrage. The arcane leviathan sends arcane energy toward a creature it can see within 120 feet of it. The target begins to glow with arcane energy, and at the end of the target's next turn, it must make a DC 19 Constitution saving throw, taking 35 (10d6) radiant damage on a failed save, or half as much damage on a successful one. The damage is divided evenly between the target and all creatures within 10 feet of it, except the arcane leviathan.

Ramnath Nanthakumar (Order #37530305)

Arcane Scavenger

A menacing construct of alien design flies low over the ancient ruins. Its metallic tentacles probe and scrabble through the debris in search of something.

Created centuries ago by artificers to explore and excavate ruins, arcane scavengers resemble nightmarish metal octopuses, each with a single, central eye. Glowing magical glyphs cover their armor-plated spherical bodies, and each of their eight writhing arms ends in a grasping iron claw. The arcane scavengers' alien appearance suggests their creators worked from schematics devised by visitors from beyond the stars.

Seekers of Magic. Arcane scavengers often roam places of mysterious power, searching through the crumbling structures for buried magical items or residual sources of arcane energy. When it finds an interesting item, a scavenger stows the object in a hidden compartment inside its body. Since arcane scavengers explode when they are destroyed, these stowed items are usually, but not always, obliterated.

Focused Scavengers. Arcane scavengers ignore most other creatures unless they attempt to interfere with a scavenger's salvage work. Scavengers frequently work alongside dread walker excavators (see *Tome of Beasts 2*), strange spider-like constructs with similar origins. Arcane scavengers can communicate with the excavators via complex gestures using their eight arms. Dread walker excavators respond by projecting complicated symbols from their central eyes, but observers have yet to translate this communication or determine its true purpose.

ARCANE SCAVENGER

Large Construct, Neutral

Armor Class 17 (natural armor)

Hit Points 127 (17d10 + 34)

Speed 10 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	18 (+4)	14 (+2)	16 (+3)	16 (+3)	13 (+1)

Saving Throws Dex +8, Wis +7

Skills Arcana +7, Perception +7

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities force, poison, psychic

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

Senses truesight 60 ft., passive Perception 17

Languages —

Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Construct Nature. An arcane scavenger doesn't require air, food, drink, or sleep.

Eldritch Overload. When the arcane scavenger is reduced to half its maximum hp or fewer, its speed is doubled, and it gains an additional action each turn. The action must be to Dash, Disengage, Hide, or Use an Object or to make one Grabbing Claws or Excavation Beam attack. This effect lasts for 3 rounds. At the end of its third turn, the scavenger takes 10 (3d6) fire damage.

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

Ruinous Detonation. When the arcane scavenger dies, it explodes, and each creature within 30 feet of it must make a DC 16 Dexterity saving throw. On a failure, a creature takes 21 (6d6) force damage, is flung up to 40 feet away from the scavenger, and is knocked prone. On a success, a creature takes half the damage and isn't flung or knocked prone.

ACTIONS

Multiattack. The scavenger makes three Grabbing Claw or Excavation Beam attacks.

Grabbing Claw. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage plus 7 (2d6) force damage, and the target is grappled (escape DC 16). The scavenger has eight claws, each of which can grapple only one target.

Excavation Beam. *Ranged Spell Attack:* +7 to hit, range 60 ft., one target. *Hit:* 20 (5d6 + 3) fire damage.

Spellcasting. The arcane scavenger casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability (spell save DC 15):

At will: *detect magic, locate object*

3/day each: *counterspell, dispel magic*



Ramnath Nanthakumar (Order - 375303805)

Archon, Siege

Gleaming steel armor girds the flanks, encases the head, tips the tusks, and shoes the feet of this elephantine archon. A massive hammerhead sits at the end of its long trunk. Its immense, eagle-like wings, feathered with steel, make a musical sound not unlike a wind chime as it flies.

A single siege archon can batter down the sturdy steel gate of a large city in less than a minute. Originally created to guard celestial cities from fiendish incursions, they first saw direct action when they breached the infernal walls of a great city in Hell and held them while other archons rescued devas held by the city's ruling archdevil. When they are not active, siege archons remain completely motionless, often for long stretches of time. Creatures unaware of their true natures often mistake them for immense steel and stone statues.

Bulwarks of Order. Siege archons remain vigilant for the appearance of fiends and other creatures that take pleasure in corrupting mortals. When they destroy such creatures, they feel true joy. The archons feel no fear and stand up against any resident of the lower planes, regardless of its power in comparison to their own. They gladly suffer destruction at the hand of a greater fiend if it allows a mortal to escape that fate.

Siege Archon

Huge Celestial, Lawful Good

Armor Class 18 (plate)

Hit Points 187 (15d12 + 90)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	22 (+6)	10 (+0)	20 (+5)	17 (+3)

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

Skills Perception +10

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

Condition Immunities charmed, exhaustion, frightened

Senses truesight 120 ft., passive Perception 20

Languages all, telepathy 120 ft.

Challenge 13 (10,000 XP) **Proficiency Bonus** +5

Celestial Weapons. The siege archon's weapon attacks are magical. When the archon hits with its Trunk Maul, the weapon deals an extra 5d8 force damage (included in the attack).

False Appearance. While the siege archon remains motionless, it is indistinguishable from an inanimate statue.

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

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

Siege Monster. The siege archon deals double damage to objects and structures.

Trampling Charge. If the siege archon moves at least 20 feet straight toward a creature and then hits it with a trunk maul attack on the same turn, that target must succeed on a DC 19 Strength saving throw or be pushed up to 10 feet and knocked prone. If the target is prone, the archon can make one Stomp attack against it as a bonus action.

Actions

Multiattack. The siege archon makes two Trunk Maul attacks or four Trumpeting Blast attacks.

Trunk Maul. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 20 (4d6 + 6) bludgeoning damage plus 22 (5d8) force damage.

Stomp. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one prone creature. *Hit:* 22 (3d10 + 6) bludgeoning damage.

Trumpeting Blast. *Ranged Spell Attack:* +10 to hit, range 120 ft., one target. *Hit:* 19 (4d6 + 5) thunder damage.

Sundering Quake (Recharge 5–6). The siege archon slams its forelegs into the ground. Each creature in contact with the ground within 20 feet of the archon must make a DC 19 Dexterity saving throw, taking 49 (14d6) force damage on a failed save, or half as much damage on a successful one. Each structure in contact with the ground within 20 feet of the archon also takes the damage and collapses if the damage reduces it to 0 hp.



Ramnath Nanthakumar (Order : 375303305)

Archon, Ursan



This two-legged polar bear unfurls wings as snowy as its body. It swings a greataxe in a blur of motion that produces a whirring sound.

Bearfolk stories include legends about solitary bearfolk who held back the tide of evil, giving their clans a chance to escape or rally. In return for their sacrifice, these bearfolk became ursan archons, earning the reward of pursuing an eternal battle against evil. Some of these archons break ranks to return to their former homes and battle the supernatural and mundane threats against their onetime comrades and family.

Persistent Warriors. Ursan archons are fearless combatants and relentless in battle. They absorb otherwise fatal blows and continue fighting. An archon's defiance inspires others in combat, bolstering them to keep up the fight regardless of the apparent odds.

Bloodlust. Ursan archons sometimes don't know when to give up, retreat, and return with reinforcements. The archons hold only themselves to this impossible standard and don't chastise others who exercise the better part of valor. They relish driving back their enemies and become overconfident when pushing their advantage. This often makes them susceptible to cunning combat tactics, especially where an opponent holds an archon's focus while another slips past unseen.

URSAN ARCHON

Large Celestial, Chaotic Good

Armor Class 16 (natural armor)
Hit Points 142 (15d10 + 60)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	18 (+4)	13 (+1)	17 (+3)	16 (+3)

Saving Throws Con +8, Wis +7, Cha +7
Skills Athletics +9, Intimidation +7
Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities cold
Condition Immunities charmed, exhaustion, frightened, prone
Senses darkvision 120 ft., passive Perception 13
Languages all, telepathy 120 ft.
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Celestial Weapons. The ursan archon's weapon attacks are magical. When the ursan archon hits with any weapon, the weapon deals an extra 4d8 force damage (included in the attack).

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

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

Reckless. At the start of its turn, the ursan archon can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

Relentless (Recharges after a Short or Long Rest). If the ursan archon takes 30 damage or less that would reduce it to 0 hp, it is reduced to 1 hp instead.

Actions

Multiattack. The ursan archon makes two Greataxe attacks. When Thunderous Roar is available, it can use the roar in place of one Greataxe attack.

Greataxe. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 18 (2d12 + 5) slashing damage plus 13 (3d8) force damage.

Thunderous Roar (Recharge 5–6). The ursan archon unleashes a terrifying roar in a 30-foot cone. Each creature in that area must make a DC 16 Constitution saving throw, taking 36 (8d8) thunder damage on a failed save, or half as much damage on a successful one. In addition, each hostile creature within 60 feet of the archon that can hear it must succeed on a DC 15 Wisdom saving throw or become frightened for 1 minute. Creatures in the 30-foot cone have disadvantage on this saving throw. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Reactions

Rallying Roar. When the ursan archon reduces a creature to 0 hp, it can utter a triumphant roar. Each friendly creature within 60 feet of the archon that is frightened, paralyzed, stunned, or unconscious has advantage on its next saving throw. A friendly creature without those conditions has advantage on its next attack roll. In addition, each friendly creature within 60 feet of the archon that can hear the roar gains 14 (4d6) temporary hp.

Ramnath Nanthakumar (Order : 375303805)

Archon, Word

A steel great helm with a featureless mask flies above the land, observing all. Golden light shines from the helm's eye and neck openings. The wings adorning the sides of the helm flap rapidly, creating a musical tinkling.

The least of their kind, word archons serve as observers, witnesses, and messengers for the greater archon host. The arrival of word archons on the Material Plane often indicates the forces of chaos are gaining the upper hand in a region. If the local residents can't stem the tide, the word archon may call for a larger force of archons to step in, for better or worse.

High-Spirited Punsters. Word archons are surprisingly playful and have a deep love of puns and clever wordplay. They prefer to defuse tense situations through parley, and they disdain violence, turning to it only as a last resort or to protect innocents from agents of chaos. Some word archons take their love of repartee so seriously they speak only in rhyming couplets. Many other archons dislike this habit and interact with word archons only when necessary.

Dedicated to Order. Like all archons, word archons stand staunchly against fiends of all types, though they harbor a particular loathing for demons and their servitors. They are eager to assist mortals who come into conflict with demons or demonic cults.

WORD ARCHON

Tiny Celestial, Lawful Good

Armor Class 13 (natural armor)

Hit Points 28 (8d4 + 8)

Speed 0 ft., fly 90 ft. (hover)

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

Saving Throws Wis +5, Cha +5

Skills Persuasion +5

Damage Resistances radiant

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, poisoned, prone

Senses darkvision 120 ft., passive Perception 13

Languages all, telepathy 60 ft.

Challenge 1 (200 XP) **Proficiency Bonus** +2

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

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

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

ACTIONS

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

Forceful Words. *Ranged Spell Attack:* +5 to hit, range 90 ft., one target. *Hit:* 10 (2d6 + 3) radiant damage.

Share Smite (3/Day). The word archon empowers the weapon of one creature within 30 feet of it that can hear and see it for 1 minute. The first time the target hits with the weapon on a turn, the weapon deals an extra 9 (2d8) radiant damage. If the creature the target hits is a Fiend or Undead, it takes 13 (3d8) radiant damage instead.

Spellcasting. The word archon casts one of the following spells, requiring no material or somatic components and using Charisma as the spellcasting ability (spell save DC 13):

At will: *dancing lights, message, true strike*

1/day each: *faerie fire, heroism*



Ramnath Nanthakumar (Order - 375303305)

Asp Vine

This thick cluster of vines bears heart-shaped leaves. Thin, curved thorns, resembling snake fangs, hide beneath the leaves.

The asp vine appears as little more than a cluster of thick creepers or ground vines—until it attacks. The curved thorns, shaped like a snake's fangs, give the plant its name. When prey blunders too close to the asp vine, it lashes out, catching the creature in its coils and scoring it with its poisonous thorns. Once the creature is dead, the poison helps break down the body, providing sustenance to the vine, which draws nutrients from the remains through its roots.

Ambush Predator. Asp vines typically root themselves in a spot and wait for prey to come to them. If there is little in the way of food or if conditions become unsuitable—such as from flooding—the vine uproots itself and moves to another area to await prey.

Incidental Treasure. Items belonging to victims of an asp vine often linger long after their owners have decomposed. This works to the asp vine's advantage, as the prospect of easy treasure often lures new victims into the clutches of the plant.

Poisonous Weapons. Asp vine thorns remain poisonous even after the plant is dead. Humanoids native to the wastes and forests where these vines reside often harvest asp vines, dry them, and weave the woody, twine-like vines into whips. Treat these weapons as whips that deal an additional 1d4 poison damage on a hit. The poison in the whips maintains its potency for 1 week, after which the weapon ceases to deal poison damage.



ASP VINE

Medium Plant, Unaligned

Armor Class 13 (natural armor)
Hit Points 55 (10d8 + 10)
Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	12 (+1)	1 (−5)	3 (−4)	1 (−5)

Damage Resistances bludgeoning, piercing
Condition Immunities blinded, deafened, frightened
Senses blindsight 30 ft. (blind beyond this radius), passive Perception 6
Languages —
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

False Appearance. While the asp vine remains motionless, it is indistinguishable from a normal cluster of vines.

Actions

Multiattack. The asp vine makes four Vine attacks.

Vine. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage and 5 (2d4) poison damage, and the target must succeed on a DC 14 Constitution saving throw or be poisoned for 1 minute. If the target is a creature, it is grappled (escape DC 14). Until this grapple ends, the target is restrained and must succeed on a new saving throw each round it remains grappled or take another 5 (2d4) poison damage. The asp vine can grapple up to four targets at a time, though it can still make vine attacks against other targets even if it has four grappled opponents.

Ramnath Nanthakumar (Order #37530305)

Astralsupial



An oversized opossum with thick, patchy fur hangs upside down from its tail in a nearby tree. Its fleshy hands have five digits, including an apposable thumb. In place of sharp teeth, a mouthful of flat molars results in an unnervingly charming grin.

This unique marsupial collects odds and ends in an extradimensional pouch on its body and defends itself by throwing these objects at attackers.

Unknown Origins. No one knows exactly how the astralsupial came to be, but a magical anomaly likely created the first one. They are native to the Astral Plane. Occasionally, pulling from the extradimensional pouch has adverse effects and the astralsupial rips itself into another plane of existence.

Tree Hugger. When outside the Astral Realm, the astralsupial prefers the safety of forest canopies and swamp trees. They use their strong tails to hang from branches or climb high into the trees to avoid danger. They remain peaceful, surviving mostly on plant life. When confronted, they would rather feign death than fight to the death.

ASTRALSUPIAL

Medium Beast, Unaligned

Armor Class 14 (natural armor)
Hit Points 82 (15d6 + 30)
Speed 30 ft., climb 30 ft.

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

Saving Throws Cha +4, Dex +5
Skills Athletics +1, Deception +4, Perception +3, Stealth +5
Senses darkvision 30 ft., passive Perception 13
Languages —
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Apposable Thumbs. The astralsupial has advantage on Strength (Athletics) checks made to climb.

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

Actions

Multiattack. The astralsupial makes two Claws attacks and uses Astral Pouch.

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

Astral Pouch. The astralsupial reaches into its extradimensional pouch and chooses a point it can see within 30 feet of it. Each creature within 10 feet of that point must make a DC 13 Dexterity saving throw. Roll a d6 to determine which of the following effects happens. The astralsupial is immune to its own Astral Pouch effects.

1. **Ball Bearings.** Ball bearings roll out of the pouch, scattering at the end of the astralsupial's next turn. On a failed save, a creature is knocked prone.
2. **Cooking Utensils.** Cast-iron cooking pans fly out of the pouch. On a failed save, a creature takes 5 (2d4) bludgeoning damage.
3. **Tangled Threads.** A mass of thread and string bursts out of the pouch. On a failed save, a creature is restrained until a creature takes an action to break the thread by succeeding on a DC 10 Strength check.
4. **Astral Mirror.** A mirror imbued with a trace of the Astral Plane's power flashes brilliantly. On a failed save, a creature takes 1d4 psychic damage and is blinded until the end of its next turn.
5. **Smelly Trash.** Handfuls of putrid trash spill from the pouch. On a failed save, a creature is poisoned for 1 minute. The creature can make a DC 13 Constitution saving throw at the end of each of its turns, ending the effect on itself on a success.
6. **Magic Beans.** Magical beans bounce out of the pouch. A creature takes 10 (4d4) fire damage on a failed save, or half as much on a successful one.

Bonus Actions

Astral Traveler (2/Day). The astralsupial briefly surrounds itself in a shower of glittering dust and teleports to an unoccupied space it can see within 30 feet.

Reactions

Playing Dead. When the astralsupial is reduced to 10 hp or less, it feigns death in hopes of deceiving its attackers. A creature that sees the astralsupial in this state can determine it is a ruse with a successful DC 15 Wisdom (Medicine) check. This ruse lasts until the astralsupial ends it (no action required), up to 8 hours. The first attack it makes within 1 round of ending the ruse has advantage.

Ramnath Nanthakumar (Order - 375303805)

Aural Hunter

An eyeless, jawless creature comes bounding on six gangly limbs, several thin membranes stretched across bony protrusions along its back. Vicious spikes slide out from under the skin over its ribcage.

The beings known commonly as aural hunters are apex predators from an otherworldly realm. Ceaseless hunger led its ancestors to prey upon the other species of its home realm until it was the sole species in a bleak and silent landscape. Well-intentioned but misguided interplanar contact by others made the lonely creature aware of life on other planes. Several aural hunters escaped to the Material Plane and new prey. The aural hunter's strange physiology makes the sounds of pain and fear its most nourishing food, but prey rarely survive an encounter with the creature.

Sound Seekers. Aural hunters primarily navigate by echolocation and feed on sonic vibrations created by other creatures. Their affinities and instincts allow them to survive in most ecosystems, but they thrive where sound carries best, such as mountain slopes and deep caverns. Since they aren't carnivorous, aural hunters make for generous symbionts, as they often leave behind entire corpses for scavengers.

AURAL HUNTER

Large Aberration, Chaotic Evil

Armor Class 15 (natural armor)

Hit Points 127 (15d10 + 45)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	7 (–2)	19 (+4)	6 (–2)

Skills Perception +7, Stealth +5

Condition Immunities blinded

Senses blindsight 60 ft. or 20 ft. while deafened (blind beyond this radius), passive Perception 17

Languages —

Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Blind Senses. The aural hunter can't use its blindsight while deafened and unable to smell.

Keen Hearing. The aural hunter has advantage on Wisdom (Perception) checks that rely on hearing.

Sonic Sensitivity. When the aural hunter takes thunder damage, it becomes deafened until the end of its next turn.

ACTIONS

Multiattack. The aural hunter makes two Claws attacks and one Rib Hooks attack. It can use Consume Sound in place of one attack.

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

Rib Hooks. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage, and the target is grappled (escape DC 15) if it is a Large or smaller creature and it doesn't have another creature grappled.

Consume Sound. The aural hunter siphons energy from the audible vibrations surrounding a creature grappled by it. The target must make a DC 13 Constitution saving throw. On a failure, the target takes 14 (4d6) necrotic damage and becomes deafened and unable to speak until the end of its next turn. On a success, the target takes half the damage and is able to hear and speak. The aural hunter regains hp equal to the damage dealt. Consume Sound has no effect on creatures that are already deafened and unable to speak. The aural hunter can't use this action if it is deafened.



Ramnath Nanthakumar (Order - 375303805)

Avestruzii

Long-legged bird people, clad in scale mail, gallop across the plains, kicking up a storm of dust in their wakes.

Avestruzii are flightless, birdlike humanoids who hail from the Elemental Plane of Earth. Their long legs allow them to sprint quickly across short distances, and thick feathers protect them from harm.

Hardened Survivors. After nearly being hunted into extinction by extraplanar poachers, the few surviving avestruzii formed a closed martial society in hopes of survival. After driving their pursuers from the Elemental Plane of Earth, their greatest warriors formed a clan system that persists to this day.

Skilled Cavalry. While most avestruzii defend their territory on the Elemental Plane of Earth, warlords often lure warbands of avestruzii to the Material Plane, where they serve as cavalry on the open plains.



Avestruzii

Medium Humanoid (Avestruzii), Any Alignment

Armor Class 14 (scale mail)

Hit Points 22 (3d8 + 9)

Speed 40 ft.

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

Skills Athletics +4, Perception +2

Senses passive Perception 12

Languages Common, Terran

Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Actions

Battleaxe. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.

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

Shortbow. *Ranged Weapon Attack:* +2 to hit, range 80/320 ft., one target. *Hit:* 3 (1d6) piercing damage.

Reactions

Dig In. The avestruzii has resistance to one melee weapon attack that would hit it. To do so, the avestruzii must see the attacker and must not have moved during its previous turn.

Avestruzii Champion

Medium Humanoid (Avestruzii), Any Alignment

Armor Class 15 (scale mail)

Hit Points 45 (6d8 + 18)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	16 (+3)	10 (+0)	10 (+0)	10 (+0)

Skills Athletics +5, Intimidation +2, Perception +2

Senses passive Perception 12

Languages Common, Terran

Challenge 2 (450 XP) **Proficiency Bonus** +2

Actions

Multiattack. The avestruzii champion makes two Greataxe attacks.

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

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be pushed 5 feet away from the avestruzii.

Shortbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Reactions

Dig In. The avestruzii champion has resistance to one melee weapon attack that would hit it. To do so, the avestruzii champion must see the attacker and must not have moved during its previous turn.

Ramnath Nanthakumar (Order - 375303805)

Aziza

Tiny fey peer down through the jungle foliage. Standing just over one foot tall, they have dark brown skin, slim builds, pointed ears, and big hair.

Aziza are diminutive rainforest fey who make their homes inside the trunks of tall trees or in abandoned giant anthills. Female aziza have delicate iridescent butterfly wings, and the wingless males travel on the backs of gliding frogs. All aziza have an affinity with the frogs, using them not only for transportation but also for the poison produced from the frogs' sweat.

Rainforest Teachers. The aziza first taught the human tribes of the jungles how to make fire and which plants were good to eat or for use as medicine or poison. These days, encounters with the reclusive aziza are rare, but the fey still have a reputation for helping those in need. An aziza might send an animal to warn a traveler away from a monster's lair or use magic to aid a hunter in taking down its prey.

Intolerant of Bullies. Aziza hate bullies and brutes and enjoy playing tricks on rainforest ogres (see page 301) and any cruel creatures bigger than themselves. If a rainforest ogre takes up residence near a village friendly to the aziza, the fey often do everything in their power to protect the humanoids.

Aziza

Tiny Fey, Chaotic Good

Armor Class 15 (leather)

Hit Points 21 (6d4 + 6)

Speed 30 ft., climb 30 ft., fly 30 ft. (females only)

STR	DEX	CON	INT	WIS	CHA
8 (–1)	18 (+4)	13 (+1)	10 (+0)	14 (+2)	12 (+1)

Skills Nature +2, Perception +4, Stealth +6

Senses passive Perception 14

Languages Sylvan

Challenge 1/2 (100 XP) **Proficiency Bonus** +2

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

Actions

Thorn Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

Shortbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, and the target must succeed on a DC 11 Constitution saving throw or become poisoned for 1 minute.

Befuddle. The aziza magically confuses one creature it can see within 30 feet of it. The target must succeed on a DC 12 Wisdom saving throw or be affected as though it failed a saving throw against the *confusion* spell until the end of its next turn.

Spellcasting. The aziza casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability (spell save DC 12):

At will: *druidcraft*, *guidance*

1/day each: *animal messenger*, *bless*

Reactions

Dazzling Glow. When a creature the aziza can see targets it with a melee attack, its skin briefly glows brightly, causing the attacker to have disadvantage on the attack roll.



Gliding Frogs

Many aziza use gliding frogs for transportation or as pack animals. A gliding frog uses the statistics of a giant frog, except it is Small, has a climbing speed in place of a swimming speed, and can fly up to 60 feet on its turn but must start and end its movement on a solid surface.

Aziza in Midgard

Communities of aziza can be found throughout the jungles of the Southlands, but the largest numbers live in kapok trees close to the Webworks of the Skittering Ones. The aziza hate the evil spider-like Skittering Ones and do everything in their power to disrupt the vile trade in slaves and silk.

Ramnath Nanthakumar (Order - 375303805)

Baleful Miasma

A dark form floats in the air, looking like a ragged shroud of smoke. Dull red points of light glow like eyes beneath a deep cowl.

Air elementals are sometimes stranded in toxic areas, unable to return to the pure atmosphere of their home on the Elemental Plane of Air. Over time, these elementals become weakened and corrupted, forming hateful masses of poisonous fumes that seek to envelop and smother living creatures they come upon. These corrupted air elementals are known as baleful miasmas.

Hatred of Air Elementals. Baleful miasmas hate reminders of their past forms. Baleful miasmas attack air elementals in preference to other targets, and if a baleful miasma kills an air elemental, the air elemental reforms as a new baleful miasma.

Mistaken for Undead. Because of its dark, smoky form, a baleful miasma can be mistaken for a wraith, ghost, or other type of incorporeal undead. This sort of misidentification can be deadly, as adventurers may waste precious time using attacks and spells advantageous in a fight against undead but useless against this corrupted elemental.



BALEFUL MIASMA

Medium Elemental, Neutral Evil

Armor Class 13

Hit Points 52 (8d8 + 16)

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

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	14 (+2)	6 (–2)	11 (+0)	6 (–2)

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

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 10

Languages Auran

Challenge 2 (450 XP) **Proficiency Bonus** +2

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

Asphyxiate. If a creature that breathes air starts its turn in the baleful miasma's space, it must succeed on a DC 12 Constitution saving throw or begin suffocating as its lungs fill with the poisonous air emitted by the miasma. The suffocation lasts until the creature ends its turn in a space not occupied by the baleful miasma or the baleful miasma dies. When the suffocation ends, the creature is poisoned until the end of its next turn.

Elemental Nature. The baleful miasma doesn't require air, food, drink, or sleep.

Actions

Multiattack. The baleful miasma makes two Slam attacks.

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

Reactions

Swift Advance. If a creature in the same space as the baleful miasma moves, the miasma can move up to its speed with the creature. This movement doesn't provoke opportunity attacks, but the miasma must move in the same spaces the creature moved, ending in the creature's space or the space nearest to the creature.

Ramnath Nanthakumar (Order - 375303305)

Bannik

A curious old man appears through the steam, fanning himself while splashing his large feet in a washtub.

The bannik are elderly keepers of bathhouses, wizened and wrinkly fey with clawed hands and big heads. Capable of seeing fates and commanding water, their tempers are as mercurial as water, and a bannik driven from its home is a grouchy, provokable creature desperate to return to its steamy domain.

Grandfathers of Many. Well known among both fey and humanoids, a bannik's bathhouse is usually a soothing respite. Bathers trade tales of bannik wrestling with domovoi (see *Tome of Beasts*), loaning out volcanic hot rocks to attendants of bathhouse drakes (see *Creature Codex*), and even paying tribute to emissaries of Baba Yaga.

Risky Fortune Tellers. To ask a bannik for guidance requires bravery, respect for tradition, and patience. The process is a ritual in its own right, requiring at least three steps. First, offering a gift of bundled fir branches, soap, fine brushes, or new linens. Next, the supplicant must remove all holy symbols before approaching. Lastly, when a supplicant is ready to accept the bannik's divination, it must bare its back to the bannik. If the bannik responds with a backrub, a petitioner can be sure their fortune is weal, but if the bannik strikes with its sharp claws, the petitioner's fate is woe. In either case, the petitioner should swiftly withdraw before further provocation.

Bannik

Medium Fey, Neutral

Armor Class 13 (natural armor)
Hit Points 60 (11d8 + 11)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	13 (+1)	9 (–1)	17 (+3)	10 (+0)

Saving Throws Con +3, Cha +2
Skills Arcana +3, Athletics +4, History +3, Insight +5
Damage Vulnerabilities cold
Damage Resistances fire; bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 60 ft., passive Perception 13
Languages Common, Elvish, Sylvan
Challenge 2 (450 XP) **Proficiency Bonus** +2

Hazesight. The bannik can see through areas obscured by fog, smoke, and steam without penalty.

Hold Breath. The bannik can hold its breath for 10 minutes.

Actions

Multiattack. The bannik makes two Scalding Claws attacks.

Scalding Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage plus 3 (1d6) fire damage.

Scalding Splash (Recharge 5–6). The bannik summons a giant ladle full of boiling water that pours down on a point it can see within 60 feet of it, extinguishing exposed flames within 10 feet of that point. Each creature within 10 feet of that point must make a DC 13 Constitution saving throw. On a failure, a creature takes 14 (4d6) fire damage and is scalded for 1 minute. On a success, a creature takes half the damage and isn't scalded. A scalded creature has disadvantage on weapon attack rolls and on Constitution saving throws to maintain concentration. A scalded creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Spellcasting. The bannik casts one of the following spells, requiring only a wand of bound fir as a component and using Wisdom as the spellcasting ability (spell save DC 13):

At will: *augury*, *create or destroy water*, *fog cloud*

3/day: *lesser restoration*



Ramnath Nanthakumar (Order #37530305)

Beach Weird

Churning water in the shape of an eel erupts from the beach sand, its body containing strands of seaweed and kelp, chunks of driftwood, and copious amounts of sand. Its looming form weaves back and forth like a snake ready to strike at its prey.

Beach weirds are the elemental guardians of beaches, lagoons, and coves. They are sometimes set to their task by celestial or fiendish powers or summoned by spellcasters of sufficient power and need who want to protect a piece of the shoreline.

Dauntless Defenders. A beach weird doesn't strike at creatures simply because they are moving along the shoreline it is tasked to protect. When intruders are detected, it watches them and gauges their actions. It makes its presence known only if it deems them as threats. When called to action, beach weirds are canny opponents that use their mastery of their chosen environment to their advantage. They are particularly fond of creating patches of quicksand to trap their opponents.



BEACH WEIRD

Large Elemental, Neutral

Armor Class 14 (natural armor)

Hit Points 65 (10d10 + 10)

Speed 20 ft., swim 40 ft.

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

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

Damage Immunities poison

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

Senses blindsight 30 ft., passive Perception 12

Languages Aquan

Challenge 3 (700 XP) **Proficiency Bonus** +2

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

Invisible in Water. The beach weird is invisible while fully immersed in water.

Swim in Sand. The beach weird can burrow through sand at half its swimming speed. The beach weird can't make attacks while immersed in sand.

Tidepool Bound. The beach weird dies if it moves more than 100 feet from the tide pools to which it is bound or if those tide pools remain waterless for more than 24 hours.

Actions

Slam. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 16 (3d8 + 3) bludgeoning damage, and the target must succeed on a DC 13 Strength saving throw or be pushed up to 10 feet away from the beach weird.

Create Quicksand (3/Day). The beach weird creates a 10-foot-radius, 5-foot deep area of quicksand centered on a point it can see within 30 feet of it. A creature that starts its turn in the quicksand or enters the area for the first time on a turn must succeed on a DC 13 Strength saving throw or be grappled by it. A grappled creature must succeed on a DC 13 Strength saving throw at the start of each of its turns or sink 1 foot into the quicksand. A Small creature that sinks 2 feet or more or a Medium creature that sinks 3 feet or more is restrained instead.

Ramnath Nanthakumar (Order #37530305)

Bearfolk Thunderstomper

This gaudily dressed humanoid bear stomps on the ground to a pounding rhythm to accompany her singing.

Bearfolk thunderstompers are raucous bards that help to elevate the fight against beings of darkness and fear.

Jolly Big Bards. Thunderstompers tend to be jovial, loud, and larger than life. They eagerly dive into dangerous situations, confident their dancing stomps will see them through. They typically accompany their stomping with singing, chanting, flute playing, or drumming.

Way of the Stomp. The bearfolk developed the thunderstomper style as a way of mimicking the sounds and vibrations of giant-kin. This allowed small groups of traveling bearfolk to fool their ancient enemies and avoid dangerous encounters. Later, the dancing style was honed to generate thunderous energy.

BEARFOLK THUNDERSTOMPER

Medium Humanoid (Bearfolk), Chaotic Neutral

Armor Class 15 (chain shirt)

Hit Points 105 (14d8 + 42)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	9(−1)	14 (+2)	18 (+4)

Saving Throws Con +6, Dex +5

Skills Deception +7, Insight +5, Perception +5, Performance +7, Persuasion +7

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

Languages Common, Giant, Umbral

Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Deceptive Steps. While traveling, the bearfolk can perform a stomping dance that mimics the thundering footsteps of mighty giants. Any creature within a half mile that hears the sound, but that can't see the bearfolk, must succeed on a DC 15 Wisdom (Perception) check or believe the sound comes from real Giants (or other Huge or larger creatures).

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

ACTIONS

Multiattack. The bearfolk uses Thunder Stomp or Warsong. It then makes one Bite attack and one War Flute attack.

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

War Flute. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage plus 4 (1d8) thunder damage.

Thunder Stomp. The bearfolk hammers its feet on the ground while chanting, emitting destructive energy in a 15-foot cube. Each creature in that area must succeed on a DC 15 Strength saving throw or take 10 (3d6) thunder damage and be knocked prone.

Warsong. The bearfolk sets an inspiring rhythm with its dancing. Each friendly creature within 60 feet of the bearfolk has advantage on all saving throws against being charmed or frightened until the end of the bearfolk's next turn.

Spellcasting. The bearfolk casts one of the following spells, using Charisma as the spellcasting ability (spell save DC 15):

At will: *dancing lights*, *prestidigitation*, *vicious mockery*

2/day each: *charm person*, *disguise self*, *mirror image*

1/day each: *compulsion*, *enthrall*, *freedom of movement*, *hypnotic pattern*

BONUS ACTIONS

Frenzy (Recharges on a Short or Long Rest). The bearfolk can trigger a berserk frenzy that lasts 1 minute. It gains resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons and has advantage on attack rolls. Attack rolls made against a frenzied bearfolk have advantage.

Taunt (2/Day). The bearfolk jests at one creature it can see within 30 feet of it. If the target can hear the bearfolk, the target must succeed on a DC 15 Charisma saving throw or have disadvantage on ability checks, attack rolls, and saving throws until the start of the bearfolk's next turn.



Ramnath Nanthakumar (Order - 375303305)

Beetle, Clacker



The golden beetle places its small mandible against its oversized mandible then snaps them quickly apart, creating a deafening clacking.

Clacker beetles are aggressive subterranean scavengers. Individually they aren't much of a threat, but they're rarely encountered individually. Worker clacker beetles and immature beetles form swarms, and soldiers always scavenge in groups.

Clacking Mandibles. The beetles get their name from the deadly clacking sound their mandibles produce. They can use their mandibles to create a clacking noise with the force of a sledgehammer. Clacker beetles use this attack to stun or kill potential prey. When they're encountered in large groups, the rapid-fire clacking of their mandibles can quickly bring down creatures as large as trolls and ogres.

Cavern Nests. Clacker beetles nest by chewing holes into rock and rubble. A small cavern riddled with clacker beetle tunnels can house hundreds or thousands of the creatures. They're fond of shiny objects, much as crows and pack rats are. When clacker beetles infest ancient tombs or other sites where valuables are stored, they've been known to snatch nearly all the gold, silver, and jewels and drag it to their nesting site.

Clacker Beetle Soldier

Small Beast, Unaligned

Armor Class 15 (natural armor)
Hit Points 18 (4d6 + 4)
Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
8 (−1)	14 (+2)	13 (+1)	1 (−5)	7 (−2)	3 (−4)

Damage Resistances slashing from nonmagical attacks
Damage Immunities thunder
Senses blindsight 30 ft., passive Perception 8
Languages —
Challenge 1 (200 XP) **Proficiency Bonus** +2

Compact. A clacker beetle soldier can occupy the same space as one other clacker beetle soldier.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 0 ft., one creature. *Hit:* 11 (2d8 + 2) piercing damage.

Clack. The beetle clacks its mandibles to create a small but dangerous booming noise in a 15-foot cone. Each creature in the area must make a DC 13 Constitution saving throw, taking 5 (2d4) thunder damage on a failed save, or half as much damage on a successful one. When multiple beetles clack in the same turn and create overlapping cones, each creature in overlapping cones must make one saving throw with disadvantage against the total damage from all overlapping cones rather than one saving throw for each cone.

Swarm of Clacker Beetles

Medium Swarm of Tiny Beasts, Unaligned

Armor Class 14 (natural armor)
Hit Points 36 (8d8)
Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
3 (−4)	13 (+1)	10 (+0)	1 (−5)	7 (−2)	1 (−5)

Damage Resistances bludgeoning, piercing, slashing
Damage Immunities thunder
Condition Immunities charmed, frightened, paralyzed, petrified, prone, restrained, stunned
Senses blindsight 30 ft., passive Perception 8
Languages —
Challenge 3 (700 XP) **Proficiency Bonus** +2

Constant Clacking. A creature that starts its turn in the swarm's space takes 5 (1d10) thunder damage.

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 creature. The swarm can't regain hit points or gain temporary hit points.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 14 (4d6) piercing damage, or 7 (2d6) piercing damage if the swarm has half of its hit points or fewer.

Ramnath Nanthakumar (Order #37530305)

Belu

The green-skinned giant with curled tusks rises from the garden it tends, holding a lotus flower with the same gentleness a parent might hold its newborn.

These giants sport curled lower tusks, slightly bulging eyes, and skin which ranges from pale emerald to burnt orange to deep mauve. Common in tropical and swampy environments, they usually roam bare chested with many tattoos covering their arms, shoulders, and faces.

Lost Legacy. These loners tend gardens of rare medicinally and alchemically valuable flora. They claim to be the last remnants of a large empire and are excellent stonemasons. Supplicants who approach with a genuine need for help or with a genuine interest in helping others find the belu pleasant and willing to share its medicinal flora. When the belu finds a creature harming its garden or the nearby flora and fauna, it drives away or slays the creatures.

Belu

Huge Giant, Chaotic Good

Armor Class 16 (natural armor)
Hit Points 184 (16d12 + 80)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	20 (+5)	12 (+1)	10 (+0)	18 (+4)

Saving Throws Dex +5, Con +9
Skills Athletics +10, Insight +4, Nature +5
Damage Resistances poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 10
Languages Common, Giant
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Healing Lotuscraft. (1/Day). The belu can spend 1 minute crafting a poultice that lasts 24 hours. When a creature takes an action to apply the poultice to a wound or the skin of a creature, the target regains 18 (4d8) hp and is cured of any diseases or conditions affecting it.

Actions

Multiattack. The belu makes three Slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 20 (4d6 + 6) bludgeoning damage, and the target must succeed 10 a DC 16 Strength saving throw or be pushed up to 10 feet away from the belu and knocked prone.

Shatterstone (Recharge 5–6). The belu hurls an enchanted rock at a point it can see within 60 feet of it. The rock shatters on impact, and each creature within 10 feet of that point must make a DC 16 Dexterity saving throw, taking 44 (8d10) slashing damage on a failed save, or half as much damage on a successful one.

Spellcasting. The belu casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 14):

At will: *entangle, speak with plants*, *stone shape*
2/day: *plant growth*

Bonus Actions

Change Shape. The belu magically transforms into a Small or Medium Humanoid, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying transforms with it. If the belu dies, it reverts to its true form.



Ramnath Nanthakumar (Order - 375303805)

Berberoka



Bellowing in rage, the moss and plant-covered giant absorbs an entire pond, growing as it spits a powerful jet of water.

This giant is native to wetlands, acting as a protector of the wild areas in which it lives. Normally peaceable and nonthreatening, the berberoka is quick to attack those that threaten its domain.

Marsh Guardian. Berberoka guard swamps, fens, and marshes from any who disrupt the natural balance. Travelers, hunters, and other interlopers are observed as they pass through, but most are left unmolested. The berberoka reserves its wrath for despoilers of the marshlands: those who hunt or fish all the wildlife, who drain swampland for farming, and especially those who poison the water or damage the local plants and animals. These quickly incur the berberoka's wrath.

Foul Weather Friend. A berberoka is a solitary creature, preferring to remain alone in its home, but when its local environs are threatened, it is often willing to ally with other inhabitants against outside threats. Druids are happy to have a berberoka in the neighborhood, and both seek each other out when the danger proves too much for the giant or the druids alone.

BERBEROKA

Large Giant, Neutral

Armor Class 16 (natural armor)
Hit Points 114 (12d10 + 48)
Speed 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	18 (+4)	6 (–2)	12 (+1)	10 (+0)

Saving Throws Wis +4
Skills Perception +4, Stealth +3
Damage Resistances acid
Damage Immunities poison
Condition Immunities paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 14
Languages Common, Giant
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Amphibious. The berberoka can breathe air and water.

Aqueous Regeneration. If the berberoka starts its turn in contact with a body of water large enough to submerge at least half of its body, it regains 10 hp if it has at least 1 hit point.

Swamp Camouflage. The berberoka has advantage on Dexterity (Stealth) checks made to hide in marshland or swamp terrain.

Swamp Stalker. The berberoka leaves behind no tracks or other traces of its passage when it moves through marshland or swamp terrain.

Actions

Multiattack. The berberoka makes three Slam attacks or two Muck-Coated Slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Muck-Coated Slam (Saturated Only). *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 24 (3d12 + 5) bludgeoning damage, and the target must succeed on a DC 15 Dexterity saving throw or its speed is reduced by 10 feet as mud and muck coat the target. A creature, including the target, can take an action to clean off the mud and muck.

Water Jet (Saturated Only, Recharge 4–6). The berberoka releases all absorbed water as a powerful jet in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw. On a failure, a creature takes 40 (9d8) bludgeoning damage and is pushed up to 15 feet away from the berberoka and knocked prone. On a success, a creature takes half the damage and isn't pushed or knocked prone. After using Water Jet, the berberoka is no longer saturated.

Bonus Actions

Saturated Expansion. While in contact with a body of water, the berberoka absorbs water that is a cube up to 10 feet on a side, and it becomes saturated as the water fills its body. While saturated, the berberoka increases in size, along with anything it is wearing or carrying, becoming Huge, and it has advantage on Strength checks and Strength saving throws. If the berberoka lacks the room to become Huge, it attains the maximum size possible in the space available. Ground exposed by the absorbed water becomes difficult terrain.

Ramnath Nanthakumar (Order : 375303805)

Birgemon Seal

Only a moment before it was a seal with large, glossy eyes. Then its strange bony growths split, revealing a massive, toothy maw. Three tentacles reach out from within.

Named after Yorlan Birgemon, the famous explorer who first encountered the strange aberrations (and subsequently was eaten by them), the birgemon seal is infected with an extraplanar parasite. Sages who have studied birgemon seals discovered the parasites prefer the cold of the arctic and infect only seals.

Inherited Parasite. The parasite influences the behavior of the seal, but the infected seal population acts normally, even following the same migratory patterns. Birgemon seals pass along the parasite to their young during birth, leaving whole generations of seals that know no other existence. Though infected seals act as any other seal, seal that aren't infected tend to stay away from those that are. Shimmer seals (see *Tome of Beasts 2*) kill birgemon seals on sight and have been observed leading uninfected seals in fights against pods of birgemon seals.

Symbiotic Existence. The parasite alters its host by forming a toothy, tentacled maw on the seal's back, but it otherwise doesn't harm, hinder, or alter the seal. Birgemon seals are content to eat with either mouth, though some prey is far easier for the aberrant maw to hunt and devour. These seals also survive predation more than those that aren't infected, but birgemon seals killed and eaten don't infect the predator with the parasite, which dies alongside its host.

BIRGEMON SEAL

Medium Aberration, Unaligned

Armor Class 12

Hit Points 60 (8d8 + 24)

Speed 20 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	16 (+3)	4 (–3)	12 (+1)	9 (–1)

Skills Perception +3, Stealth +4

Damage Resistances acid, cold

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 2 (450 XP) **Proficiency Bonus** +2

Frozen to the Spot. When on snow or ice, the birgemon seal can't be moved against its will.

Hold Breath. The birgemon seal can hold its breath for 90 minutes.

ACTIONS

Multiattack. The birgemon seal makes one Bite attack, one Toothy Maw attack, and three Tendril attacks. It can replace all three Tendril attacks with a use of Reel.

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

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

Tendril. *Melee Weapon Attack:* +4 to hit, reach 15 ft., one target. *Hit:* The target is grappled (escape DC 13) if it is a Medium or smaller creature, and the seal can't use the same tendril on another target. If a creature is grappled by two or more tendrils, it is also Restrained.

Reel. The birgemon seal pulls each creature grappled by it up to 10 feet straight toward it.

BONUS ACTIONS

Ice Slide. If the birgemon seal moves at least 10 feet in a straight line while on snow or ice during its turn, it can slide up to 40 feet.



Ramnath Nanthakumar (Order - 375303305)

Black Patch

A large patch of an odd, black substance floats on the water. Its glossy sheen catches the light in a shimmer of color as the inky black substance drifts ever-so-slowly upon the tide.

Black patch is a bizarre swamp ooze that has left most who studied it—from a safe distance—baffled by its origins.

Abstruse Lurker. At first glance, black patch resembles a grotesque specimen of pond scum. Casual inspection of its dark surface, however, reveals a psychedelic eldritch luminance within the tenebrous folds of its slimy mass—a myriad of swirling colors that perpetually spiral in a maddening dance.

Insatiable Hunger. A black patch stalks its prey slowly and silently from a distance. Since it can't leave the water, this semi-sentient aquatic ooze is forced to take advantage of its terrain to help it scavenge or hunt. Its digestive acid dissolves flesh and bone quickly but has no effect on other substances, such as wood and metal.

BLACK PATCH

Large Ooze, Unaligned

Armor Class 7

Hit Points 153 (18d10 + 54)

Speed 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	5 (–3)	16 (+3)	4 (–3)	6 (–2)	1 (–5)

Skills Stealth +3

Damage Resistances cold

Damage Immunities acid, poison

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, poisoned, prone

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 8

Languages —

Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Amphibious. The black patch can breathe air and water.

Eldritch Luminance. When a creature that can see the black patch starts its turn within 90 feet of the ooze, the black patch can force it to make a DC 15 Wisdom saving throw if the ooze isn't incapacitated and can see the creature. On a failure, the creature is mesmerized for 1 minute. A mesmerized creature that is more than 5 feet away from the black patch must move on its turn toward the ooze by the most direct route, trying to get within 5 feet. It doesn't avoid opportunity attacks, but before moving into damaging terrain, such as lava or a pit, and whenever it takes damage from a source other than the ooze, the target can repeat the saving throw. A mesmerized target can also 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 black patch's Eldritch Luminance for the next 24 hours.

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

Ooze Nature. The black patch doesn't require sleep.

ACTIONS

Multiattack. The black patch makes two Pseudopod attacks. It can replace one attack with a use of Viscid Suffocation.

Pseudopod. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage plus 13 (3d8) acid damage.

Viscid Suffocation. One creature in the black patch's space must make a DC 15 Dexterity saving throw or take 18 (4d8) acid damage, and the black patch attaches to it, coating the creature and its equipment. While the black patch is attached to it, the creature's speed is halved, it can't breathe, and it takes 9 (2d8) acid damage at the start of each of its turns. In addition, if the creature is in the water, it has disadvantage on ability checks to swim or stay afloat. The black patch can devour flesh quickly, but its acid doesn't harm metal, wood, or other similar objects or creatures without flesh.

The black patch can detach itself by spending 5 feet of its movement. A creature, including the target, can take its action to detach the black patch by succeeding on a DC 15 Strength check.



Ramnath Nanthakumar (Order #37530305)

Black Shuck



A gravelly growl reverberates from the throat of a large, shaggy black wolf. A single, glowing eye dominates its face.

This fiendish black, shaggy, wolf-like creature is the size of a horse with a single, large eye that glows like molten iron.

Pastoral Prowler. Haunting country byways and backroads, black shucks are credited with countless murders, missing wayfarers, and the wholesale slaughter of entire caravans and patrols. Black shucks hide in the cover of fog and stride quietly across ponds, creeks, and other fog-shrouded bodies of water to ambush weary travelers stopping for a drink.

Unpredictable Predilections. A black shuck toys with its victims as often as it murders them, but this enigmatic entity is reported to show random kindness toward lost children, guiding them home. Grim rituals can summon a black shuck to terrorize individuals, or even whole families, compelling it to haunt and beleaguer them and their household, sometimes for generations.

BLACK SHUCK

Large Fiend, Chaotic Evil

Armor Class 17 (natural armor)

Hit Points 157 (15d10 + 75)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	21 (+5)	14 (+2)	17 (+3)	15 (+2)

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

Skills Athletics +8, Stealth +11, Survival +7

Damage Resistances cold, fire, lightning

Damage Immunities necrotic, poison; bludgeoning, piercing or slashing damage from nonmagical attacks not made with silvered weapons

Condition Immunities charmed, frightened

Senses darkvision 90 ft., truesight 60 ft., passive Perception 13

Languages understands Abyssal and Common but can't speak

Challenge 11 (7,200 XP) **Proficiency Bonus** +4

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

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

Water Walker. The black shuck can move across the surface of water as if it were harmless, solid ground. This trait otherwise works like the *water walk* spell.

ACTIONS

Multiattack. The black shuck makes three Bite attacks and can use Curse of the Grave or Fearsome Howl, if available. If at least two Bite attacks hit a Medium or smaller target, the black shuck sinks in its teeth, shaking its head violently, and the target must succeed on a DC 17 Strength saving throw or take 7 (2d6) slashing damage and be thrown up to 15 feet in a random direction and knocked prone.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage and 10 (3d6) necrotic damage.

Curse of the Grave. The black shuck glares at one creature it can see within 30 feet of it. The target must succeed on a DC 17 Wisdom saving throw or be cursed. A cursed creature has disadvantage on the next two death saving throws it makes in the next 7 days. The curse lasts until the cursed creature has made two death saving throws, until 7 days have passed, or until it is lifted by a *remove curse* spell or similar magic.

Fearsome Howl (Recharge 5–6). The black shuck howls a haunting tune. Each creature within 60 feet of the black shuck that can hear the howl must succeed on a DC 17 Wisdom saving throw or become frightened until the end of its next turn. A frightened creature that is concentrating on a spell must succeed on a DC 17 Constitution saving throw or it loses concentration.

BONUS ACTIONS

Mist Stalker. While in an area of dim light, fog, or mist, the black shuck takes the Hide action.

Ramnath Nanthakumar (Order : 375303805)

Blaspheming Hand

A massive, crimson, humanoid hand the size of a horse crawls across the ground. Numerous vestigial fingers sprout from where its wrist would be.

Blaspheming hands are the severed hands of giants subjected to obscure, occult rituals, infused with the spirit of a lesser fiend, and given life. Hags and evil cults hold the secrets to creating these horrific fiends.

Infused with Curses. During the creation of the blaspheming hand, foul fetishes and cursed trinkets are embedded within the dead flesh before it is imbued with new life. While the flesh is split, profane symbols are carved into its bones to seed it with evil charms. These allow a blaspheming hand to attack with both magical effects and debilitating curses.

Mount of Hags. Hags who create blaspheming hands often use them as mounts, riding them as they scuttle across the ground on their many fingers or sitting in their upturned palms as they fly through the air.

BLASPHEMING HAND

Large Fiend, Lawful Evil

Armor Class 14 (natural armor)

Hit Points 68 (8d10 + 24)

Speed 30 ft., fly 30 ft (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	17 (+3)	6 (–2)	12 (+1)	12 (+1)

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

Damage Immunities poison

Condition Immunities blinded, deafened, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 11

Languages understands Abyssal and Infernal but can't speak

Challenge 3 (700 XP) **Proficiency Bonus** +2

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

Steadfast. The blaspheming hand can't be charmed or frightened while at least one of its allies is within 30 feet of it.

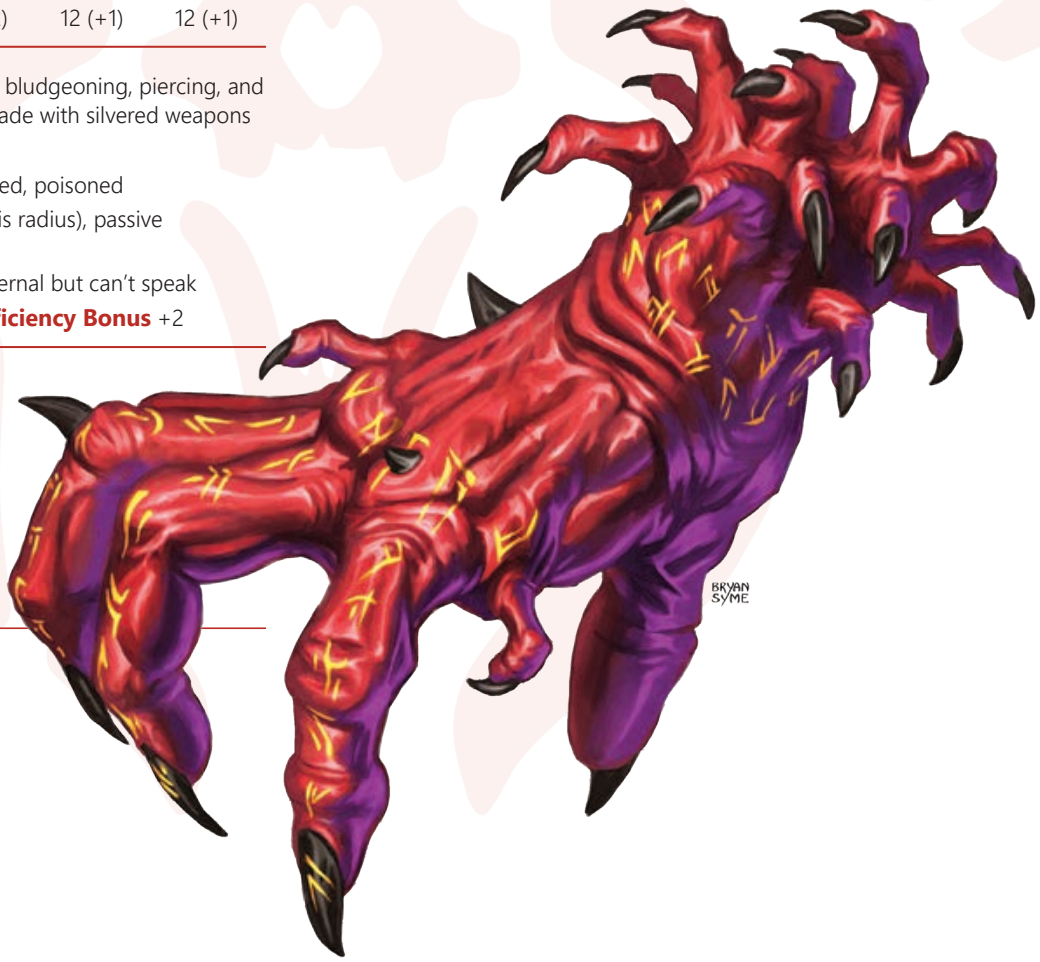
Actions

Multiattack. The blaspheming hand makes one Claw attack and uses Evil Fingers.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage, and the target is grappled (escape DC 14) if it is a Medium or smaller creature and the hand isn't being used as a mount. Until this grapple ends, the target is restrained, the blaspheming hand can't use its Claw on another target, and the hand's walking speed is reduced to 0.

Evil Fingers. The blaspheming hand gestures at one creature it can see within 60 feet, causing one of the following effects:

- **Beckoning Finger.** The target must succeed on a DC 14 Strength saving throw or be magically pulled up to 30 feet in a straight line toward the hand. If the creature is pulled to within 5 feet of the hand, the hand can make one Claw attack against it as a bonus action.
- **Punishing Finger.** The target must succeed on a DC 14 Charisma saving throw or take 10 (3d6) fire damage and be marked for punishment. Until the start of the hand's next turn, each time the punished target makes an attack against the blaspheming hand or its rider, the target takes 7 (2d6) fire damage.
- **Repelling Finger.** The target must succeed on a DC 14 Strength saving throw or take 11 (2d10) force damage and be pushed up to 10 feet away from the hand and knocked prone.
- **Unravelling Finger.** The target must succeed on a DC 14 Wisdom saving throw or bear a magical mark. Whenever the blaspheming hand deals damage to the marked creature, the hand regains hp equal to half the damage dealt. The mark lasts until the blaspheming hand dismisses it as a bonus action, or it uses Unravelling Finger again.



Ramnath Nanthakumar (Order #37530305)

Blestsessebe



A majestic antelope holds its head high. The golden, ridged horns forking from the top of its head catch the light and glow. As it leaps away, only a faint outline of its form remains visible.

Found mostly in grasslands, blestsessebe travel anywhere, even to underground realms, to lead subjugated people to freedom.

Foes to Tyrants. Blestsessebe seek independence for others from despotic regimes, which often leads them to the Material Plane where they find plenty of people seeking freedom from oppression. Blestsessebe try not to enact large-scale or flashy escapes, which may encourage tyrants to take more stringent measures. If a blestsessebe helps overthrow a dictator, it remains to work with the liberated subjects to ensure an even-handed successor government.

Peaceable Runners. Blestsessebe use their incredible speed to escape foes, except when thwarting creatures oppressing others. When blestsessebe rescue escapees, they gift their speed to their wards and lead the creatures to safety. Once a blestsessebe has taken on this duty, it fights to protect those under its care, drawing the attention of pursuers and allowing its wards to escape.

Friendly Rival to Cyonaxin. Blestsessebe and the cheetah-like cyonaxin (see page 102) share similar goals, and the two celestials regularly work together. They often compete while carrying out missions, with the winner rescuing the most people, the most elderly, or the youngest person. The blestsessebe's more cautious nature and its reluctance to take unnecessary risks mean it typically loses these amicable competitions. When not carrying out missions of mercy, the celestials challenge each other to races that test their speed and endurance.

BLESTSESSEBE

Large Celestial, Neutral Good

Armor Class 16 (natural armor)
Hit Points 144 (17d10 + 51)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	18 (+4)	16 (+3)	11 (+0)	17 (+3)	18 (+4)

Saving Throws Wis +6, Cha +7
Skills Athletics +8, Persuasion +7, Stealth +7, Survival +6
Damage Resistances poison, radiant
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 13
Languages Celestial, Common
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Blur of Motion. When the blestsessebe moves at least 30 feet on its turn, ranged attack rolls against it have disadvantage until the start of its next turn.

Freedom of Movement. The blestsessebe ignores difficult terrain, and magical effects can't reduce its speed or cause it to be restrained. It can spend 5 feet of movement to escape from nonmagical restraints or being grappled.

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

Trampling Charge. If a blestsessebe moves at least 30 feet straight toward a creature and then hits it with a gore attack on the same turn, the target must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the blestsessebe can make one hooves attack against it as a bonus action.

Actions

Multiattack. The blestsessebe makes one Gore attack and two Hooves attacks.

Gore. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 + 5) piercing damage plus 13 (3d8) radiant damage.

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

Distracting Glow (Recharge 6). The blestsessebe's horns flare brightly for a moment, distracting its enemies. Each hostile creature within 60 feet of the blestsessebe and that can see its horns must succeed on a DC 15 Wisdom saving throw or be entranced by the blestsessebe until the start of the blestsessebe's next turn. An entranced creature has disadvantage on attack rolls against creatures other than the blestsessebe.

Hastening Stomp (Recharge 5–6). The blestsessebe rears and stomps, sending out a small, magical shockwave. For 1 minute, each friendly creature within 60 feet of the blestsessebe increases its speed by 10 feet and can use the Free Runner bonus action.

Bonus Action

Free Runner. The blestsessebe can take the Dash action.

Ramnath Nanthakumar (Order # 375303805)

Blood Barnacle

A cluster of tiny rock-like shells wait, attached to a floating barrel. Blood stains the water, and the red and black beaks open, revealing small tendrils that taste at the blood and pull the barnacles toward its source.

Found on ships, reefs, rocks, and old piers, these corrupted barnacles are by no means natural. Often gathered in groupings of five to ten, a blood barnacle infestation can prove to be a threat for any crew, particularly injured sea travelers seeking a good night's rest.

Undead Origins. When coagulated blood drops off shambling undead zombies and into the sea, its necrotic blood may turn an ordinary barnacle into a blood barnacle. Large clusters of blood barnacles almost always indicate undead are nearby.

Prey on the Weak. Though a slightly deeper red than most red barnacles, the blood barnacle can often remain undetected among more benign barnacles. It can lie in wait for weeks or months for the perfect injured or heavily bleeding creature before latching onto its prey.

Resurrection. The remains of blood barnacles spawn more of their kind if not disposed of properly. Burning clusters of barnacles or blessing the area is the only way to ensure they don't regrow.

BLOOD BARNACLE

Tiny Beast, Unaligned

Armor Class 13 (natural armor)

Hit Points 25 (10d4)

Speed 10 ft, swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (–4)	14 (+2)	10 (+0)	1 (–5)	12 (+1)	8 (–1)

Saving Throws Con +2

Damage Vulnerabilities fire

Damage Resistances necrotic

Condition Immunities prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 11

Languages —

Challenge 1/4 (50 XP) **Proficiency Bonus** +2

Barnacle Shivers. Characterized by the inescapable cold—and subsequent shivering—that slowly pervades the victim's body, *barnacle shivers* is a disease that infects creatures attacked by blood barnacles. Until the disease is cured, the infected creature can't regain hp except by magical means, and its hp maximum decreases by 3 (1d6) for every 24 hours that elapse. This reduction lasts until the disease is cured. The creature dies if the disease reduces its hp maximum to 0. A Humanoid or Beast slain by this disease rises 24 hours later as a zombie. The zombie isn't under the blood barnacle's control, but it views the blood barnacle as an ally.

Blood Sense. The blood barnacle can pinpoint, by scent, the location of creatures that aren't Constructs or Undead and that don't have all of their hp within 60 feet of it and can sense the general direction of such creatures within 1 mile of it.

False Appearance. While the blood barnacle remains motionless, it is indistinguishable from a normal barnacle.

ACTIONS

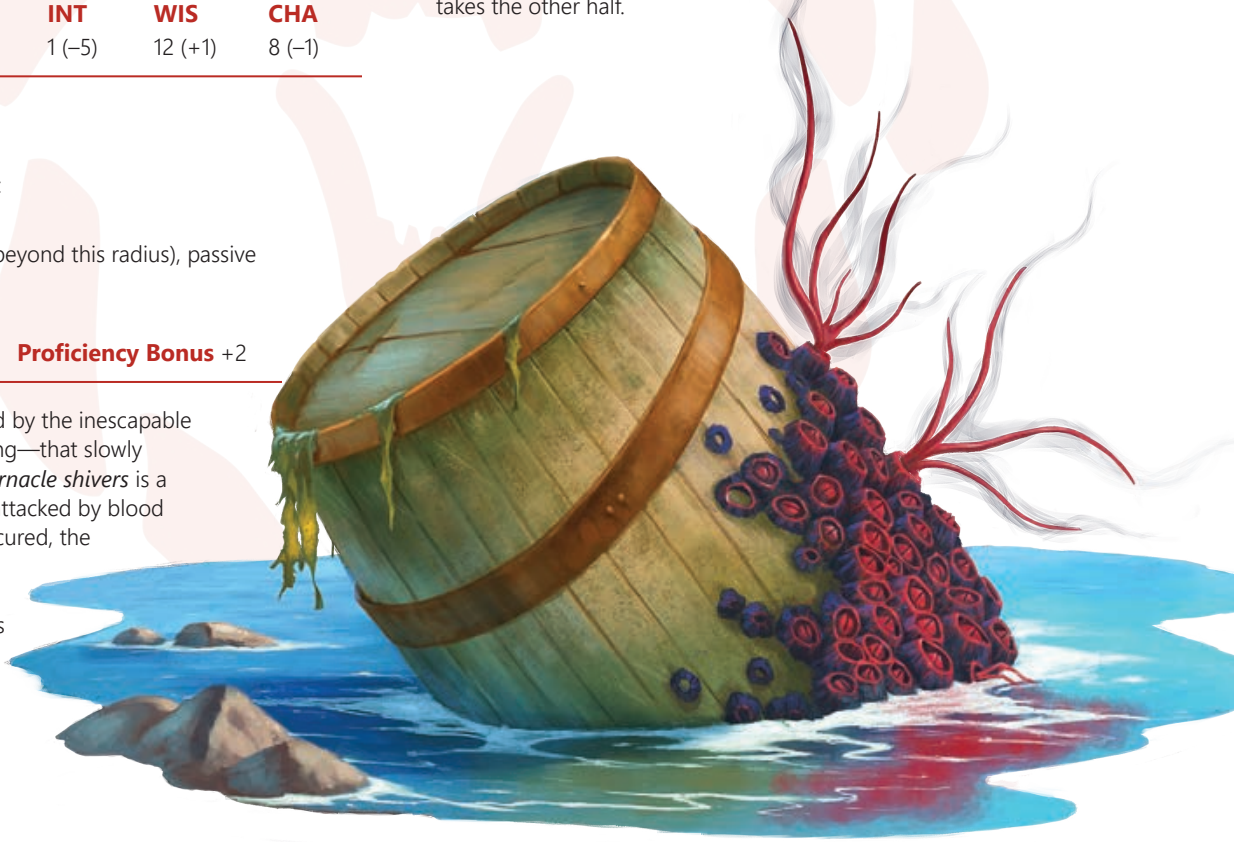
Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) piercing damage, and the blood barnacle attaches to the target. While attached, the blood barnacle doesn't attack. Instead, at the start of each of the blood barnacle's turns, the target loses 5 (1d6 + 2) hp due to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

The blood barnacle can detach itself by spending 5 feet of its movement. A creature, including the target, can take its action to detach the blood barnacle by succeeding on a DC 12 Strength check. When the blood barnacle is removed, the target takes 2 (1d4) piercing damage.

If a creature ends its turn with a blood barnacle attached to it, that creature must succeed on a DC 12 Constitution saving throw or contract the *barnacle shivers* disease (see the Barnacle Shivers trait).

REACTIONS

Host Defense. When a creature damages an attached blood barnacle with anything other than fire, the creature hosting the barnacle must succeed on a DC 12 Wisdom saving throw or use its reaction to protect the barnacle. The barnacle takes half the damage dealt to it, and the host takes the other half.



Ramnath Nanthakumar (Order #37530305)

Blood Flurry

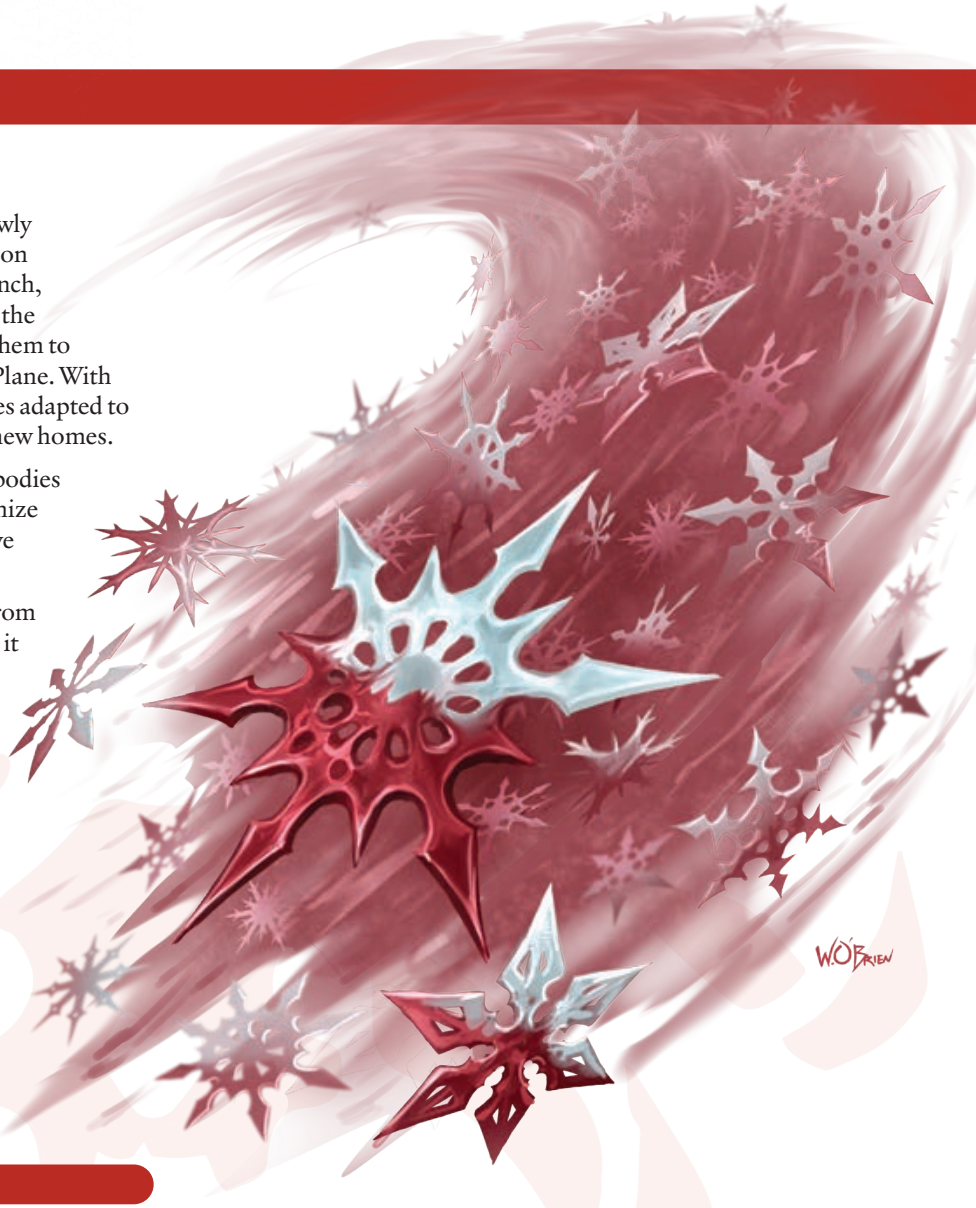
Red tinges the edge of this gentle drifting of snow.

Blood flurries are the remaining survivors of a slowly disintegrating dimension where the creatures fed on scraps of decaying iron. Just before the Great Crunch, which spelled the final doom for their dimension, the creatures slipped through a planar gap, bringing them to polar regions of worlds throughout the Material Plane. With readily digestible iron in short supply, the creatures adapted to the iron-rich blood of creatures populating their new homes.

Safety in Numbers. The crystalline creatures' bodies are as fragile as a snowflake, forcing them to organize into colonies for mutual protection and to improve their chances at hunting prey.

Lightweight. A single, crystalline aberration from a blood flurry weighs a quarter of an ounce. While it can propel itself, it prefers to float gently on the breezes like a snowflake. Collectively, a swarm moves along with the real snow found in its habitat, hidden on the wind.

Red in Body. Each individual aberration has jagged limbs sharp enough to penetrate ordinary flesh. The creature's saliva induces the flow of blood from the cuts it produces. Because the creatures feed by absorbing iron from their victims' blood, their coloration reddens, and the blood flurry's snowy façade quickly fades. When desperate for food, a blood flurry may devour abandoned tools or weapons, but it consumes and processes iron from such objects slowly and with difficulty.



BLOOD FLURRY

Medium Swarm of Tiny Aberrations, Neutral Evil

Armor Class 17 (natural armor)

Hit Points 144 (17d8 + 68)

Speed 15 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
5 (–3)	21 (+5)	18 (+4)	6 (–2)	12 (+1)	10 (+0)

Damage Resistances cold; bludgeoning, piercing, and slashing

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 11

Languages understands Primordial but can't speak

Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Blood Sense. The blood flurry can pinpoint, by scent, the location of creatures that aren't Undead or Constructs within 30 feet of it.

False Appearance. While the blood flurry remains motionless, either resting on the ground or carried by natural winds, it is indistinguishable from a collection of snowflakes. The blood flurry loses this trait if it has consumed blood in the last 24 hours.

Rust Vulnerability. The large amount of iron in the blood flurry's diet makes it susceptible to effects that harm ferrous metal, such as the rust monster's Antennae.

Swarm. The blood flurry can occupy another creature's space and vice versa, and the blood flurry can move through any opening large enough for a Tiny crystalline Aberration. The blood flurry can't regain hp or gain temporary hp.

Actions

Multiattack. The blood flurry makes two Free Bleeding Cuts attacks.

Free Bleeding Cuts. *Melee Weapon Attack:* +9 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 27 (6d8) slashing damage, or 13 (3d8) slashing damage if the blood flurry has half of its hp or fewer. If the target is a creature other than an Undead or a Construct, it must succeed on a DC 16 Constitution saving throw or lose 13 (3d8) hp at the start of each of its turns due to a bleeding wound. Any creature can take an action to stanch the wound with a successful DC 12 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

Ramnath Nanthakumar (Order # 37530305)

Bone Collector

A fully animate vulture carcass swoops down and alights on a corpse. The decaying scavenger opens its beak to reveal a large eye in its throat.

Bone collectors are familiars and gatherers for the undead, necromancers, and other powerful spellcasters devoted to death.

Picking through the Carnage. When not on a specific task for their masters, bone collectors visit sites of battle to gather bones, their favorite treats. If tasked to do so, they also collect battlefield leftovers, dutifully delivering the items for their masters' ever-growing collection of materials for rituals, growing undead armies, or simply decoration.

Eyes of the Dead. Many of the deities of undeath use bone collectors to watch followers, to provide aid, or to ensure loyalty. These deities sometimes grant this ability to their more powerful minions, such as liches, vampires, or truant devourers (see page 378), relying on the minion to keep their followers in check and loyal. Most young necromancers and initiate priests of such deities are unaware of this aspect of bone collectors.

BONE COLLECTOR

Small Undead, Neutral Evil

Armor Class 13 (natural armor)
Hit Points 21 (6d6)
Speed 15 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
6 (–2)	15 (+2)	11 (+0)	7 (–2)	14 (+2)	9 (–1)

Skills Perception +4, Stealth +4
Damage Immunities necrotic, poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 14
Languages understands Common but can't speak
Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Call of the Grave. Attacks made within 60 feet of the bone collector score a critical hit on a roll of 19 or 20.

Death Sense. The bone collector can pinpoint, by scent, the location of Undead creatures and creatures that have been dead no longer than 1 week within 60 feet of it and can sense the general direction of such creatures within 1 mile of it.

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

Undead Nature. The bone collector doesn't require air, food, drink, or sleep.

ACTIONS

Talons. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage. If the target is a creature, it must succeed on a DC 11 Constitution saving throw or contract a disease. Until the disease is cured, the target can't regain hp except by magical means, and the target's hp maximum decreases by 3 (1d6) every 24 hours. If the target's hp maximum drops to 0 as a result of this disease, the target dies.

Bad Omen (1/Day). The bone collector places a bad omen on a creature it can see within 20 feet of it. The target must succeed on a DC 10 Wisdom saving throw or be cursed for 1 minute. While cursed, the target has disadvantage on attack rolls against the bone collector. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



Ramnath Nanthakumar (Order #37530305)

Bone Lord

The pile of bones reforms into a giant goat-like skeleton with a four-armed humanoid torso. Its empty eye sockets glow menacingly red as it rushes forward.

Bone lords are collective amalgams of various bones, erupting from mass graves and bone middens and coming together for the express purpose of punishing the living for simply being alive.

Born of Darkness and Fury. A bone lord spawns spontaneously from a large pile of bones, generated by the collected psychic trauma—anguish, fear, grief, hate, loss, and other extreme emotions—of the atrocities that created the pile of bones. Sources of necromantic energy are required for a bone lord to form, or else bone lords would arise whenever there was mass slaughter, a great plague, or an interminable war. In spite of this, there is no definitive guiding hand in a bone lord's creation. It is a thing born of the results of the worst of humanoid nature, and it rises with a desire to destroy those whose actions created it.

Undead Menace. The bone lord exists to destroy the living. As such, it attracts other undead that rally behind its strength and power. No living necromancer could control a bone lord, nor would its hatred of the living allow such a thing. A lich might enter an alliance with a bone lord, though the creatures have little use for subtlety or intricate machinations. Sensible living creatures would be wise to set aside their differences to defend against it, as it cares not whether those it crushes are good or evil; all the living are fated to die at the bone lord's whim.



A Bone Lord's Lair

Bone lords lair where they were spawned—a battlefield, oubliette, or similar place where a mass of nameless dead were gathered—or in the first place they cleared of living inhabitants after they formed: an empty castle, ghost town, or similar locale. Wherever the lair is, it is always scattered with bones and corpses of past victims, and it is eerily quiet, as no living creature willingly remains in the area.

Lair Actions

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

- ***Bone Eruption.*** Bones erupt from the ground in a 30-foot radius around the bone lord. This area becomes difficult terrain for the 1 minute, until the bone lord uses Bony Reformation, or until the bone lord is destroyed. This difficult terrain doesn't cost the bone lord extra movement.
- ***Bony Reformation.*** The bone lord draws nearby bones into its body, regaining 27 (6d8) hp. The bone lord can use this lair action only if it is standing in an area of Bone Eruption.
- ***Deathly Wails.*** The horrid cries and screams of the dead resound around up to three creatures the bone lord can see within 120 feet of it. Each target must succeed on a DC 16 Wisdom saving throw or be stunned until initiative count 20 on the next round.

Ramnath Nanthakumar (Order #37530305)

REGIONAL EFFECTS

The region containing the bone lord's lair is tainted by its presence, which creates one or more of the following effects:

- ***Bone Ache.*** Creatures with bones suffer random, mysterious aches, especially creatures that are already prone to such aches because of old injuries, a badly set break, or similar circumstances, within 10 miles of the lair.
- ***Skeletal Nightmares.*** Creatures sleeping within 5 miles of the lair occasionally suffer nightmares about skeletons, fields of bones, and similar imagery.
- ***Skull Sight.*** Whenever a creature that isn't a Construct or Undead spends more than 1 minute near a skull within 1 mile of the lair, the bone lord becomes aware of the creature's presence and knows the general direction and distance of the creature from the lair.

If the bone lord is destroyed, these effects fade in 1d10 days.

BONE LORD

Huge Undead, Neutral Evil

Armor Class 20 (natural armor)

Hit Points 285 (30d12 + 90)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	16 (+3)	14 (+2)	18 (+4)	18 (+4)

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

Skills Athletics +11, Perception +10

Damage Resistances cold, lightning

Damage Immunities necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 90 ft., passive Perception 20

Languages Common

Challenge 19 (22,000 XP) **Proficiency Bonus** +6

Death-Infused Weapons. The bone lord's weapon attacks are magical. When the bone lord hits with any weapon, the weapon deals an extra 2d8 necrotic damage (included in the attack).

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

Master Tactician. The bone lord and any friendly Undead within 60 feet of it have advantage on attack rolls against a creature if at least one of the Undead's allies is within 5 feet of the creature and the ally isn't incapacitated.

Rejuvenation. As long as at least one of its bones remains, a destroyed bone lord gathers a new body in 1d10 days, regaining all its hp and becoming active again. The new body appears within 5 feet of the largest remaining bone from its body.

Turning Defiance. The bone lord and any Undead within 60 feet of it have advantage on saving throws against effects that turn Undead.

Undead Nature. The bone lord doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The bone lord makes four Claw attacks. It can replace one attack with one Tail attack.

Claw. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage plus 9 (2d8) necrotic damage, and the target is grappled (escape DC 19). Until the grapple ends, the target is restrained. The bone lord has for claws, each of which can grapple only one target.

Tail. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage plus 9 (2d8) necrotic damage. The target must succeed on a DC 19 Strength saving throw or be pushed up to 15 feet away from the bone lord.

Fling. One Medium or smaller object held or creature grappled by the bone lord is thrown up to 60 feet in a random direction and knocked prone. If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 19 Dexterity saving throw or take the same damage and be knocked prone.

Servants of Death. The bone lord magically calls 3d6 skeletons or zombies, 2d4 ghouls, or 2 wights. The called creatures arrive in 1d4 rounds, acting as allies of the bone lord and obeying its spoken commands. The Undead remain for 1 hour, until the bone lord dies, or until the bone lord dismisses them as a bonus action. The bone lord can have any number of Undead under its control at one time, provided the combined total CR of the Undead is no higher than 8.

Pattern of Death (Recharge 6). Necrotic energy ripples out from the bone lord. Each creature that isn't a Construct or Undead within 30 feet of the bone lord must make a DC 19 Constitution saving throw, taking 54 (12d8) necrotic damage on a failed save, or half as much damage on a successful one. Each friendly Undead within 30 feet of the bone lord, including the bone lord, regains hp equal to half the single highest amount of necrotic damage dealt.

LEGENDARY ACTIONS

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

Sovereign's Onslaught. The bone lord commands up to four friendly Undead it can see within 60 feet of it to move. Each target can use its reaction to immediately move up to its speed. This movement doesn't provoke opportunity attacks.

Sovereign's Reprisal. The bone lord commands one friendly Undead within 30 feet of it to attack. The target can make one weapon attack as a reaction.

Call Servants (Costs 2 Actions). The bone lord uses Servants of Death.

Fling (Costs 2 Actions). The bone lord uses Fling.

Ramnath Nanthakumar (Order - 375303805)

Brain Coral

This towering spire of pink coral is textured like the ridges of a brain and hums with strange power.

Once this water-dwelling organism finds purchase in a reef or rocky shore, it multiplies rapidly, forming a tower-like spire of thousands of clustered beings that share a single, potent consciousness known as a brain coral.

Divide and Conquer. Brain coral is a conglomerate of thousands of psychically linked organisms. This unique structure allows groups of organizations to break off from the larger whole to defend the central spire, patrol the surrounding area, or leave to establish a new colony.

Mind Tyrant. While the brain coral can expel pieces of the colony to defend against intruders, it prefers to dominate the minds of those around it to enact its will. Frequently, brain coral grows along coral reefs because they are home to aquatic creatures readily brought under the brain coral's control.

BRAIN CORAL

Huge Aberration, Neutral Evil

Armor Class 14 (natural armor)
Hit Points 119 (14d12 + 28)
Speed 0 ft., swim 120 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	6 (–2)	14 (+2)	18 (+4)	14 (+2)	10 (+0)

Saving Throws Int +5
Skills Perception +5
Damage Immunities psychic
Condition Immunities blinded, charmed, deafened, frightened, poisoned, prone
Senses blindsight 120 ft. (blind beyond this radius), passive Perception 15
Languages Common, Deep Speech, telepathy 120 ft.
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Colony Cluster. The brain coral consists of a Huge central spire and three Small clusters. Each cluster acts on the brain coral's turn and shares its movement, allowing the central spire and the clusters to swim a total of 120 feet on the brain coral's turn. A cluster can't move further than 120 feet away from the central spire. A cluster more than 120 feet away from its central spire for more than 24 hours enters a dormant state, becoming a new brain coral after 30 days.

A brain coral and its clusters share hp, and damage dealt to a cluster or the central spire reduces that shared total. If more than one section of the brain coral is included in a damaging spell or effect, such as a Dragon's breath weapon or the *lightning bolt* spell, the brain coral makes one saving throw and takes damage as if only one of its sections was affected. Whenever the brain coral takes 15 damage or more in a single turn, one of its clusters is destroyed.

At the end of its turn, if the brain coral took damage on the previous turn, it can expel one new cluster from the central spire for every 15 damage it took. The brain coral can't have more than five clusters active at one time.

Water Breathing. The brain coral can breathe only underwater.

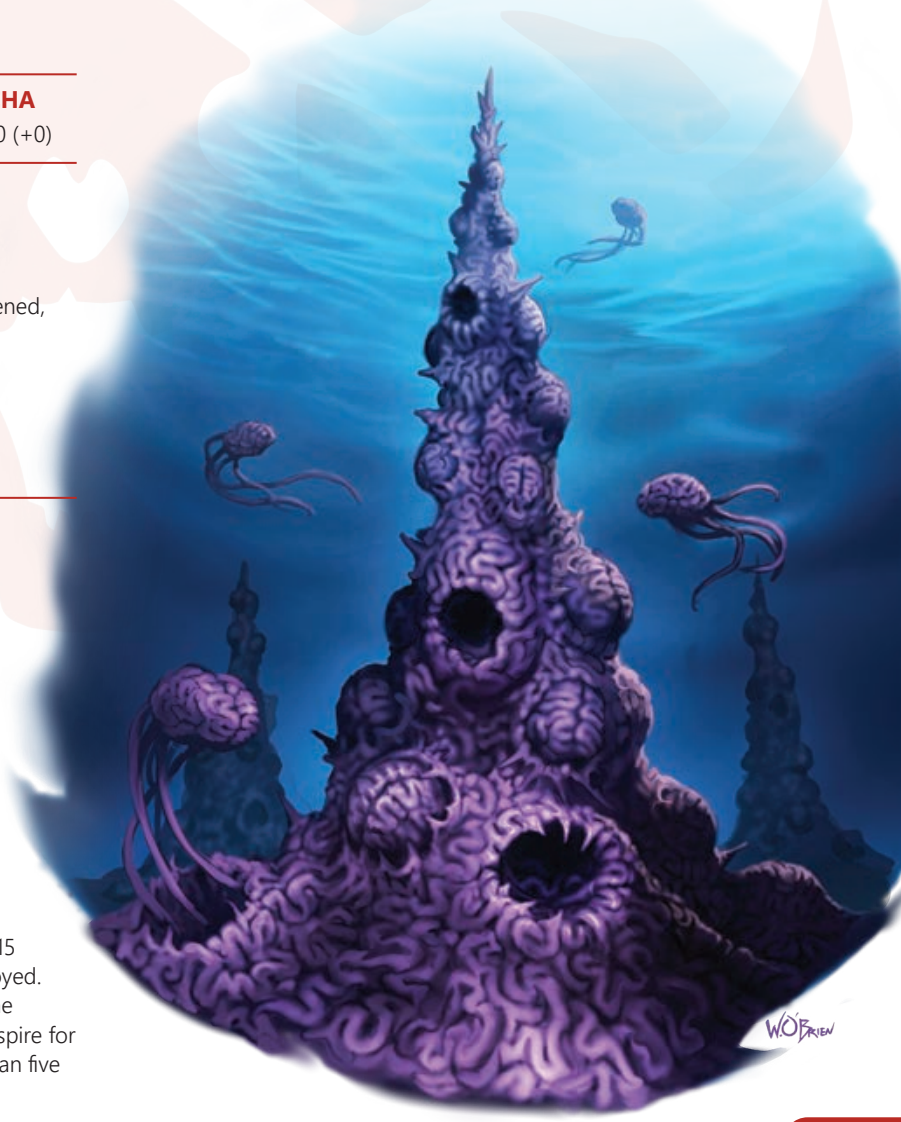
ACTIONS

Multiattack. The brain coral makes one Pseudopod attack from its central spire and one additional Pseudopod attack for each cluster it has. These additional Pseudopod attacks can originate from the central spire or from any cluster, provided the target is within reach of the attack's origin.

Pseudopod. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage.

Reef Poison Spray (Recharge 5–6). The brain coral expels a cloud of poison. Each creature within 15 feet of the brain coral's central spire must make a DC 15 Intelligence saving throw. On a failure, a creature takes 21 (6d6) poison damage and is incapacitated until the end of its next turn. On a success, a creature takes half the damage and isn't incapacitated.

Beasts of the Sea (1/Day). The brain coral magically calls 2d4 giant crabs, 2 giant sea horses or reef sharks, or 1 swarm of quippers, provided the brain coral is underwater. The called creatures arrive in 1d4 rounds, acting as allies of the brain coral and obeying its telepathic commands. The Beasts remain for 1 hour, until the brain coral dies, or until the brain coral dismisses them as a bonus action.



Ramnath Nanthakumar (Order # 37530305)

Brownie

A tiny humanoid with pointed ears darts from the cover of the underbrush. A helmet made from an acorn protects its head, and it wields a sharpened branch as a spear.



Brownies look like miniature humans with slightly elven features, sporting acorn helms, and clothed in leaves, mosses, animal skins, or even occasionally doll clothing.

Bucolic Fey. Brownies are the wee folk of the forest and its remote, secluded villages. They always carry spears made from fallen branches, but some have acquired blades, either by earning them as boons or stealing them when found unattended. Rarely, they serve fey courts, though most noble fey find them to be too rustic for palace intrigues, or too uncultured to join their retinues. Brownies, if associated with fey nobles, often serve as gamekeepers, hunters, or keepers of the hounds. They don't fear iron, unlike many other fey, and are all too happy to steal from mortals who irritate them. In mortal communities, they regularly become the source of wild rumors of haunted locations or structures. In truth, such places have usually simply gained a brownie or two as residents.

Helpful Pranksters. Brownies strongly dislike alps (see *Creature Codex*) and morkos (see *Creature Codex*), thinking them both to be outsized louts and miserable killjoys. With proper bribes or very effective verbal manipulation, brownies can be lured into communities suffering from these fey and attempt to drive them out. Such conflicts can escalate quickly, however, as neither side really considers the collateral damage to the homes and property of the mortals they're fighting among. Brownies tend to fear hags and alas (see *Tome of Beasts*), who find the tiny brownies to be a prized delicacy. When an ala or hag is in an area, brownies will band together to chase off the creature (or ask a mortal adventurer to do it). Brownies are tricksy and love a good prank; however, they never allow a prank to do permanent harm, unless the target of their shenanigans responds with violence. They can appreciate when a mortal attempts to outwit them, respecting such attempts.

Household Benefactor. Occasionally, a brownie adopts a residence and its people, living among the rafters, beneath the stairs, or even in a cozy crawlspace. The brownie coexists with the family while performing small tasks, like cleaning or repairing objects in exchange for gifts of bread, milk, honey, or even small trinkets or handkerchiefs. Brownies dislike braggarts, however, and any mortal who boasts about having a brownie living in their home soon finds they've been abandoned.

Woodland Guardian. Brownie beastriders serve as champions among the brownies in the area, leading warbands as the vanguard against creatures they wish to drive away. Their ability to rally local wildlife to their cause and summon up fey reinforcements makes them an asset to the brownie communities they call home. More than other brownies, they enjoy beer and mead and can be more easily persuaded to a cause when a steady supply is promised.

Hidden Wonders. Brownie mystics are elders who have defeated great creatures and secured their forests from marauding ogres, rapacious drakes, or similarly dangerous foes. These brownies discovered old fey magics and gained the respect of not only other brownies, but dryads, satyrs, and pixies. They're more likely to be invited to serve at a fey court, but they rarely accept the invitations, preferring to protect their homes and their kin. They work toward improving relations with mortal communities, growing the brownie population, and keeping the land free of cruel and bloodthirsty beasts.

Ramnath Nanthakumar (Order : 375303805)

BROWNIE

Tiny Fey, Neutral Good

Armor Class 15

Hit Points 28 (8d4 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
4 (–3)	20 (+5)	12 (+1)	10 (+0)	14 (+2)	12 (+1)

Saving Throws Cha +3

Skills Nature +2, Perception +4, Stealth +7

Senses passive Perception 14

Languages Common, Sylvan

Challenge 1 (200 XP) **Proficiency Bonus** +2

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

Speak with Beasts. The brownie can communicate with Beasts as if they shared a language.

ACTIONS

Branch Spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 10 (2d4 + 5) piercing damage.

Domestic Magic. The brownie can cast the *mending* and *prestidigitation* cantrips at will, requiring no material components and using Wisdom as the spellcasting ability.

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

BROWNIE BEASTRIDER

Tiny Fey, Neutral Good

Armor Class 15

Hit Points 54 (12d4 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
4 (–3)	20 (+5)	14 (+2)	10 (+0)	14 (+2)	12 (+1)

Saving Throws Cha +3

Skills Nature +2, Perception +4, Stealth +7

Senses passive Perception 14

Languages Common, Sylvan

Challenge 3 (700 XP) **Proficiency Bonus** +2

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

Mounted Warrior. While mounted, the brownie's mount can't be charmed or frightened.

Speak with Beasts. The brownie can communicate with Beasts as if they shared a language.

ACTIONS

Multiattack. The brownie makes two Branch Spear attacks, or it makes one Branch Spear attack and its mount makes one melee weapon attack.

Branch Spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 10 (2d4 + 5) piercing damage.

Domestic Magic. The brownie can cast the *mending* and *prestidigitation* cantrips at will, requiring no material components and using Wisdom as the spellcasting ability.

Invisibility. The brownie magically turns invisible until it attacks, uses Domestic Magic, or Beasts of the Forest, or until its concentration ends (as if concentrating on a spell). Any equipment the brownie wears or carries is invisible with it.

Beasts of the Forest (1/Day). The brownie magically calls 2d4 hawks or ravens, or it calls 1 black bear or wolf. The called creatures arrive in 1d4 rounds, acting as allies of the brownie and obeying its spoken commands. The Beasts remain for 1 hour, until the brownie dies, or until the brownie dismisses them as a bonus action.

BROWNIE MYSTIC

Tiny Fey, Neutral Good

Armor Class 15

Hit Points 82 (15d4 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
4 (–3)	20 (+5)	16 (+3)	10 (+0)	17 (+3)	12 (+1)

Saving Throws Wis +3, Cha +4

Skills Medicine +6, Nature +6, Perception +6, Stealth +8

Senses passive Perception 16

Languages Common, Sylvan

Challenge 5 (1,800 XP) **Proficiency Bonus** +3

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

Speak with Beasts. The brownie can communicate with Beasts as if they shared a language.

ACTIONS

Multiattack. The brownie mystic makes three Mystic Staff or Magical Blast attacks. The mystic can replace one of the attacks with a use of Spellcasting.

Mystic Staff. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d4 + 5) bludgeoning damage plus 3 (1d6) psychic damage.

Mystic Blast. *Ranged Spell Attack:* +6 to hit, ranged 60 ft., one target. *Hit:* 10 (2d6 + 3) psychic damage.

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

Spellcasting. The brownie casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability (spell save DC 13):

At will: *mending, minor illusion, prestidigitation*

3/day each: *entangle, mirror image*

1/day each: *confusion, conjure animals, dimension door*

Ramnath Nanthakumar (Order - 375303805)

Brumalek

This white-furred, weasel-like creature stands balanced on its hind legs and broad tail. Beneath a wide skull, intelligent eyes peer intently as a frog-like sac at its throat contracts and expands.

A small and unassuming creature, the brumalek has caught many travelers among the snow-capped peaks unawares with its ramming skull and ear-splitting howl.

Avalanche Caller. The skittish brumalek can inflate its vocal sac and emit painful sounds, but it uses this primarily as a defense mechanism. The force of its cry is enough to throw up swirls of mountain snow, obscuring them and helping them escape predators. Large groups of brumalek can coordinate this effect, triggering avalanches on those approaching their nests.

Mountain Children. Brumalek broods have deep attachments to the mountains where they were born, keeping their nests hidden close to the summit. Working together when a true danger threatens their home, the hit and run tactics of brumalek in these times overrules their otherwise skittish nature. When a threat is deemed great, they even howl warnings to nests on other, nearby mountaintops.



Captive Watchdogs. The small size, disarming appearance, and volume of a brumalek has led to some unscrupulous groups to kidnap the creatures for use as guards. Training a brumalek for this role is no easy task, but if one succeeds, they will have earned themselves a dangerous if morose guardian with an alarm loud enough to hear across the valleys.

BRUMALEK

Small Beast, Unaligned

Armor Class 13

Hit Points 40 (9d6 + 9)

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

STR	DEX	CON	INT	WIS	CHA
5 (–3)	16 (+3)	12 (+1)	4 (–3)	13 (+1)	7 (–2)

Skills Perception +3 Stealth +5

Damage Resistances cold

Damage Immunities thunder

Condition Immunities deafened

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 1/2 (100 XP) **Proficiency Bonus** +2

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

Snow Stride. A brumalek can burrow through nonmagical snow and earth. While doing so, it doesn't disturb the material it moves through. In addition, difficult terrain composed of snow doesn't cost it extra movement.

Actions

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

Reverberating Howl. The brumalek releases an ear-shattering howl in a 30-foot cone that is audible 300 feet away. Each creature in that cone must make a DC 13 Dexterity saving throw. On a failure, a creature takes 5 (2d4) thunder damage and is deafened for 1 minute. On a success, the creature takes half the damage and isn't deafened. A deafened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Bonus Actions

Skittish. The brumalek can take the Dash or Disengage action.

Ramnath Nanthakumar (Order #37530305)

Caldera Kite

The long-bodied insect floats over the gurgling volcano and along the lava's path. As it flies, it extends a proboscis to gobble up creatures fleeing the molten rock or stranded by it.

Caldera kites are giant, sky-bound insectoids that soar on updrafts emitted from volcanic activity, and they scavenge their territories for prey with their long proboscides. Due to its slow, meandering nature, airborne soot and toxic particles adhere to its body and wings, released from the minerals and natural gasses that burn up beneath it. Caldera kites lack feet and have adapted by developing internal air bladders that collect and maintain lighter-than-air gasses.

Noxious Predators. Caldera kites are scavengers by preference, trolling the edges of the superheated landscapes they reside in for vegetation, dead or dying creatures, or scraps left behind by wayward explorers. But when the opportunity presents itself for a live meal, such as an unaware straggler in a mountain expedition, caldera kites eagerly swoop in for a bite. The toxic dust cloud that pervades the air around them obscures their approach, and they can further agitate the cloud and mix in some of their trapped gases to create a haze that withers everything it touches. Once prey has been thoroughly poisoned, a caldera kite aims to suck up the creature in its large proboscis and carry the victim off to the safety of the skies where it can enjoy its meal.

CALDERA KITE

Large Monstrosity, Unaligned

Armor Class 17 (natural armor)
Hit Points 119 (14d10 + 42)
Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	19 (+4)	16 (+3)	3 (–4)	12 (+1)	4(–3)

Skills Perception +4, Stealth +7
Damage Immunities acid, fire, poison
Condition Immunities exhaustion, poisoned
Senses passive Perception 14
Languages —
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Firesight. The caldera kite can see through areas obscured by fire, smoke, and fog without penalty.

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

Sulfuric Haze. A glittering haze emanates from the caldera kite within 10 feet of it. The haze moves with the caldera kite, lightly obscuring the area. If dispersed by a wind of moderate or greater speed (at least 10 miles per hour), the haze reappears at the start of the caldera kite's next turn. When a creature enters the haze's area for the first time on a turn or starts its turn there, that creature must make a DC 14 Constitution saving throw. On a failure, a creature takes 7 (2d6) poison damage and is poisoned until the end of its next turn. On a success, a creature takes half the damage and isn't poisoned. If a creature's saving throw is successful, it is immune to the Sulphuric Haze of all caldera kites for 1 minute.

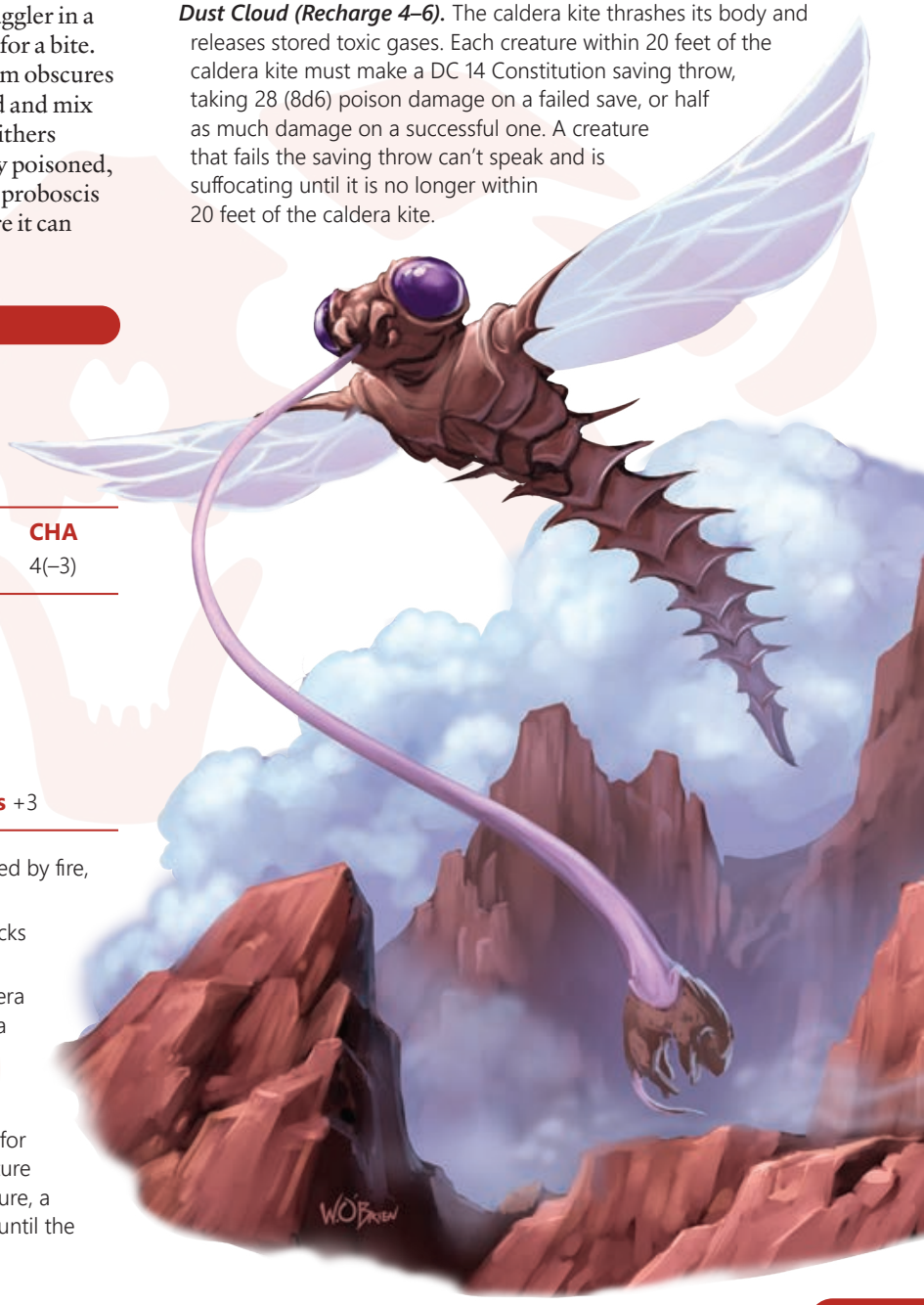
ACTIONS

Multiattack. The caldera kite makes two Wings attacks or one Wings attack and one Proboscis attack.

Proboscis. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage. The target is grappled (escape DC 17) if it is a Medium or smaller creature and the caldera kite doesn't have another creature grappled. Until this grapple ends, the creature is restrained, the caldera kite can automatically hit the target with its Proboscis, and the caldera kite can't make Proboscis attacks against other targets.

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

Dust Cloud (Recharge 4–6). The caldera kite thrashes its body and releases stored toxic gases. Each creature within 20 feet of the caldera kite must make a DC 14 Constitution saving throw, taking 28 (8d6) poison damage on a failed save, or half as much damage on a successful one. A creature that fails the saving throw can't speak and is suffocating until it is no longer within 20 feet of the caldera kite.



Ramnath Nanthakumar (Order - 375303805)

Capybear



Mud splotches this rotund, quadrupedal rodent's reddish-brown fur. The pigmented markings and the gleam of curiosity in its eyes denote the creature's intellect as greater than an ordinary animal's. A loamy odor wafts from the creature.

Capybears dwell in marshes, swamps, and forests with deep bodies of water. They feed on grasses, reeds, low-hanging leaves, and other readily available vegetation. Though capybears are oversized rodents—often reaching a height equivalent to a pony—and physically imposing, they find themselves prey to large cats and smaller pack hunters.

Sapient Grazers. Capybears roam their territory searching for their favorite grasses and roots to eat immediately and to gather for future meals. Observers who follow the rodents often mistake them for ordinary, if massive, rodents at first. However, further observation uncovers the capybears' ability to communicate and coordinate. They have their own language, composed of barks, chirps, and growls, which proves difficult for outsiders to duplicate short of magical means. With patience, non-capybears can establish a dialogue with the creatures. Capybears have limited dexterity in their paws, leaving them unable to use many tools, but they adeptly use materials available to them to build homes along the bodies of water they frequent.

Useful Neighbors. Capybears generally distrust outsiders and drive away creatures that come too close to their abodes. When they forage for food and supplies, they are not aggressive unless provoked. Societies that have reached an understanding with capybear communities appreciate the industrious creatures' presence, for the capybears devour weeds in cultivated land without destroying valuable crops. The rodents also clear deadfalls from which they gather building material.

Highly Social. Capybears gather in groups of ten to forty, depending on available food. They live up to forty years and reach maturity after five years, spending the majority of their lives contributing to the community's well-being. Many capybears spend their waking hours foraging while a few remain in their hidden abodes to rear young and the most physically imposing capybears guard their homes from diurnal predators. Elderly capybears impart their wisdom on the younger capybears at night when the community gathers to eat. Enjoying an egalitarian outlook, the creatures dwell in proximity, and every capybear is a valued member of the community.

CAPYBEAR

Medium Monstrosity, Neutral

Armor Class 13 (natural armor)
Hit Points 60 (8d8 + 24)
Speed 30 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	17 (+3)	9 (–1)	12 (+1)	10 (+0)

Skills Perception +3, Stealth +4
Senses passive Perception 13
Languages Capybear
Challenge 1 (200 XP) **Proficiency Bonus** +2

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

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

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

Pounce. If the capybear moves at least 20 feet straight toward a creature and then hits it with a Slam attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the capybear can make one Bite attack against it as a bonus action.

Swamp Camouflage. The capybear has advantage on Dexterity (Stealth) checks made to hide in swamps or muddy terrain.

Actions

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

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

Reactions

Protect the Community. When another capybear within 5 feet of this capybear is hit by an attack, this capybear can leap in the way, becoming the new target of the attack.

Ramnath Nanthakumar (Order #37530305)

Caretaker Weevil

The odd giant insect plods along a massive tree bough, which dips from its weight. The creature's incredibly long, thin neck has a swivel point in the middle of its length, allowing greater range for its head as it munches the branch's more distant leaves.

Caretaker weevils are herbivorous giant insects that inhabit temperate forests and provide care for the flora and fauna.

Farming Insects. Caretaker weevils incessantly care for the plants and animals in their range. Their presence and their compulsive ministrations bring comfort to those around them, creating incredibly lush and thriving habitats. They are typically seen tending their "crops" throughout the day, and many oddly placed collections of plants can be attributed to them. They've even been known to maintain herds of giant aphids and similarly docile creatures. Some of the more social creatures, including giant ants and giant bees, encourage the presence of caretaker weevils to ensure the community's vitality. Humanoid farms try to entice and maintain good relations with nearby caretaker weevils in hopes of a prosperous harvest. The weevils are considered by many as a mark of luck and good fortune.

Moving Apothecary. Many alchemists and apothecaries seek caretaker weevils, living or dead, for a wide array of alchemical uses, from restorative potions and sedatives to glues and any number of other concoctions. They are alchemical treasure troves, and many hospitals, ailing nobles, and alchemist guilds offer high prices for fresh specimens.

Ecological Remediation. Druids and others interested in preserving damaged ecosystems recently realized the true potential of caretaker weevils and have begun introducing them to areas in need of extra care. The weevils have markedly increased the viability of these lands, alleviating the effects of drought, wildfire, disease, and other ravages in a third of the time.

Caretaker Weevil

Medium Beast, Unaligned

Armor Class 13 (natural armor)
Hit Points 51 (6d8 + 24)
Speed 30 ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	18 (+4)	3 (–4)	14 (+2)	4 (–3)

Skills Perception +4
Senses tremorsense 30 ft., passive Perception 14
Languages —
Challenge 1 (200 XP) **Proficiency Bonus** +2

Calming Presence. A creature that enters a space within 5 feet of the caretaker weevil or that starts its turn there must succeed on a DC 13 Charisma saving throw or be indifferent to all creatures that it is hostile toward while it remains within 60 feet of the weevil. This indifference ends if the creature is attacked or harmed by a spell or if it witnesses any of its allies being harmed.

Diligent Preservation. A creature that isn't a Construct or Undead and that starts its turn with 0 hp within 60 feet of the caretaker weevil becomes stable. In addition, any corpse within 60 feet of the weevil is protected from decay and can't become Undead while it remains within 60 feet of the weevil and for 24 hours after it leaves the area.

Actions

Mandibles. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 10 (2d8 + 1) slashing damage.

Glue Glob. *Ranged Weapon Attack:* +3 to hit, range 30/60 ft., one target. *Hit:* 7 (2d6) acid damage. The target must make a DC 13 Dexterity saving throw. On a failure, it is restrained for 1 minute. On a success, its speed is halved for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Regenerative Spittle (3/Day). The caretaker weevil launches spittle at one creature it can see within 10 feet of it. The target regains 2 (1d4) hp. For 1 minute, the target regains 1 hp at the start of each of its turns.



Ramnath Nanthakumar (Order - 375303805)

Catamount



A large, broad-shouldered cat stalks its prey through a narrow canyon. A wall of stone erupts suddenly from the ground, cutting off the prey's only escape.

Typically found in areas with rocky terrain, such as mountains, canyons, and badlands, the catamount is a large hunting cat with an innate control over rocks and earth. The catamount uses its ability to shape stone to aid in hunting, causing minor earthquakes or changes in terrain to confuse or redirect its prey. While catamounts prefer to hunt game like deer and goats, a hungry catamount happily feasts on whatever prey is available.

Cavern Carvers. Catamounts use their ability to manipulate the earth to carve out complex cavern systems as dens for rearing young. It is not unusual for kobolds, goblins, or even small giants to claim abandoned catamount dens as their own, for the caverns make defensible homes.

Territorial. The catamount is a solitary creature and can claim an area of up to 20 square miles as its hunting grounds. A catamount tolerates another catamount only long enough to mate, and the product of such a union is typically one to two kits. Once the kits are old enough to hunt on their own, they leave the den to find their own territory.

CATAMOUNT

Large Monstrosity, Unaligned

Armor Class 12

Hit Points 117 (18d10 + 18)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	12 (+1)	3 (–4)	10 (+0)	4 (–3)

Saving Throws Dex +4

Skills Athletics +6, Perception +2, Stealth +4

Senses tremorsense 30 ft., passive Perception 12

Languages —

Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Well-Grounded. The catamount has advantage on ability checks and saving throws made against effects that would knock it prone.

ACTIONS

Multiattack. The catamount makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.

BONUS ACTIONS

Control Earth. The catamount molds the ground near it, causing one of the following effects:

- **Stone Wall.** The catamount causes a wall of rock to rise from the ground at a point it can see within 30 feet of it. The wall is up to 30 feet long, 5 feet high, and 5 feet thick. It can be any shape, as long as its base is connected to the ground. If the wall cuts through a creature's space when it appears, the creature is pushed to one side (the catamount's choice). If a creature would be surrounded on all sides by the wall, it can make a DC 14 Dexterity saving throw. On a success, it can use its reaction to move up to its speed so that it is no longer enclosed by the wall. The wall lasts 1 minute or until the catamount creates a new wall.
- **Fissure.** The catamount causes a rift to form in the ground at a point it can see within 30 feet of it. The rift can be up to 15 feet wide, up to 30 feet long and up to 10 feet deep, and it can be any shape. Each creature standing on a spot where the fissure opens must succeed on a DC 14 Dexterity saving throw or fall in. A creature that successfully saves moves with the fissure's edge as it opens. A fissure that opens beneath a structure causes it to automatically collapse as if the structure was in the area of an *earthquake* spell. The catamount can have only one fissure open at a time. If it opens another, the previous fissure closes, shunting all creatures inside it to the surface.
- **Tremors.** The catamount causes the earth beneath its feet to shake and shift. Each creature within 30 feet of the catamount must succeed on a DC 14 Strength saving throw or take 3 (1d6) bludgeoning damage and be knocked prone.

Ramnath Nanthakumar (Order #37530305)

Catonoctrix



A blackened, wyvern-like beast with leather purple wings soars the skies. The glowing eyes within its malformed, crystalline skull scour the area.

A catonoctrix is not a natural being. It exists due to mutations a drake or, more rarely, an immature dragon undergoes either by exposure to otherworldly realms and energies or from experimentation by depraved creatures, such as aboleths or mad wizards. As a result of its newfound intelligence and power, the catonoctrix is twisted by a desire for knowledge either in service of a master or for its own warped obsessions. It satiates this desire by any means necessary, even if it means tearing its victim's mind apart at the seams.

Deceitful Diviners. A catonoctrix's transformation gives it great psychic power and some measure of precognition. It uses this power to manipulate others, often by providing creatures with readings that are accurate but twisted in a way that encourages the creature to aid the catonoctrix's overall schemes. These manipulative tactics lead some to refer to them as "augur beasts" and revere them as all-knowing benefactors. A catonoctrix uses this advantage to weave its way into civilizations, subtly controlling the masses to further its long-reaching agenda.

CATONOCTRIX

Large Aberration, Neutral Evil

Armor Class 18 (natural armor)

Hit Points 168 (16d10 + 80)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	21 (+5)	18 (+4)	15 (+2)	19 (+4)

Saving Throws Dex +5, Con +9, Int +8, Cha +8

Skills Arcana +8, History +8, Insight +6, Investigation +8, Perception +6, Stealth +5

Damage Immunities psychic

Senses darkvision 120 ft., truesight 30 ft., passive Perception 16

Languages Common, Draconic, Deep Speech, telepathy 120 ft.

Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Pierce the Veil. When a creature the catonoctrix can see is stunned by Mind Ravage, the catonoctrix learns one secret the creature knows.

Actions

Multiattack. The catonoctrix makes one Bite attack and two Claw attacks, or it makes three Psychic Bolt attacks. It can replace one attack with a use of Spellcasting.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 + 5) piercing damage plus 7 (2d6) psychic damage.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) slashing damage.

Psychic Bolt. *Ranged Spell Attack:* +8 to hit, range 60 ft., one target. *Hit:* 18 (4d6 + 4) psychic damage.

Mind Ravage (Recharge 5–6). The catonoctrix unleashes a torrent of psychic energy. Each creature within 20 feet of the catonoctrix must make a DC 16 Intelligence saving throw. On a failure, a creature takes 45 (10d8) psychic damage and is stunned for 1 minute. On a success, a creature takes half the damage and isn't stunned. A stunned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Spellcasting (Psionics). The catonoctrix casts one of the following spells, requiring no spell components and using Intelligence as the spellcasting ability (spell save DC 15):

At will: *detect thoughts, divination*

1/day each: *confusion, scrying, suggestion*

Reactions

Precognitive Dodge. The catonoctrix adds 4 to its AC against one attack that would hit it. To do so, the catonoctrix must see the attacker and be within 30 feet of it.

Ramnath Nanthakumar (Order #375303305)

Catterball

This hairless cat moves its front legs forward, stretching its body impossibly long, then retracts its body, allowing its hind legs to catch up in its lopsided gait. The feline wears a constant, toothy grin.

Mischievous catterballs exploit their malleability to reach otherwise inaccessible places where they can unleash pandemonium.

Fey Pets. Fey legends universally point to forgotten nobles who created the creatures to entertain their children. As is the manner of children, fey or otherwise, unruly and destructive behavior elicited the best response in laughter and cries of "Do it again!" After several destructive accidents, the fey realized they needed to rid themselves of the creatures. Unable, and in some cases unwilling, to destroy the catterballs, the fey decided to lead the naughty creatures out of their homelands.

Strange Diet. A catterball enjoys rancid food, such as rotten fish and curdled milk. An offering of such fare keeps the creature away from the location where it received the food. Fresh food and drink offend a catterball, which redoubles its pranks against the offender.

Ratcatchers. Catterballs aren't true felines, but they despise rats. Catterballs ignore whatever has their attention in favor of chasing and killing rats. Some communities tolerate the catterballs' hijinks because the creatures are efficient rat slayers.

CATTERBALL

Small Fey, Chaotic Neutral

Armor Class 13

Hit Points 44 (8d6 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	17 (+3)	14 (+2)	5 (–3)	12 (+1)	15 (+2)

Skills Athletics +1, Stealth +5

Damage Vulnerabilities acid

Damage Immunities bludgeoning, poison

Condition Immunities poisoned

Senses blindsight 30 ft., passive Perception 11

Languages Sylvan

Challenge 1 (200 XP) **Proficiency Bonus** +2

Rubbery Flesh. The catterball is immune to any spell or effect that would alter its form, and it has advantage on ability checks and saving throws made to escape a grapple. In addition, it can move through a space as narrow as 1 inch wide without squeezing.

Standing Leap (Ball Form Only). The catterball's long jump is up to 60 feet and its high jump is up to 30 feet, with or without a running start.

Actions

Slam (Extended or True Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

Snap Back (Extended Form Only). The catterball violently returns to its true form. Each creature within 5 feet of the catterball must make a DC 12 Dexterity saving throw. On a failure, a creature takes 4 (1d8) thunder damage, or 9 (2d8) if the catterball has extended its reach to 15 feet, and is deafened for 1 minute. On a success, a creature takes half the damage and isn't deafened. A deafened creature can make a DC 12 Constitution saving throw at the end of each of its turns, ending the effect on itself on a success.

Bonus Action

Change Form. The catterball can extend its body, roll up into a ball, or return to its true form. Each time it extends its body, its reach with its slam attack increases by 5 feet, to a maximum of 15 feet, and its Armor Class decreases by 1.



Catterball Familiars

Some catterballs are willing to serve spellcasters, especially those who enjoy mayhem. Such catterballs have the following trait.

Familiar. The catterball can serve another creature as a familiar, forming a magic, telepathic bond with that willing companion. While the two are bonded, the companion can sense what the catterball senses as long as they are within 1 mile of each other. While the catterball is within 10 feet of its companion, the companion increases its reach by 5 feet. At any time and for any reason, the catterball can end its service as a familiar, ending the telepathic bond.

Ramnath Nanthakumar (Order - 375303805)

Cave Mimic

The cavern suddenly sprouts jagged teeth, and grappling pseudopods reach out from the walls.

These immense mimics disguise themselves as caverns, rough-hewn dungeon rooms, or other natural terrain and wait for prey to walk into their open maws. To complete the disguise, the cave mimic shapes small pseudopods into terrain features or objects, such as stalagmites, stalactites, furniture, and sparkling treasure. Though most commonly seen as caves, a cave mimic can take the form of a mine, crumbling ruin, or even basement.

Joined Link. Multiple cave mimics can join together to form networks. A dungeon formed of cave mimics tries to lure prey to the deepest part of the network with a trail of "treasure" before attacking.

Cooperative Inhabitants. Occasionally, humanoids living in caves where a cave mimic lurks work out an arrangement with it, helping to lure intruders to the mimic in exchange for not eating members of that group.

CAVE MIMIC

Gargantuan Monstrosity (Shapechanger), Neutral

Armor Class 13 (natural armor)

Hit Points 174 (12d20 + 48)

Speed 10 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (–1)	18 (+4)	5 (–3)	13 (+1)	10 (+0)

Skills Perception +4

Damage Immunities acid

Condition Immunities prone

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 14

Languages —

Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Adhesive (Object or Terrain Form Only). The mimic adheres to anything that touches it. A creature adhered to the cave mimic is also grappled by it (escape DC 15). Ability checks made to escape this grapple have disadvantage. It can choose for a creature to not be affected by this trait.

False Appearance (Object or Terrain Form Only). While the mimic remains motionless, it is indistinguishable from an ordinary object or terrain feature.

Grappler. The mimic has advantage on attack rolls against any creature grappled by it.

Object Mimicry (Object or Terrain Form Only). The mimic can shape minor pseudopods into Medium or smaller objects. A creature that sees such an object can tell it is an imitation with a successful DC 15 Wisdom (Insight) check. A creature with at least half its body in contact with the object, such as sitting on an imitation chair, is subjected to the mimic's Adhesive trait.

Stretched Form (Terrain Form Only). The mimic can occupy another creature's space and vice versa.

Tunneler. The cave mimic can burrow through solid rock at half its burrow speed and leaves a 15-foot-diameter tunnel in its wake.

ACTIONS

Multiattack. The cave mimic makes four Pseudopod attacks.

Pseudopod. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 10 (1d10 + 5) bludgeoning damage. If the cave mimic is in object or terrain form, the target is subjected to the mimic's Adhesive trait.

Stalagteeth (Terrain Form Only, Recharge 4–6). The cave mimic launches a harpoon-like pseudopod, shaped like a stalactite or other similarly pointed object, at one creature in its space. The target must succeed on a DC 14 Dexterity saving throw or take 24 (7d6) piercing damage and have the harpoon pseudopod stuck in it. While the pseudopod is stuck, the target is restrained and takes 10 (3d6) acid damage at the start of each of its turns, and the mimic can use a bonus action to pull the target up to 30 feet toward the mimic's nearest wall, ceiling, or similar surface. A creature, including the target, can take its action to detach the harpoon pseudopod by succeeding on a DC 15 Strength check. If the target detaches the harpoon while it is stuck to the ceiling of the mimic, the target takes falling damage as normal.

BONUS ACTIONS

Change Shape. The cave mimic transforms into a Gargantuan object or stretches itself out as terrain no larger than a 35-foot cube or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.



Ramnath Nanthakumar (Order - 375303805)

Cave Sovereign



Soft luminance twinkles in the darkness. A hulking creature scuttles forth suddenly on massive insectoid limbs, a huge serpentine horror that is some aberrant hybrid of crustacean, arachnid, and eel. The soft radiance of its numerous antennae intensifies as its deadly maw opens to reveal multiple rows of semi-translucent teeth, large and sharp as swords.

The Scourge of Subterranea. The creature colloquially known as the cave sovereign is a hideous subterranean hunter that preys upon the spiritual essence of every living being it encounters. Six tentacular antennae surround its eight pale eyes and prodigiously fanged mouth, all of which radiate a dim and unsettling light. Its long, somewhat ophidian body is covered in a pale gray-green segmented carapace that ends in a two-pronged tail tipped with scissor-like pincers. The sovereign winds its way through eponymous caves and caverns using six articulated legs like those of a spider.

Eldritch Origins. The cave sovereign's size and squamous features belie its cruel alien intelligence. Despite their disparity, all of the sovereign's abhorrent features result in one rather inscrutable underworld predator. The ancestry of this loathsome aberration is otherworldly, and according to the most learned of sages, the first cave sovereign was spawned from the chaos-fueled core of a long-forgotten plane. They say it is never summoned; rather, it seeks. The immortal and relentless cave sovereign subsists on the souls of those who happen upon it.

Harvester of Souls. The eyes and antennae of the cave sovereign shed an eerie light. The sovereign can affix this luminance upon a living creature to draw forth its mortal essence, effectively ripping the soul from the still-living wretch. The poor creatures who suffer this strange spiritual damnation at the hands of a cave sovereign are doomed to wander in its wake as hollow-minded thralls, semi-undead servitors who prowl the caverns in search of new souls for their undead master. Attempts to revive these soulless creatures are unfruitful, suggesting the cave sovereign either consumes or conglomerates the living spirits it collects.

Cave Sovereign's Lair

Somewhere in the depths of the world, the cave sovereign makes its lair. The tales of what few survivors there are to that terrible place can provide no concrete description of it, for no two stories can agree. The cave sovereign's mental prowess is unmatched in its lair. Its mind seeps unbidden into intruders' minds, shaping their perceptions of the place to its whim and causing the intruders to wander confused and aimless until it devours them.

Lair Actions

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

- *Disorienting Topography.* The cave sovereign alters the awareness of up to three creatures it can see within 60 feet of it, causing each creature to see the cavern's structure differently. Each target must succeed on a DC 18 Wisdom saving throw or treat all areas within 120 feet of the cave

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sovereign as difficult terrain until initiative count 20 on the next round. This effect alters a target's understanding of its surroundings and isn't an illusion or illusory effect.

- ***Disrupt Light.*** The cave sovereign alters the awareness of up to three creatures it can see within 60 feet of it, reducing each creature's perception of light. Each target must succeed on a DC 18 Wisdom saving throw or treat all areas of bright light as dim light, areas of dim light as darkness, and areas of darkness as magical darkness until initiative count 20 on the next round. This doesn't affect the light shed by the cave sovereign's Deathlights. This effect alters a target's understanding of its surroundings and isn't an illusion or illusory effect.
- ***Maddening Landscape.*** The mentally disorienting nature of the cave sovereign's lair assaults the minds of up to three creatures the cave sovereign can see within 60 feet of it. Each target must succeed on a DC 18 Wisdom saving throw or suffer a random short-term madness for 1d4 rounds.

CAVE SOVEREIGN

Huge Aberration, Chaotic Evil

Armor Class 18 (natural armor)

Hit Points 253 (22d12 + 110)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	8 (–1)	20 (+5)	16 (+3)	12 (+1)	20 (+5)

Saving Throws Con +10, Int +8, Wis +6

Skills Perception +6

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

Damage Immunities psychic

Condition Immunities charmed, frightened

Senses darkvision 120 ft., tremorsense 60 ft., passive Perception 16

Languages understands all but can't speak, telepathy 120 ft.

Challenge 16 (15,000 XP) **Proficiency Bonus** +5

Deathlights. When a creature that can see the cave sovereign's glowing antennae starts its turn within 30 feet of the cave sovereign, the cave sovereign can force it to make a DC 18 Wisdom saving throw if the cave sovereign isn't incapacitated and can see the creature. If the saving throw fails by 5 or more, the creature is stunned until the start of its next turn. Otherwise, a creature that fails the save is incapacitated and its speed is reduced to 0 until the start of its next turn as it remains transfixed in place by the lights.

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

Illumination. The cave sovereign's antennae shed dim light in a 5-foot radius. This radius increases to 20 feet while at least one creature is incapacitated or stunned by Deathlights. At the start of its turn if no creatures are incapacitated or stunned by Deathlights, the cave sovereign can suppress this light until the start of its next turn.

Inscrutable. The cave sovereign is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain the cave sovereign's intentions or sincerity have disadvantage.

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

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

Sinuous Form. Provided there is suitable room to accommodate its bulk, the cave sovereign can squeeze through any opening large enough for a Small creature.

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

ACTIONS

Multiattack. The cave sovereign makes one Bite attack and two Slam attacks. It can make one Tail attack in place of its Bite attack.

Bite. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 25 (4d8 + 7) piercing damage plus 11 (2d10) poison damage.

Slam. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 23 (3d10 + 7) bludgeoning damage.

Tail. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 26 (3d12 + 7) slashing damage. If the target is a Large or smaller creature, it is grappled (escape DC 18). Until this grapple ends, the target is restrained, and the cave sovereign can't use its tail on another target.

Consume Soul (Recharge 5–6). The cave sovereign chooses up to three creatures it can see within 60 feet of it that are incapacitated or stunned by Deathlights. Each target must make a DC 18 Wisdom saving throw, taking 55 (10d10) psychic damage on a failed save, or half as much damage on a successful one. A creature stunned by Deathlights has disadvantage on this saving throw. The cave sovereign then regains hit points equal to half the total psychic damage dealt.

A Humanoid slain by this attack rises 1d4 rounds later as a zombie under the cave sovereign's control, unless the Humanoid is restored to life or its body is destroyed. The cave sovereign can have no more than thirty zombies under its control at one time.

Spellcasting (Psionics). The cave sovereign casts one of the following spells, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 18):

At will: *detect thoughts*, *mage hand* (the hand is invisible)

3/day each: *dimension door*, *telekinesis*

1/day: *hallucinatory terrain* (as an action)

LEGENDARY ACTIONS

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

Move. The cave sovereign moves up to its speed without provoking opportunity attacks.

Telekinetic Reel. The cave sovereign magically pulls a creature it can see that is incapacitated or stunned by its Deathlights up to 20 feet straight toward it.

Cast a Spell (Costs 2 Actions). The cave sovereign uses Spellcasting.

Tail Attack (Costs 2 Actions). The cave sovereign makes one Tail attack.

Ramnath Nanthakumar (Order #37530305)

Chaos Creeper



Fan-shaped, golden leaves spread out above the trunk of the plant. Pitcher-shaped fruit hangs from its branches.

The chaos creeper is a lithophyte that grows on rocky outcroppings in highlands and foothills. Veteran explorers and adventurers keep a sharp eye out for them since the plant's healing properties can mean the difference between life and death. Unfortunately, the results of its magic are unpredictable.

Fey Creation. The arborists of the fey courts originally created the chaos creepers to bedevil mortals and entertain fey nobility. Imbued with fey sentience, chaos creepers do their best to cajole or dupe non-fey into taking their delicious, magical fruit. A creature that takes a fruit without giving something in exchange is likely to meet with a nasty surprise, but the chaos creeper rarely shares that information, especially with those it finds rude or uptight.

CHAOS CREEPER

Medium Plant, Chaotic Neutral

Armor Class 16 (natural armor)

Hit Points 150 (20d8 + 60)

Speed 15 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	16 (+3)	10 (+0)	12 (+1)	17 (+3)

Skills Deception +7, Persuasion +7

Damage Immunities poison

Condition Immunities blinded, deafened, poisoned, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10

Languages Sylvan, telepathy 60 ft.

Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Pandemonium Fruit. The chaos creeper produces pitcher-shaped magical fruit. When a creature picks a fruit, it is subjected to the chaos creeper's Wondrous Cornucopia trait. A fruit withers 24 hours after being picked, losing all magic. If a creature expends a spell slot of 3rd level or higher or volunteers some of its life force while picking the fruit, it can choose which Wondrous Cornucopia effect happens instead of determining the effect randomly. A creature volunteering its life force must spend two Hit Dice, rolling the dice and losing hp equal to the total.

Wondrous Cornucopia. A creature that picks one of the chaos creeper's fruits or that is struck by the creeper's Fruit Bomb triggers the chaotic magic within the fruit. Roll a d8 to determine which of the following effects happens:

- **Butterfly Cloud.** The fruit explodes into a cloud of butterflies, swirling out in a 30-foot radius from the fruit for 1 minute, making the area heavily obscured.
- **Restoration.** A creature eating the fruit ends one condition, disease, or any reduction to one of its ability scores, or it reduces its exhaustion level by one.
- **Poison Gas.** The fruit bursts into a cloud of red gas in a 20-foot radius centered on the fruit. The area is heavily obscured and lasts for 1 minute or until dispersed by a strong wind. When a creature enters the cloud for the first time on a turn or starts its turn there, that creature must make a DC 16 Constitution saving throw, taking 22 (5d8) poison damage on a failed save, or half as much damage on a successful one.
- **Healing.** A creature eating the fruit regains 22 (5d8) hp.
- **Swarming Insects.** The fruit bursts, releasing 2d4 swarms of insects.
- **Protection.** A creature eating the fruit gains resistance to acid, cold, fire, lightning, poison, or thunder damage (determined randomly) for 8 hours.
- **Squirrel Transformation.** A creature eating the fruit must succeed on a DC 16 Constitution saving throw or transform into a squirrel for 10 minutes.
- **Cleansing.** All curses and diseases afflicting a creature end when it eats the fruit.

Actions

Multiattack. The chaos creeper makes three Vine Whip attacks or two Fruit Bomb attacks.

Vine Whip. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 18 (4d6 + 4) bludgeoning damage.

Fruit Bomb. *Ranged Weapon Attack*: +8 to hit, range 30/120 ft., one target. *Hit:* 31 (5d10 + 4) acid, cold, fire, lightning, poison, or thunder damage (the chaos creeper's choice). Instead of dealing damage, the chaos creeper can choose for the fruit to trigger its Wondrous Cornucopia trait. Treat the target as if it ate the fruit, where applicable.

Ramnath Nanthakumar (Order # 37530305)

Chaos Raptor

A massive bird flies through the mountain and out the other side. It dive-bombs the town, leaving chaos in its wake.

A distant relative of the roc, the chaos raptor is an enormous, avian creature that delights in causing havoc in humanoid settlements. It slumbers within mountains, awakening when hungry, at which time it flies to a nearby settlement, driving the residents mad. While the townsfolk scatter, incapable of controlling their random urges, the creature absconds with enough locals to sate its hunger.

Born of Stone. While not made of stone, chaos raptors have an affinity for it. They can easily travel through stone and hide inside it, rejuvenating their bodies. Some scholars believe they originate from the Elemental Plane of Earth and arrived on the Material Plane through a massive portal deep within the mountains.

Harbinger of Chaos. Chaos raptors cause chaos wherever they go, and indeed, they enjoy disorder. They do not delight in cruelty so much as reckless abandon and disruption.

Worshiped and Appeased. It is common for a chaos raptor to nest inside a mountain near a particular town. The locals often worship the chaos raptor as a deity, bringing sacrificial offerings of livestock or even people to appease its hunger. This meets with varying results, for the chaos raptor is temperamental and sometimes attacks even when it is not hungry.

CHAOS RAPTOR

Gargantuan Monstrosity, Chaotic Neutral

Armor Class 18 (natural armor)

Hit Points 248 (16d20 + 80)

Speed 20 ft., burrow 80 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	10 (+0)	20 (+5)	5 (–3)	10 (+0)	10 (+0)

Saving Throws Dex +5, Con +10, Wis +5, Cha +5

Skills Perception +5

Senses tremorsense 60 ft., passive Perception 15

Languages understands Common and Terran, but can't speak

Challenge 13 (10,000 XP) **Proficiency Bonus** +5

Aura of Chaos. When a creature with an Intelligence of 4 or higher starts its turn within 30 feet of the chaos raptor, the creature must make a DC 18 Charisma saving throw. On a failure, the creature can't take reactions until the start of its next turn and must roll a d8 to determine what it does during that turn. On a 1 to 4, the creature does nothing. On a 5 or 6, the creature takes no action but uses all its movement to move in a random direction. On a 7 or 8, the creature makes one melee attack against a randomly determined creature within its reach, or it does nothing if no creature is within its reach. At the start of the chaos raptor's turn, it chooses whether this aura is active.

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

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

Regeneration. The chaos raptor regains 20 hp at the start of its turn if at least half of its body is submerged in earth or stone. If the chaos raptor takes thunder damage, this trait doesn't function at the start of the chaos raptor's next turn. The chaos raptor dies only if it starts its turn with 0 hp and doesn't regenerate.

Actions

Multiattack. The chaos raptor makes one Beak attack and one Talons attack.

Beak. *Melee Weapon Attack*: +14 to hit, reach 10 ft., one target. *Hit:* 27 (4d8 + 9) piercing damage.

Talons. *Melee Weapon Attack*: +14 to hit, reach 5 ft., one target. *Hit:* 23 (4d6 + 9) slashing damage, and the target is grappled (escape DC 18). Until this grapple ends, the target is restrained, and the chaos raptor can't use its talons on another target.



Ramnath Nanthakumar (Order - 375303805)

Chemosit

This humanoid figure resembles a stork with a bare, mottled head and a large throat sac. It stands on one leg with a wooden crutch supporting it. When the creature opens its dagger-shaped beak, hellish light glows from within.

The chemosit is a cruel fiend that stalks tropical grasslands and forests, hunting for humanoid prey on the outskirts of rural areas and remote villages. At night, it uses its inner light and song to lure the unwary or the desperate into its clutches. The flickering light and the thumping of its crutch keeping time with the song give the impression of a woodland celebration. By the time someone is close enough to discern the truth, it is often too late to escape.

Hateful Legacy. The chemosit is cruel and enjoys seeing suffering, even suffering caused by others. While disguised in a community, it might speak one falsehood or rumor before sitting back to watch how the rumor spirals out of control, leading the community to infighting. Such infighting often results in a few members being cast out—directly into the chemosit's hungry beak.

CHEMOSIT

Medium Fiend, Neutral Evil

Armor Class 15 (natural armor)

Hit Points 119 (14d8 + 56)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	18 (+4)	13 (+1)	14 (+2)	15 (+2)

Saving Throws Str +6, Con +7, Wis +5, Cha +5

Skills Athletics +6, Deception +5, Perception +5

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

Senses darkvision 120 ft., passive Perception 15

Languages Abyssal, Common, Infernal

Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Inner Light. Its open mouth emits a red light, shedding bright light in a 10-foot radius and dim light for an additional 10 feet. Opening or closing its mouth doesn't require an action.

ACTIONS

Multiattack. The chemosit makes one Beak attack and two Crutch attacks.

Beak. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage plus 7 (2d6) fire damage.

Crutch. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage, and the target must succeed on a DC 14 Constitution saving throw or become infected with the *cackle fever* disease.

Inviting Song. The chemosit sings an enchanting tune. Each creature with an Intelligence of 5 or higher within 300 feet of the chemosit that can hear the song must succeed on a DC 15 Wisdom saving throw or be charmed until the song ends. The chemosit must take a bonus action on its subsequent turns to continue singing. It can stop singing at any time. The song ends if the chemosit is incapacitated.

If the charmed target is more than 5 feet away from the chemosit, the target must move on its turn toward the chemosit by the most direct route, trying to get within 5 feet. It won't move into damaging terrain, such as lava or a pit, taking whatever route it can to avoid the terrain and still reach the chemosit. If the target can't find a safe route to the chemosit, the charmed effect ends. Whenever the target takes damage or at the end of each of its turns, the target can repeat the saving throw. If the saving throw is successful, the effect ends on it. A target that successfully saves is immune to this chemosit's Inviting Song for the next 24 hours.

BONUS ACTIONS

Change Shape. The chemosit magically transforms into a Small or Medium Humanoid or back into its true Fiendish form. Its statistics, other than its size, are the same in each form. No matter the form, the chemosit always has only one leg. Its crutch adjusts to fit its new form, but no other equipment transforms. It reverts to its true form if it dies, and its crutch becomes nonmagical.



Ramnath Nanthakumar (Order #37530305)

Chimera, Royal



This chimera has a lion's mane plaited in gold, a goat head with magic sparking between its curved horns, a smoking dragon's head, and a hissing serpent for a tail.

Chimeras that discover the luxury of long life inevitably enjoy the servitude of lesser creatures. Declaring sovereignty—with few willing to dispute the claim—such chimera foster unceasing ambition for power, wealth, and status.

Profane Magic. Any chimera that lives long enough to claim royalty and be recognized as such soon gains magical power, often commanded by its goat head. With this power, the goat transfigures the chimera's tail into a snake, giving the chimera the knowledge of speech and greater capability for deception and manipulation. Though the transformation of the tail provides the knowledge of speech, the chimera can speak through any of its heads.

ROYAL CHIMERA

Huge Monstrosity, Neutral Evil

Armor Class 17 (Regal Bearing)

Hit Points 189 (18d12 + 72)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	18 (+4)	9 (–1)	13 (+1)	20 (+5)

Skills Arcana +4, Deception +10, Intimidation +10, Insight +6, Perception +6

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

Damage Immunities fire, poison

Condition Immunities charmed, frightened, poisoned

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 16

Languages Common, Draconic

Challenge 15 (13,000 XP) **Proficiency Bonus** +5

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

Regal Bearing. The chimera's AC includes its Charisma modifier.

ACTIONS

Multiattack. The chimera makes one Bite attack, one Claws attack, and one Eldritch Horns attack, or it makes two Arcane Blast attacks.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) piercing damage.

Claws. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 15 (3d6 + 5) slashing damage.

Eldritch Horns. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 18 (2d12 + 5) force damage.

Serpent Strike. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage plus 7 (2d6) poison damage.

Arcane Blast. *Ranged Spell Attack:* +10 to hit, range 120 ft., one target. *Hit:* 21 (3d10 + 5) force damage.

Searing Breath (Recharge 5–6). The dragon head exhales a 30-foot cone of fire that burns and blinds. Each creature in that area must make a DC 17 Dexterity saving throw. On a failure, a creature takes 45 (10d8) fire damage and is blinded until the end of its next turn. On a success, a creature takes half the damage and isn't blinded.

Spellcasting. The chimera's goat head casts one of the following spells, requiring only verbal components and using Charisma as the spellcasting ability (spell save DC 18):

At will: *charm person*, *dispel magic*, *mage hand*

3/day each: *bestow curse*, *enthrall*, *haste*

1/day: *dominate person*

LEGENDARY ACTIONS

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

Prideful Prowl. The chimera moves up to its walking speed, or flies up to half its flying speed, without provoking opportunity attacks.

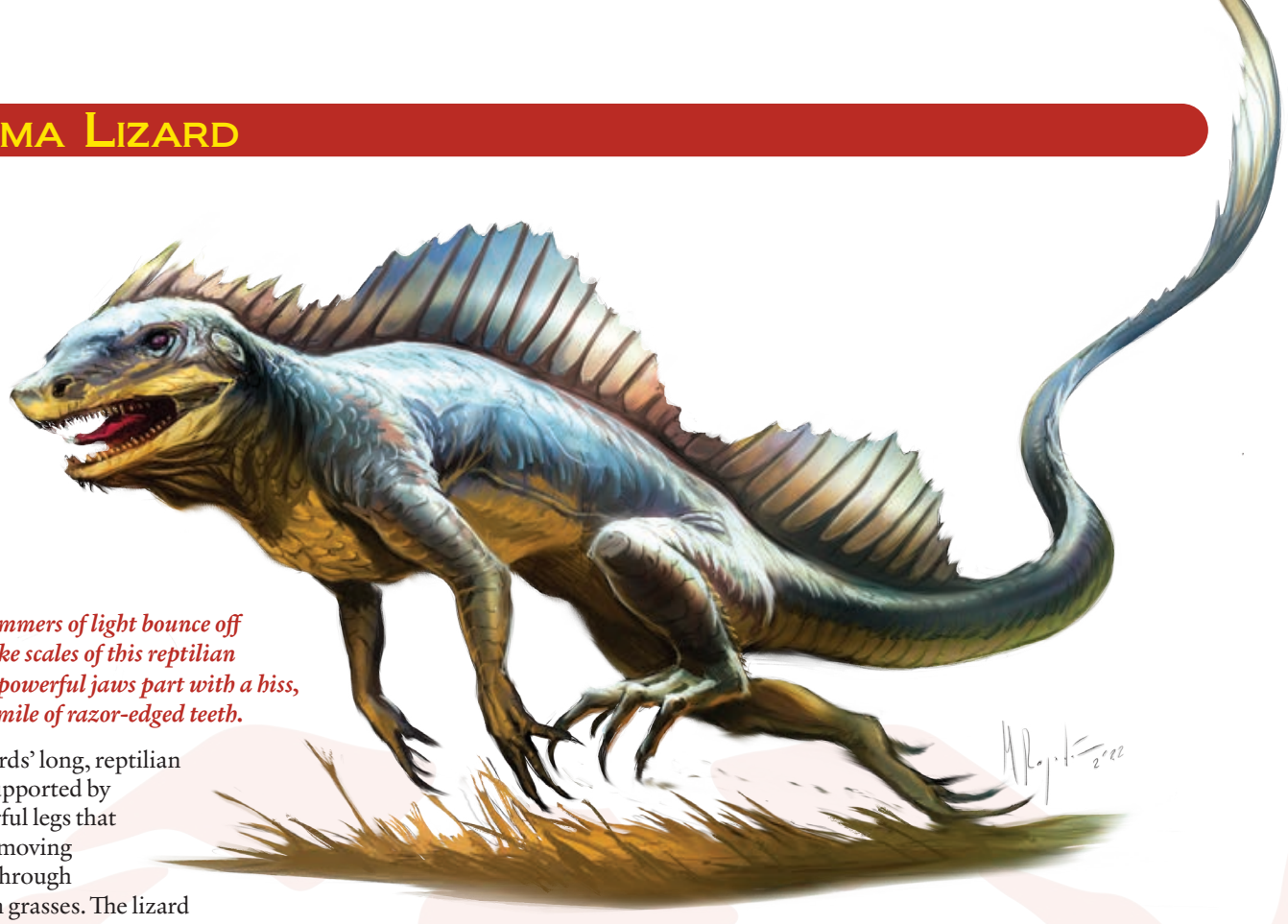
Serpent Strike. The chimera makes one Serpent Strike attack.

Cast a Spell (Costs 2 Actions). The chimera uses Spellcasting.

Roar of the King (Costs 2 Actions). The lion head lets out a bellow that spurs on its allies. Each friendly creature, including the chimera, within 30 feet of the chimera that can hear the roar gains 11 (2d10) temporary hp and can't be frightened for 1 minute.

Ramnath Nanthakumar (Order #375303805)

Chroma Lizard



Dizzying shimmers of light bounce off the mirror-like scales of this reptilian creature. Its powerful jaws part with a hiss, revealing a smile of razor-edged teeth.

Chroma lizards' long, reptilian bodies are supported by short, powerful legs that are ideal for moving undetected through tall savannah grasses. The lizard is covered in reflective, mirror-like scales that provide constant camouflage and dazzle unwitting prey.

Carnivorous Camouflage. Chroma lizards develop their unique chrome-plated scales through a specialized digestive process that extracts minerals readily found in meat. The lizards can extract these minerals from other foods but prefer a carnivorous diet whenever possible. Freshly hatched or poorly nourished chroma lizards have dull scales that don't afford the same protection as healthy scales.

Prized Hide. The chroma lizard's mirror-like scales are prized for their beauty and utility. Hunters turn a healthy profit selling chroma hides to armorers and jewelry makers, but savannah-dwelling peoples train the lizards as mounts.

Mirrored Competition. Needing a large intake of prey to maintain their scales, chroma lizards in the wild fight each other for territory or mates. Chroma lizards fight one another with their eyes closed to avoid the reflected light from their opponents. If the lizards see themselves in a reflection, they often shut their eyes out of reflex. Clever hunters use reflective surfaces when hunting chroma lizards to gain the upper hand on the lizards.

CHROMA LIZARD

Large Beast, Unaligned

Armor Class 15 (natural armor)
Hit Points 90 (12d10 + 24)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	2 (–4)	10 (+0)	3 (–4)

Skills Perception +2, Stealth +5
Damage Resistances radiant
Senses passive Perception 12
Languages —
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Mirror Scales. While the chroma lizard is in bright light, creatures that rely on sight have disadvantage on attack rolls against the lizard.

Mirror Shy. If the chroma lizard sees itself reflected in a polished surface within 30 feet of it and in an area of bright light, the lizard immediately closes its eyes and is blinded until the start of its next turn when it can check for the reflection again.

Radiant Reflection. When a creature deals radiant damage to the chroma lizard, half the radiant damage the lizard took is reflected back at that creature.

Actions

Multiattack. The chroma lizard uses Dazzling Display. It then makes one Bite attack and one Claws attack.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 14 (2d10 + 3) piercing damage.

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

Dazzling Display. The chroma lizard causes its chrome scales to ripple, casting dizzying reflections of light. Each creature that can see the chroma lizard must succeed on a DC 15 Constitution save or be blinded until the end of its next turn. The lizard can't use this action while in darkness, and creatures have advantage on the saving throw if the chroma lizard is in dim light.

Ramnath Nanthakumar (Order #375303305)

Climbing Vine

A long, thin vine sprawls across the cliff face. Spindly fronds unfold from the main vine, covered in tiny, dew-tipped stalks. One frond lies curled around the half-digested remains of a bird.

Climbing vines are a form of high-altitude plant life, adapted to living above the tree line where few nutrients are available. Clinging to rocky crags, they survive by feeding on whatever animals they can catch. Birds, lizards, insects, and even humanoids who get too close are grabbed by their dew-tipped feelers, crushed by their vines, and slowly digested.

Ambush Plant. Slow, fragile, and functionally blind, a climbing vine is a foe that is easy to underestimate. Seen from afar, they are trivial to avoid or destroy. However, they tend to hide among less dangerous plants or squeeze into tiny gaps in the rock, nearly invisible from a distance but able to sense vibrations in the air and through the rock via specialized roots. Often, they are imperceptible until they strike, reaching out to grab some unfortunate creature and crush it into easily digestible paste. They are most vulnerable while feeding, when the corpse of their prey limits their options to hide and makes it clear that they are not a harmless plant.

Cultivated Traps. While the climbing vines' natural environment is remote, hostile, and unlikely to be seen by most adventurers, they are far more plentiful as purposefully cultivated living traps. Intelligent monsters, isolated hermits, and particularly belligerent mages occasionally grow climbing vines as a self-maintaining security system. A climbing vine attached to a breach in a lair or little-traveled section of a fortress eats vermin and sneaky intruders, keeping the area relatively clean and providing a modicum of security. Though solitary in the wild, climbing vines live in large groups when cultivated. A single vine is little threat to all but the frailest intruder, but a cluster might entangle and devour a relatively hardy foe. They are also a suitably horrible way to dispose of witnesses, sacrifices, or unruly subordinates.

Alchemically Valuable. Alchemists have an ever-present demand for climbing vines. Their dew is a potent acid commonly used as a reagent or for dilution into acid flasks. Their vines are strong for their size, and the fibers in the vines are used in a variety of strength potions. Some alchemists have specially prepared greenhouses where they maintain and harvest climbing vines, but stories of overrun greenhouses filled with man-eating plants and the remains of unfortunate apprentices lead most to buy what they need from adventurers.

CLIMBING VINE

Medium Plant, Unaligned

Armor Class 11 (natural armor)
Hit Points 13 (2d8 + 4)
Speed 10 ft., climb 10 ft.

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

Skills Athletics +3, Stealth +0
Damage Immunities psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone
Senses blindsight 20 ft., passive Perception 8
Languages —
Challenge 1/8 (25 XP) **Proficiency Bonus** +2

Digestive Dew. A creature that starts its turned grappled by the climbing vine takes 2 (1d4) acid damage.

Flexible Form. A climbing vine can move through a space as narrow as 6 inches wide without squeezing.

ACTIONS

Dewvine. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* The target is grappled (escape DC 11). The climbing vine has two attacking vines, each of which can grapple only one creature.

Squeeze. The climbing vine squeezes creatures in its grasp. Each creature grappled by the climbing vine must succeed on a DC 11 Strength saving throw or take 5 (2d4) bludgeoning damage.

REACTIONS

Grasping Retaliation. When a creature hits the climbing vine with a melee attack while within 5 feet of the vine, the vine can make one Dewvine attack against it.



Ramnath Nanthakumar (Order #37530305)

Clockwork Armadillo

This intricate construct is encased in brass plates and shaped like an armadillo.

The clockwork armadillo was first created as a practical joke between tinkerer mages. In seeking to disrupt the success of a colleague, a particularly devious metallurgist crafted a creature from a geodesic sphere, clad the creation in pliant and slippery armor, and sent it out to confiscate a rival's project. After a raucous chase through a packed crafting hall, word of the clever design swiftly spread. Since its fateful inception, the clockwork armadillo has become a favorite of the wealthy, who often use the critters as theft deterrents in their vaults and private estates.

Deviously Equipped. Clockwork armadillos designed for theft denial are outfitted with sharp claws, which can snip through leather and cord with ease, and hyperkinetic fly gears, which magnify torsion and allow for optimal reflexive output when evading hostile forces. While a clockwork armadillo is certainly equipped to defend itself, its primary motive is to confiscate loose valuables, tuck them inside its rolled-up body, and lure its opponents into pursuit to buy time for more capable authorities to arrive.

Geared for Mischief. The original design called for an unruly animal spirit to be bound to the clockwork armadillo, but as clockwork design has advanced, tinkerers have experimented with binding minor demons, devils, and even fey. However, this often results in unpredictable behavior. In a few notable cases, unfortunate owners were found bereft of valuables, keys, prized possessions, and nearly always their tempers.

CLOCKWORK ARMADILLO

Small Construct, Unaligned

Armor Class 14 (natural armor)

Hit Points 22 (4d6 + 8)

Speed 30 ft.

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

Saving Throws Dex +6

Skills Acrobatics +6, Perception +2, Stealth +6

Damage Immunities poison, psychic

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

Senses darkvision 60 ft., passive Perception 12

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

Challenge 1/4 (50 XP) **Proficiency Bonus** +2

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

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

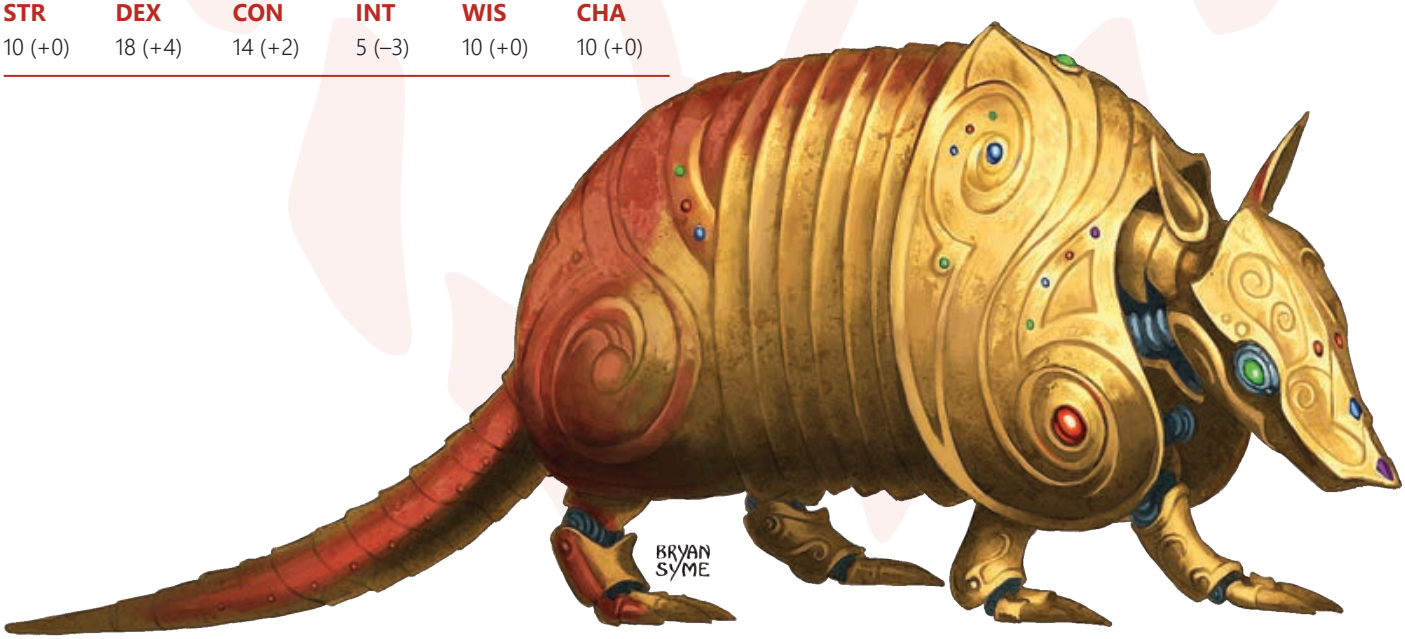
Magic Resistance. The armadillo has advantage on saving throws against spells and other magical effects.

Overclocked. The armadillo has advantage on initiative rolls.

ACTIONS

Scissor Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) slashing damage, and the target must succeed on a DC 11 Constitution saving throw or drop whatever it is currently holding.

Tuck In. The armadillo tucks its entire body into its shell, forming an armored ball. While an armored ball, it moves by rolling, has resistance to bludgeoning, piercing, and slashing damage, is immune to the prone condition, and it can't make Scissor Claws attacks. As part of this action, the armadillo can expand its shell outward to contain one object of its size or smaller that isn't being worn or carried and is within 5 feet of the armadillo. The armadillo can uncurl its body and release any contained item as a bonus action.



Ramnath Nanthakumar (Order - 375303805)

Clockwork Conductor

A polished, mechanical gnome waddles onto the stage. The figure begins to conduct the orchestra with a baton and even, measured gestures.



Clockwork conductors are ingenious little inventions devised by bards specializing in clockwork magic. The outer frame, a chassis often crafted to look like a formally attired gnome or halfling, houses an intricate metronome. Initially crafted with the intent to assist in composition and performances, clockwork conductors were later fine-tuned to empower their creators' spellcasting and even out magic's sometimes-unpredictable nature. Since the first models were crafted, subsequent iterations have been developed, often with peculiar and sometimes temperamental personalities.

Sonorous Synergy. Clockwork conductors are in their element when assisting spellcasters and performance artists, but animated instruments (see page 34) especially benefit from their presence. The animated symphony makes an impression all the more majestic with a clockwork conductor leading the orchestration.

Mechanical Maestros. Clockwork conductors project an aura that ensures moderate success in most battle and artistic endeavors though this effect can often overshadow individual brilliance and triumph. Equipped with a baton-shaped arm that sports a painful electric charge, clockwork conductors can coax allies from afar into moments of deep focus. When all else fails, a clockwork conductor can overclock its inner workings, offering a surge of creative mastery to its allies at great expense to itself.

CLOCKWORK CONDUCTOR

Small Construct, Lawful Neutral

Armor Class 13 (natural armor)

Hit Points 28 (8d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (–2)	12 (+1)	10 (+0)	9 (–1)	12 (+1)	16 (+3)

Skills Perception +3, Performance +7

Damage Immunities lightning, poison, psychic, thunder

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

Senses darkvision 60 ft., passive Perception 13

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

Challenge 1/2 (100 XP) **Proficiency Bonus** +2

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

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

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

Metronomic Aura. When a friendly creature within 20 feet of the conductor makes an attack or a Charisma (Performance) check, the creature can treat the d20 roll as a 10 instead of using the die's actual roll.

ACTIONS

Conductive Baton. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage plus 4 (1d8) lightning damage, and the target can't take reactions until the start of its next turn.

Overclocked Finale (Recharges after a Short or Long Rest). The conductor makes a grand sacrifice, spurring its allies on in a final masterstroke. Each friendly creature within 30 feet of the conductor that can see it gains a +5 bonus to attack rolls, damage rolls, and ability checks for until the end of the conductor's next turn. Roll a d6. On a 1 to 4, the conductor can't use Concerted Effort until it finishes a short rest. On a 5 or 6, it can't use Concerted Effort, and its Metronomic Aura becomes inactive until it finishes a short rest.

BONUS ACTIONS

Concerted Effort. The conductor inspires itself or one friendly creature it can see within 30 feet of it until the start of the conductor's next turn. When the target makes an attack roll or a Constitution saving throw to maintain concentration on a spell, the target can roll a d4 and add the number rolled to the attack roll or saving throw.

Ramnath Nanthakumar (Order # 37530305)

Clockwork Pugilist

The mechanical brawler shows the dents of regular combat. Its chest is a filigreed breastplate, its hands are reinforced gauntlets, and its good eye is a stylized monocle. It moves with a deftness belying its artificial nature.

Clockwork pugilists are bodyguards and prize fighters deployed by some human and dwarf nobles. They are designed as a complete weapon system, capable of fighting at full capacity with no external armament. Most clockwork pugilists are made of decorated brass, precision gears, and tightly wound enchanted springs.

Icons of Style. Clockwork pugilists aren't merely combat automatons but a chance for creators to flaunt their wealth and taste. Elaborate filigree, decorated faceplates, and molded eyepieces, hats, and faux fashion accessories are extremely common. Most are made to emulate a rich socialite, though some social circles have more specialized aesthetic expectations. Military families sometimes style their pugilists after ancient knights, royalty might model theirs on prominent historical figures, and wizards often design theirs after schoolmates they particularly disliked.

Pit Fighters. Tournaments, legal or otherwise, for the rich and powerful to exhibit their clockwork pugilists are common. At their most basic, these are glorified boxing rings. Each participant pits their pugilist against the others, demonstrating the durability and skill of each pugilist and artisan.

CLOCKWORK PUGILIST

Medium Construct, Unaligned

Armor Class 15 (natural armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	6 (–2)	13 (+1)	10 (+0)

Saving Throws Str +5, Con +4

Skills Athletics +5, Perception +3, Performance +4

Damage Immunities poison, psychic

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

Senses darkvision 60 ft., passive Perception 13

Languages Common

Challenge 1 (200 XP) **Proficiency Bonus** +2

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

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

Magic Resistance. The clockwork pugilist has advantage on saving throws against spells or other magical effects.

ACTIONS

Multiattack. The clockwork pugilist makes two Fist attacks.

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

Brass Onslaught (Recharge 6). The pugilist moves up to 10 feet and makes one fist attack. If it hits, the target takes an extra 10 (3d6) bludgeoning damage. This movement doesn't provoke opportunity attacks.

REACTIONS

Get Down, Sir! When a creature within 5 feet of the pugilist is targeted by a ranged attack or spell, the pugilist steps in the way, and the ranged attack or spell targets the pugilist instead.

Parry. The pugilist adds 2 to its AC against one melee attack that would hit it. To do so, the pugilist must see the attacker and have at least one hand empty.



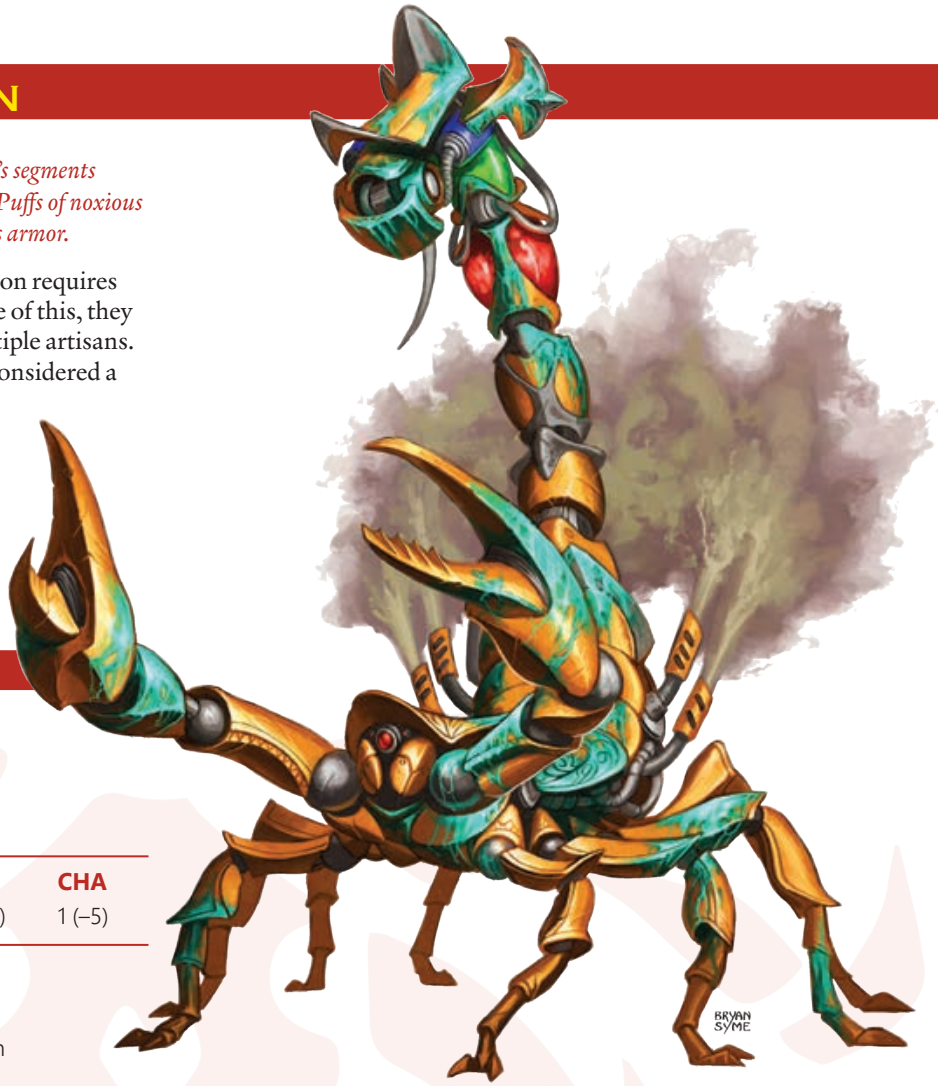
Ramnath Nanthakumar (Order - 375303805)

Clockwork Scorpion

A massive, mechanical scorpion rears its stinger, the tail's segments sloshing with colorful alchemical solutions inside them. Puffs of noxious gas discharge from nozzles poking through the gaps in its armor.

Constructing and maintaining a clockwork scorpion requires mastery of both engineering and alchemy. Because of this, they are usually built with the cooperative work of multiple artisans. Being the sole creator of a clockwork scorpion is considered a mark of prestige.

Valued Guardians. Nobles that enjoy supporting scientific pursuits might commission a master crafter that they're sponsoring to create a clockwork scorpion for them. This allows the noble to show off their protégé's skills while improving their home's protection.



CLOCKWORK SCORPION

Large Construct, Unaligned

Armor Class 16 (natural armor)

Hit Points 95 (10d10 + 40)

Speed 40 ft.

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

Skills Perception +5

Damage Resistances fire; bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantine weapons

Damage Immunities poison, psychic

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

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

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

Challenge 9 (5,000 XP) **Proficiency Bonus** +4

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

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

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

ACTIONS

Multiattack. The clockwork scorpion makes one Sting attack and two Claw attacks.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) bludgeoning damage, and the target is grappled (escape DC 16). The clockwork scorpion has two claws, each of which can grapple only one target.

Sting. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 9 (1d10 + 4) piercing damage plus 22 (4d10) poison damage. The scorpion then chooses one of the following alchemical solutions, and the target must make a DC 16 Constitution saving throw. The effect is determined by the chosen solution.

- **Hallucinatory Elixir.** On a failed save, the target sees enemies everywhere for 1 minute. On its turn, the target uses its action to make a melee attack against the nearest creature that is not the clockwork scorpion, moving up to its speed toward the creature, if necessary. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If the target succeeds on the initial save, it is charmed until the end of its next turn.
- **Sleep Solution.** On a failed save, the target falls unconscious for 1 minute. This effect ends for the target if it takes damage or if another creature takes an action to wake it. On a successful save, the target is incapacitated until the end of its next turn.
- **Vocal Paralytic.** On a failed save, the target is poisoned for 1 minute. While poisoned in this way, the target is unable to speak or cast spells that require verbal components. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If the target succeeds on the initial save, it is poisoned in this way until the end of its next turn.

Acid Spray (Recharge 5–6). The clockwork scorpion spews acid in a 15-foot cone. Each creature in that area must make a DC 16 Dexterity saving throw, taking 42 (12d6) acid damage on a failed save, or half as much damage on a successful one.

REACTIONS

Gas Nozzles. When the clockwork scorpion takes damage, each creature within 5 feet of it takes 5 (1d10) poison damage. If the damage it took was fire, the gas ignites and deals an extra 5 (1d10) fire damage.

Ramnath Nanthakumar (Order - 375303805)

Clockwork Tactician

A gleaming silver humanoid, fashioned to appear attired in military garb, deftly twirls a silver weapon that combines features from a hammer, a pick, and a sword.

Battlefield Smarts. Clockwork tacticians are savants in combat but can't engage in conversational topics outside tactics and strategy. They work well as lieutenants in active combat, for they can assess current conditions and issue advantageous orders to those in their command. Likewise, they serve as capable advisors to commanders preplanning war strategy. Clockwork tacticians given suitable intelligence about troops, terrain, and other variables quickly determine winning maneuvers.

Principled Fighters. The constructs desire to serve on the battlefield and engineer their plans to include their contributions. They don't engage in wanton slaughter and readily accept any opponents' offers of surrender. However, clockwork tacticians only allow an opponent to fool them once with a false surrender.

Unwieldy Weapon. A clockwork tactician battles with a weapon uniquely suited to it, allowing it to land the most devastating attack based on its evaluation of its enemy. In the hands of a creature other than the tactician, the weapon is treated as a two-handed martial weapon, and its damage type can be changed as a bonus action.



CLOCKWORK TACTICIAN

Medium Construct, Lawful Neutral

Armor Class 16 (natural armor)

Hit Points 150 (20d8 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	17 (+3)	20 (+5)	15 (+2)	11 (+0)

Skills Perception +6

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison, psychic

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

Senses darkvision 120 ft., passive Perception 16

Languages Common plus up to two languages of its creator

Challenge 11 (7,200 XP) **Proficiency Bonus** +4

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

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

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

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

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

Actions

Multiattack. The clockwork tactician makes four Multiweapon attacks.

Multiweapon. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning, piercing, or slashing damage. The clockwork tactician chooses the damage type when it attacks.

Heavy Crossbow. *Ranged Weapon Attack:* +6 to hit, range 100/400 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

Bonus Actions

Battlefield Commands. The clockwork tactician issues commands to up to three friendly creatures it can see within 60 feet of it. Each target has advantage on its next ability check or attack roll, provided it can hear and understand the tactician.

Press the Attack. If the clockwork tactician hits one target with two Multiweapon attacks or scores a critical hit with its multiweapon, it can make one additional Multiweapon attack.

Reactions

Quick Study. When a creature hits the clockwork tactician with an attack, the tactician makes a DC 13 Intelligence check. On a success, it chooses one of the following benefits:

- The tactician has advantage on melee attack rolls against the attacker.
- The attacker has disadvantage on attack rolls against the tactician.
- The tactician has resistance to the type of damage from the attack that hit it.

The tactician can have more than one benefit active at a time. The benefits end when the tactician attacks a different creature or uses Quick Study on a different creature.

Ramnath Nanthakumar (Order #37530305)

Cloudhoof Assassin

This white-furred sheep has an impressive set of horns that curve around to make a nearly complete circle. It leaps from a thin ledge to a narrow spire with little concern as it sticks the landing.

The cloudhoof assassin, also known as a shove sheep or bully goat, has an unusual diet consisting of carrion. While the treacherous mountain ranges it inhabits provide it with plenty of food, the sheep can provide for itself, by hunting for unwary prey it knocks from precarious heights. It waits for its victim to succumb to its injuries from the fall and feeds on the remains. Its physical prowess offers it little protection from larger predators, especially giants who prize the taste of its flesh.

Curious Follower Gambit. When on the prowl for prey, a cloudhoof assassin chooses a solitary target, which it follows from a distance. Those unknowledgeable about the sheep may mistake the animal's tactic as overcoming its fear of the traveler for the traveler's food or out of curiosity. It chews on anything its target discards while it maintains its separation, aiding the ruse. The cloudhoof assassin remains patient as it waits for its prey to move close to a dangerous drop and lose focus on the animal. When it gauges the right moment, it suddenly speeds toward its target to push it off the edge. If it fails to shove its target, it tries to bludgeon the creature to death or scamper away along a hard-to-follow path, depending on how hungry it is.

Territorial. Other than their small family groups, cloudhoof assassins aggressively protect their mountains from other such sheep. Young cloudhoof assassins often leave their families and move to other mountains where they can start their own families or challenge one or both of their parents for dominion. Challenges between cloudhoof assassins take place along mountainsides, where the winner pushes the loser over an edge and kills it.

CLOUDHOOF ASSASSIN

Medium Beast, Unaligned

Armor Class 13
Hit Points 45 (7d8 + 14)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	17 (+3)	14 (+2)	2 (–4)	11 (+0)	7 (–2)

Skills Acrobatics +5, Athletics +5
Senses passive Perception 10
Languages —
Challenge 1 (200 XP) **Proficiency Bonus** +2

Shoving Charge. If the cloudhoof assassin moves at least 20 feet straight toward a target and then hits it with a Headbutt attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be pushed up to 10 feet away from the cloudhoof. If a creature fails this saving throw by 5 or more, it is pushed up to 15 feet.

Sure-Hooved. The cloudhoof assassin has advantage on Strength and Dexterity checks and saving throws made against effects that would knock it prone. In addition, it has advantage on Strength (Athletics) checks to climb rocky surfaces and Dexterity (Acrobatics) checks to maintain its balance on rocky surfaces.

ACTIONS

Multiattack. The cloudhoof assassin makes one Headbutt attack and one Shoving Kick attack.

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

Shoving Kick. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage, and the target must succeed on a DC 13 Strength saving throw or be pushed up to 5 feet away from the cloudhoof assassin. If the cloudhoof scores a critical hit, the target is pushed up to 10 feet on a failed save.



Ramnath Nanthakumar (Order # 37530305)

Coastline Reaper



Tentacles rise out of the water, whipping about as the creature pulls itself up from the depths. Its bulbous head resembles a jellyfish, but its flesh sinks into holes created by its internal organs, giving its body the appearance of a large skull crowned with rows of spikes.

Coastal Boogeyman. Communities that live near coasts tell stories of the coastline reaper to their children to keep them away from the beach at night. Coastline reapers live in submerged caves and hunt along coasts when the tide is high. Fisherfolk who know there is a lair nearby always go out onto the waters at low tide or in large groups to avoid encountering the coastline reaper. The reaper gets its name from the unique pattern that appears on its bulbous head. It can deflate the outer flesh of its head, which sinks into holes created by the arrangement of its internal organs. The end result resembles a humanoid skull crowned in spikes, provoking fear in those who see it. When the reaper is submerged, these organs glow a pale blue, evoking a ghostly skull-like appearance as the reaper swims.

Deadly Hunter. Coastline reapers hunt the coast for aquatic life to feed on, but those near settlements are fond of the taste of humanoids. Such reapers quickly learned their appearance frightens humanoids and have adapted their hunting techniques over time to capitalize on this fear. Some of the reaper's tentacles are covered in small stingers filled with a paralyzing poison that is particularly effective against frightened creatures.

Dark Allies and Rivals. Though not quite sentient, coastline reapers can learn basic words and signals, making them desirable minions for creatures such as aboleths. Coastline reapers dislike the unpalatable sahuagin, who often hunt in the reaper's territory, and reapers go out of their way to destroy sahuagin colonies in their territory.

COASTLINE REAPER

Large Monstrosity, Unaligned

Armor Class 16 (natural armor)
Hit Points 144 (17d10 + 51)
Speed 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	17 (+3)	4 (–3)	14 (+2)	8 (–1)

Saving Throws Con +7, Dex +8
Skills Athletics +4, Stealth +8, Survival +6
Damage Resistances cold, poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 12
Languages —
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Glowing Organs. While underwater, the coastline reaper's internal organs glow an eerie, pale blue, shedding dim light in a 10-foot radius.

Hold Breath. While out of water, the coastline reaper can hold its breath for 30 minutes.

Water Breathing. The coastline reaper can breathe only underwater.

Actions

Multiattack. The coastline reaper makes two Tentacle Lash attacks and one Stinging Tentacle attack.

Tentacle Lash. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 14 (3d6 + 4) bludgeoning damage.

Stinging Tentacle. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus 9 (2d8) poison damage. The target must succeed on a DC 16 Constitution saving throw or be paralyzed for 1 minute. A frightened creature has disadvantage on this saving throw. The paralyzed target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Frightening Visage (Recharge 5–6). If underwater, the coastline reaper flares the light from its organs, making the skull-like structure within more apparent. If above water, the coastline reaper tightly pulls in its outer flesh, causing its body to take on a fleshy, skull-like appearance. Each Humanoid within 30 feet of the coastline reaper that can see it must make a DC 16 Wisdom saving throw. On a failure, a creature takes 21 (6d6) psychic damage and is frightened for 1 minute. On a success, a creature takes half the damage and isn't frightened. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Ramnath Nanthakumar (Order #37530305)

Conniption Bug

Several giant insects with massive mandibles emerge from the water's edge. One rears back on its elongated abdomen and propels itself through the air.

Conniption bugs are devasting, predatory giant insects that inhabit bodies of fresh water and the surrounding lowlands.

Casual Menace. These bugs are ferocious, and they try to consume anything within reach. Worse, these predators tend to gather in packs, making travel through their territory particularly dangerous for lone explorers. Their mandibles are viciously barbed and designed to catch and hold prey. Some eccentrics like to keep conniption bugs as pets or disposal systems, and collectors and torturers often find creative uses for the barbed mandibles.

Ecological Warning. Conniption bugs are very sensitive to ecological change, including that of magic pollution. The unnatural effect that unrestrained magic can have on the land, whether due to cataclysm or to long-term magic, can cause conniption bugs to mutate rapidly, creating new specimens (see the Scourge Bug sidebar).

CONNIPTION BUG

Small Beast, Unaligned

Armor Class 13 (natural armor)

Hit Points 55 (10d6 + 20)

Speed 30 ft., swim 30 ft.

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

Skills Stealth +4

Senses tremorsense 30 ft., passive Perception 10

Languages —

Challenge 1 (200 XP) **Proficiency Bonus** +2

Death Trap. When the conniption bug dies, its mandibles remain locked in place, continuing to grapple beyond its death. Until the grapple ends, the creature takes 4 (1d8) piercing damage at the start of each of its turns as if the bug was still alive. Any creature can take an action to remove the mandibles with a successful DC 11 Strength (Athletics) or Wisdom (Medicine) check.

Limited Amphibiousness. The conniption bug can breathe air and water, but it needs to be submerged at least once every 4 hours to avoid suffocating.

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

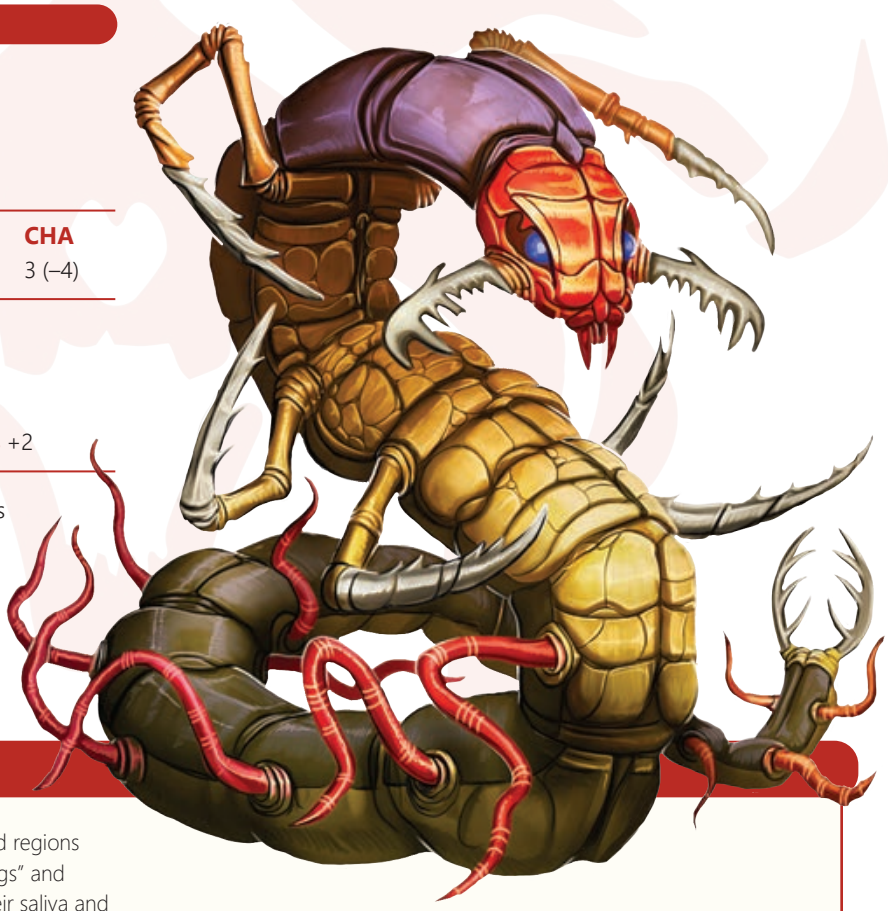
Standing Leap. The conniption bug's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

Vicious Wound. The conniption bug's melee attacks score a critical hit on a roll of 19 or 20.

ACTIONS

Barbed Mandibles. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage. The target is grappled (escape DC 13) if it is a Medium or smaller creature and the conniption bug doesn't have another creature grappled. Until this grapple ends, the target takes 4 (1d8) piercing damage at the start of each of its turns, and the conniption bug can't make Barbed Mandible attacks against other targets.

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



SCOURGE BUG

Those conniption bugs that mature in magically inundated regions develop a little differently. They are known as "scourge bugs" and have an affinity for elemental magic, which seeps from their saliva and coats their mandibles. A scourge bug has a challenge rating of 2 (450 XP), has resistance to acid, cold, fire, lightning, and poison damage, and has the following action option in place of Barbed Mandibles:

Elemental Mandibles. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage. The target is grappled (escape DC 13) if it is a Medium or smaller creature and the scourge bug doesn't have another creature grappled. Until this grapple ends, the target is restrained and takes 7 (2d6) acid, cold, fire, lightning, or poison damage (the scourge bug's choice) at the start of each of its turns, and the scourge bug can't make Elemental Mandible attacks against other targets.

Ramnath Nanthakumar (Order #37530305)

Copperkill Slime

The paint on the old, green wall suddenly moves and flows outward, revealing the wall underneath wasn't green at all.

Among the wealthy, one popular, though deadly, trend is that of green-painted rooms sourced from arsenic. These trends led to the creation of the first copperkill slime, an ooze formed from the poisonous paint. For curious adventurers, such a ponderous room could mean a much swifter death by ooze rather than poisoning.

Hall Guardians. Copperkill slimes are relatively docile and have enough sentience to be trained as guardians, provided their keepers maintain a steady supply of food. Ambush predators, copperkill slimes stretch themselves to adhere to walls, pillars, furniture, statues, or similar objects or support structures. As a copperkill slime stretches itself thin to hide, it tinges everything viewed through its transparent form a curious green color. When unsuspecting prey approaches the wall or object, the copperkill slime snaps back into its normal form, spraying poisonous slime on nearby creatures. This poisonous slime slowly kills the prey, and the copperkill slime devours the remains.

COPPERKILL SLIME

Huge Ooze, Unaligned

Armor Class 10

Hit Points 142 (15d12 + 45)

Speed 20 ft., climb 20 ft.

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

Damage Resistances piercing, slashing

Damage Immunities acid, poison

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 9

Languages —

Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Amorphous. The slime can move through a space as narrow as 1 inch wide without squeezing.

Ooze Nature. The copperkill slime doesn't require sleep.

Patinated Appearance. While the slime remains motionless, it is indistinguishable from the object or structure it is stretched across, though the object or structure appears to be covered in green paint or verdigris.

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

ACTIONS

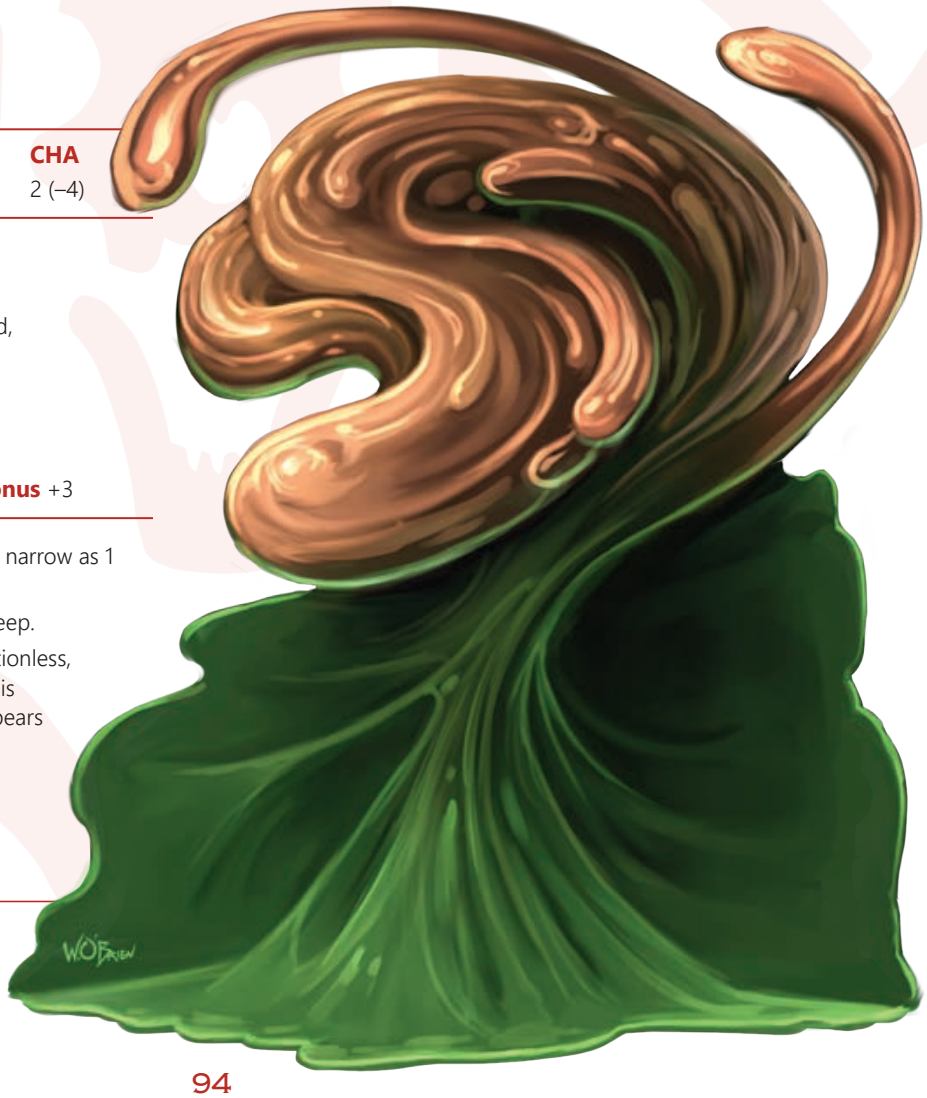
Multiattack. The copperkill slime makes three Pseudopod attacks. If the slime hits one creature with two Pseudopod attacks, the target is grappled (escape DC 15). Until this grapple ends, the target is restrained and takes 9 (2d8) poison damage at the start of each of its turns. The copperkill slime can have only one target grappled in this way at a time.

Pseudopod. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage plus 9 (2d8) poison damage.

Poisonous Snap (Stretched Body Only, Recharge 5–6). While the copperkill slime is covering an object or structure, it can rapidly collapse back to its normal form, ending the stretch and spraying all nearby creatures with poisonous slime. Each creature within 10 feet of any space the stretched slime occupied before collapsing must make a DC 15 Dexterity saving throw. On a failure, a creature takes 27 (6d8) poison damage and is coated in poisonous slime. On a success, a creature takes half the damage and isn't coated in slime. A creature coated in poisonous slime takes 9 (2d8) poison damage at the start of each of its turns. A creature, including the slime-coated creature, can take an action to clean off the slime.

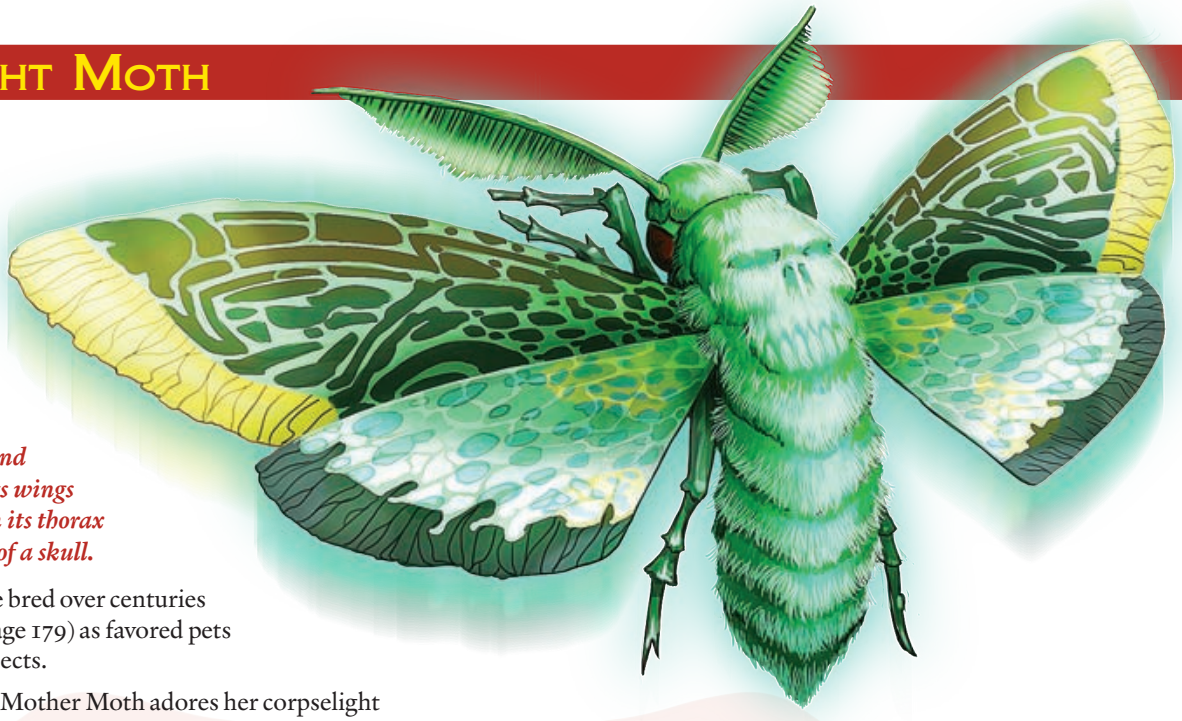
BONUS ACTION

Stretch Body. The copperkill slime stretches its body across the surface of a Gargantuan or smaller object or across the surface of a wall, pillar, or similar structure no larger than a 20-foot square within 5 feet of it, sharing the space of the object or structure. The slime can end the stretch as a bonus action, occupying the nearest unoccupied space to the object or structure.



Ramnath Nanthakumar (Order #37530305)

Corpselight Moth



The giant moth has pale fur and wings, its body luminescing as if with moonlight. Black and gray patterns decorate its wings and body, and the fur on its thorax forms the subtle outline of a skull.

Corpselight moths were bred over centuries by Mother Moth (see page 179) as favored pets and mounts for her subjects.

Mother's Servants. Mother Moth adores her corpselight moths, and she attends to them daily, cleansing them of the necrotic energy that naturally accumulates within them. Mother Moth is the only one who knows the secrets of this process, ensuring no rivals are able steal her moths. Those who do often end up prey to the moths' transformation (see the Midden Moth sidebar).

Glowing Corpses. Corpselight moths lay one egg at a time in a rotting corpse, which the grub uses for food. Never leaving its corpse home, the grub eventually cocoons within the rotting flesh. Soon thereafter, it begins to glow and emerges as an adult moth. The adult moth subsists on the nectar from various night-blooming flowers, feasting on blood or corpses again only if it transforms into a midden moth.

CORPSELIGHT MOTH

Large Beast, Unaligned

Armor Class 15 (natural armor)

Hit Points 136 (16d10 + 48)

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

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+4)	16 (+3)	2 (–4)	12 (+1)	8 (–1)

Skills Perception +4, Stealth +7

Damage Resistances necrotic

Damage Immunities radiant

Senses tremorsense 30 ft., passive Perception 14

Languages —

Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Downdraft. While the moth is flying, the area within 10 feet of it is difficult terrain.

Glow. The moth casts light from its abdomen, shedding bright light in a 20-foot radius and dim light for an additional 20 feet.

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

Necrotic Dampening. Each friendly creature within 30 feet of the moth has resistance to necrotic damage.

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

ACTIONS

Multiattack. The corpselight moth makes two Proboscis attacks.

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

Radiant Wind (Recharge 4–6). The corpselight moth flaps its wings, releasing magical wind in a 30-foot cone. Each creature in that area must make a DC 15 Strength saving throw. On a failure, a target takes 21 (6d6) radiant damage and is flung up 15 feet away from the moth in a direction following the cone and knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown into another creature, that creature must succeed on a DC 15 Dexterity saving throw or take the same damage and be knocked prone.

If the saving throw is successful, the target takes half the radiant damage and isn't flung away or knocked prone.

MIDDEN MOTH

If the necrotic energy that accumulates in a corpselight moth isn't removed, the moth eventually transforms into a midden moth. Where the corpselight moth is like moonlight, the midden moth is like a moonless night.

A midden moth uses the statistics here, except it has resistance to radiant damage and immunity to necrotic damage, and it deals necrotic damage instead of radiant damage. It has the following trait in place of the Glow trait:

Gloom. A gloom extends from the midden moth's abdomen. Bright light within 40 feet of the midden moth becomes dim light, and dim light in the area becomes darkness.

Ramnath Nanthakumar (Order #375303305)

Cosmic Symphony

Humming reverberates through the air as spinning rings of rainbow light shimmer in the sky.

A cosmic symphony is invisible, being made of heavenly sound, but those capable of seeing invisible creatures see an angelic being shimmering with rainbow-colored light.

Music of the Spheres. Cosmic symphonies form only when a remarkable event upsets the predestined rhythms of the universe. This upset reverberates as a living symphony that exists for as long as it takes to play through its unique musical movements.

Soul Music. The music emitted by the cosmic symphony is felt rather than heard. Any creature with a soul can perceive the symphony's music, regardless of if it can normally hear sound. Consequently, the majority of fiends and celestials are unable to hear the symphony.



COSMIC SYMPHONY

Large Celestial, Unaligned

Armor Class 18 (natural armor)

Hit Points 200 (16d10 + 112)

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

STR	DEX	CON	INT	WIS	CHA
19 (+4)	26 (+8)	25 (+7)	2 (–4)	21 (+5)	18 (+4)

Saving Throws Wis +10, Cha +9

Skills Perception +10

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities radiant, thunder

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

Senses truesight 120 ft., passive Perception 20

Languages understands all languages but can't speak

Challenge 15 (13,000 XP) **Proficiency Bonus** +5

Invisible. The cosmic symphony is invisible.

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

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

Actions

Multiattack. The cosmic symphony can use Universal Music. It then makes one Discordant Wave attack and one Slam attack or two Discordant Wave attacks.

Discordant Wave. *Melee or Ranged Spell Attack:* +10 to hit, reach 5 ft. or range 60/120 ft., one target. *Hit:* 27 (5d8 + 5) thunder damage. The target and each creature within 10 feet of it must succeed on a DC 18 Constitution saving throw or become deafened until the end of its next turn.

Slam. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 24 (3d10 + 8) bludgeoning damage plus 22 (5d8) thunder damage.

Universal Music. Each creature of the symphony's choice within 120 feet of the cosmic symphony must succeed on a DC 18 Constitution saving throw or be incapacitated for 1 minute. A creature that fails the saving throw by 5 or more is stunned for 1 minute instead. A stunned or incapacitated 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 cosmic symphony's Universal Music for the next 24 hours.

Celestial Crescendo (Recharge 5–6). Sound waves explode from the cosmic symphony. Each creature within 30 feet of the symphony must make a Constitution saving throw. On a failure, a creature takes 45 (10d8) thunder damage and is deafened for 1 minute. On a success, a creature takes half the damage and isn't deafened. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Legendary Actions

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

Fly. The cosmic symphony flies up to half its flying speed without provoking opportunity attacks.

Major Chord (Costs 2 Actions). The symphony regains 18 (4d8) hp.

Minor Chord (Costs 2 Actions). Each creature within 10 feet of the symphony must succeed on a DC 18 Constitution saving throw or take 9 (2d8) thunder damage.

Ramnath Nanthakumar (Order #37530305)

Crab, Duffel

An enormous hermit crab pulls itself along the beach with its deep-red claws. Oddly, the bulk of its body is hidden inside a bag much too small to contain a creature of its size.

Duffel crabs are often found along coastlines and shipping routes where shipwrecks are common. Destroyed shipping vessels using extradimensional bags, chests, and other items to save on weight leave valuable trinkets for curious creatures. Duffel crabs come into existence when a hermit crab stumbles upon an extradimensional bag and takes it up as a shell. The latent magic of the bag causes the crab to grow to an enormous size.

Food Hoarders. The crab's bag provides an excellent storage solution to save food for a later date. A duffel crab's bag is often stocked with rotting sea creatures and the bodies of unfortunate sailors collected from shipwrecks. Living creatures are no exception in the crab's eyes, as they never live long in the suffocating interior of the extradimensional space.

Risky Treasure. To budding adventurers, duffel crabs present the opportunity to gain a unique treasure, if they are experienced and strong enough to face a hungry crab the size of a draft horse.

DUFFEL CRAB

Large Monstrosity, Unaligned

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

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

Senses blindsight 30 ft., passive Perception 11
Languages —
Challenge 3 (700 XP) **Proficiency Bonus** +2

Extradimensional Bag. The duffel crab uses an extra-dimensional space, such as a *bag of holding*, as its "shell." The bag can hold creatures in addition to the crab, based on the size of the extradimensional space. Breathing creatures inside the bag can survive up to a number of minutes equal to 10 divided by the number of creatures (minimum 1 minute), after which time they begin to suffocate.

If the bag is overloaded, pierced, or torn, it ruptures and is destroyed. While this would normally cause the contents to be lost in the Astral Plane, the crab's half-in, half-out existence kept the bag constantly open, even when it fully withdrew, altering the bag, which simply spills out its contents into the area when the bag is destroyed or the crab dies. The bag becomes a standard *bag of holding* or similar magic item with extradimensional space 24 hours after the crab dies.

False Appearance. While motionless and withdrawn into its extradimensional bag, the duffel crab is indistinguishable from its extradimensional bag with an ajar lid or opening.

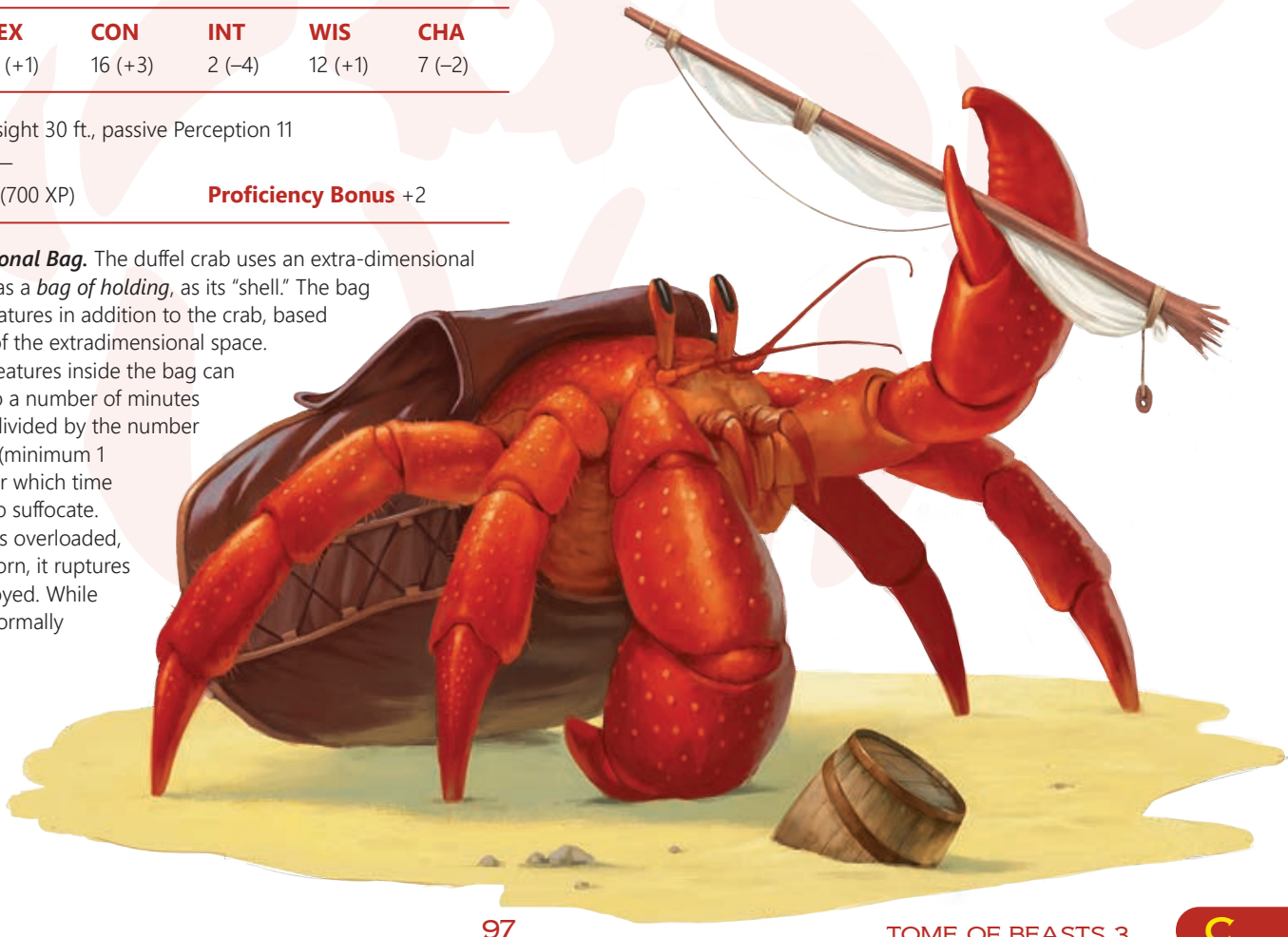
Actions

Multiattack. The duffel crab makes two Claw attacks, or it makes one Claw attack and uses Collect.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6 + 3) bludgeoning damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the crab can't attack another target with that claw. The crab has two claws, each of which can grapple only one target.

Collect. The crab places one target it is grappling into its extradimensional space, provided there is room, and the grapple ends. The target is blinded and restrained, and it has total cover against attacks and other effects outside the extradimensional space. A trapped creature can take its action to climb out of the bag by succeeding on a DC 13 Strength or Dexterity check (the creature's choice).

If the crab dies, a trapped creature is no longer restrained by the crab and can escape from the bag using 5 feet of movement, exiting prone.



Ramnath Nanthakumar (Order #37530305)

Crab, Razorback

With a thick exoskeleton studded with sharp ridges and low spines, this large crab harkens back to the primordial era before recorded history.

Razorback crabs are a rare form of crustacean that has evolved to live outside the water. In fact, the crabs' evolution has deprived it of its gills entirely, making it markedly unsuited for coastal or aquatic living. Instead, razorback crabs thrive in farmland and grassy plains and are the bane of farmers and other plains dwellers.

Scuttling Tunnelers. In places where a colony of razorback crabs has taken hold, the land is riddled with crisscrossing tunnels and moderately-sized burrows large enough to house three or four of the pests. The tunnels are large enough for a human to crawl through, or for a hound to walk in without difficulty, though the occasion of a dog touring the tunnels often ends in tragedy for the poor beast. Colonies of the crustaceans rarely number more than ten individuals. When a group grows larger, the heartiest young crab leaves with a few of its siblings to found a new colony nearby.

Farmyard Threat. Razorback crabs are carnivorous and have a diet comprised primarily of insects and small animals. In their burrows, the crabs devour insects, annelids, and arthropods, but their favorite food is fowl, particularly chicken, partridge, and pheasant. Razorback crabs are not voracious, requiring only a few pounds of meat every week to survive, but a small colony of them can empty a chicken coop in a single night simply by burrowing into it. Farmers and their families take evidence of razorback crabs in an area very seriously, and they form search parties to track the creatures to their nests and put an end to them. A single crab is deadly, even to a group of armed farmers. When facing an infestation, the farmers prefer to keep their distance and burn the nuisances out without having to get close enough to come to harm.

Succulent Flesh. Like their aquatic counterparts, razorback crabs have tender, flavorful flesh, particularly when roasted. After a razorback crab colony has been put to the torch, the exultant farmers haul the carcasses away and invite their friends and neighbors for a feast of legs and pincers. A single razorback crab can easily feed a dozen people.

Razorback Crab

Medium Beast, Unaligned

Armor Class 17 (natural armor)
Hit Points 58 (9d8 + 18)
Speed 30 ft., burrow 15 ft.

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

Senses tremorsense 30 ft., passive Perception 10
Languages —
Challenge 2 (450 XP) **Proficiency Bonus** +2

Bladed Shell. A creature that touches the crab or hits it with a melee attack while within 5 feet of it takes 3 (1d6) slashing damage.

Pounce. If the crab moves at least 15 feet straight toward a creature and then hits it with a Shell Bash attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the crab can make one Claw attack against it as a bonus action.

Actions

Multiattack. The crab makes one Claw attack and one Shell Bash attack.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage, and the target is grappled (escape DC 13). The crab has two claws, each of which can grapple only one target.

Shell Bash. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning plus 3 (1d6) slashing damage.



Ramnath Nanthakumar (Order #37530305)

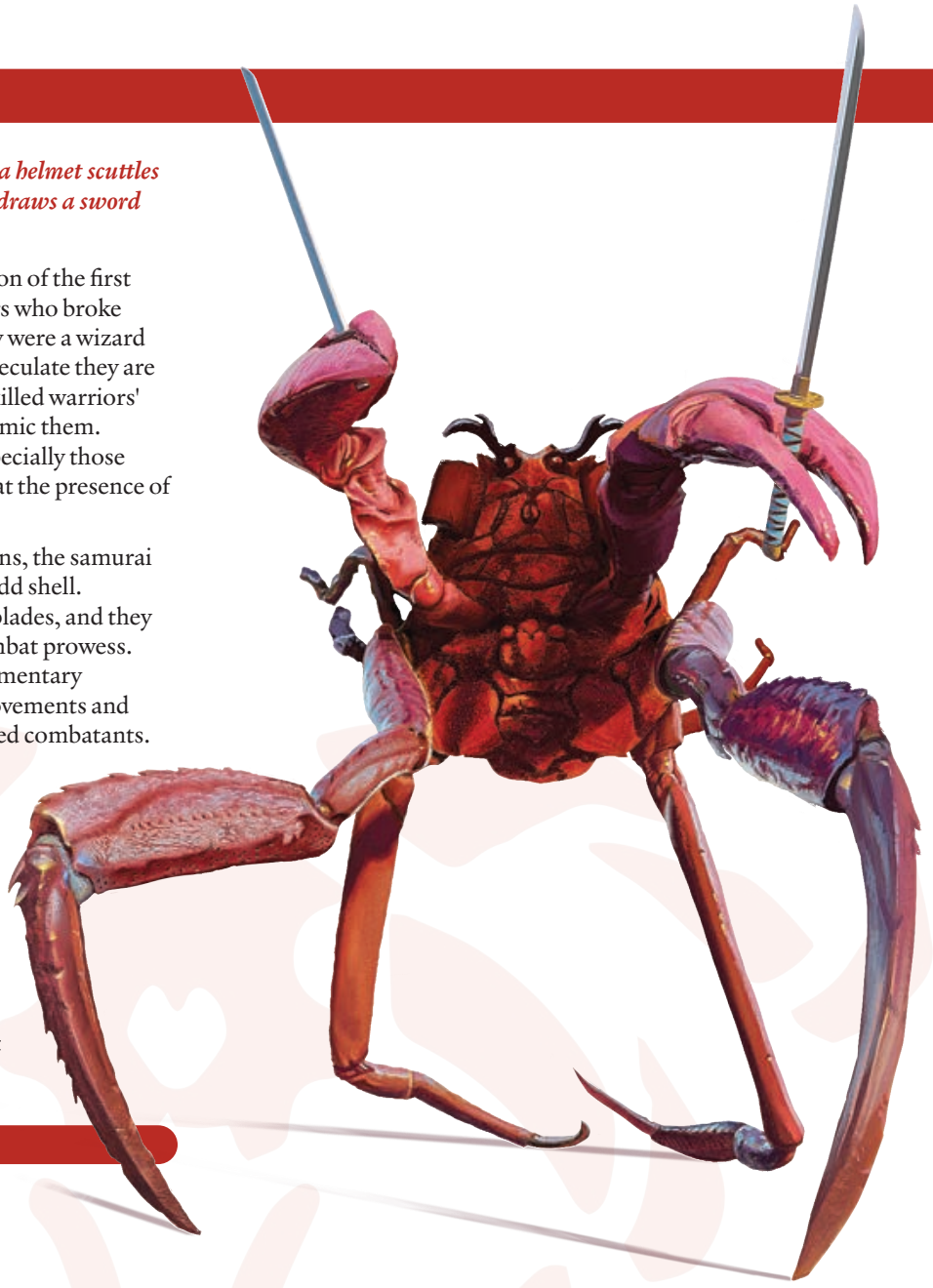
Crab, Samurai

A crab with a peculiar looking shell shaped like a helmet scuttles forward. It moves with uncanny precision as it draws a sword from a scabbard-like section of its carapace.

There are many rumors surrounding the creation of the first samurai crab. Some say they are cursed warriors who broke the creed they swore to uphold. Others say they were a wizard experiment gone wrong. Still other scholars speculate they are just unusually intelligent crabs who watched skilled warriors' movements from the shallows and began to mimic them. Samurai crabs are found near coastal cities, especially those with significant martial forces. It is believed that the presence of talented and skilled fighters attracts the crabs.

Unclear Motives. From outside observations, the samurai crab appears to be simply a large crab with an odd shell. However, samurai crabs are quite skilled with blades, and they constantly seek out opponents to test their combat prowess. Though they can't speak, they understand rudimentary Common, and they know the basic weapon movements and signals for initiating honorable duels with armed combatants. Whether bested or the winner, a samurai crab competing in an honorable duel never kills an opponent unless its own life is threatened.

Carapace Blade. One of the most unique and interesting aspects of the samurai crab is the presence of its iconic sword or in some cases swords. Some crabs salvage the swords from shipwrecks while others seem to be hatched with them. Samurai crabs fight to the death when creatures attempt to relieve them of their swords.



Samurai Crab

Medium Beast, Lawful Neutral

Armor Class 16 (natural armor)

Hit Points 105 (14d8 + 42)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	6 (–2)	14 (+2)	10 (+0)

Saving Throws Str +7

Skills Athletics +7, Perception +5, Stealth +3

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, frightened

Senses blindsight 30 ft., passive Perception 15

Languages understands Common but can't speak

Challenge 6 (2,300 XP)

Amphibious. The samurai crab can breathe air and water.

Actions

Multiattack. The samurai crab makes three melee attacks. If the crab is grappling two creatures, it can't make Crustaceous Sword attacks.

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

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage. If the target is Medium or smaller, it is grappled (escape DC 15), and the crab can't use this claw to attack another target. The crab has two claws, each of which can grapple only one target.

Bonus Actions

Fighting Stance. The samurai crab adopts a fighting stance, choosing from the options below. The stance lasts until the crab ends it (no action required) or uses this bonus action again.

- **Banded Claw.** The samurai crab adopts a wide, grappler's stance. While the samurai crab is in this stance, each creature that starts its turn grappled by the crab takes 3 (1d6) bludgeoning damage.
- **Hard Shell.** The samurai crab adopts a defensive stance, increasing its AC by 2.
- **Soft Shell.** The samurai crab adopts an offensive stance, gaining advantage on the first Crustaceous Sword attack it makes each turn.

Ramnath Nanthakumar (Order - 375303805)

Crystallite

Fans of multicolored crystals sprout from this giant's unremarkable grey flesh.

Crystallites are contemplative subterranean giants who have mastered growing crystals from living skin. Each of these beings supports a range of colored and patterned crystals, creating the appearance of a living geode.

Obsessive Perfection. Crystallites are obsessed with the perfect patterns that form crystalline structures. Consequently, most crystallites consider order and structure the most desirable qualities a being can possess.

Stone Cousins. Crystallites are smaller cousins of the stone giants who dwell in isolated caverns beneath the earth. Rather than be satisfied with the quiet chronicling of their cousins, crystallites sought a way to become one with the earthen structures they so admire.

Quiet Contemplation. Crystallites spend the majority of their lives in quiet contemplation, attempting to master their physiology and reflect on the nature of crystalline symmetry. Occasionally, crystallites seek out similar beings of greater knowledge like crystalline monoliths (see *Tome of Beasts* 2) and offer devotion in exchange for tutelage.

CRYSTALLITE

Large Giant, Lawful Neutral

Armor Class 15 (natural armor)
Hit Points 90 (12d10 + 24)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (–1)	14 (+2)	17 (+3)	11 (+0)	9 (–1)

Skills Perception +2, Medicine +2, Nature +5
Damage Resistances cold, fire
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 12
Languages Giant
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

False Appearance. While the crystallite remains motionless, it is indistinguishable from a large geode.

Final Form. When a crystallite dies, its corpse transforms into crystal and becomes a Large object that can be attacked and destroyed (AC 17; hp 45; immunity to poison and psychic damage). It can no longer be affected by spells and effects that target creatures.

Actions

Multiattack. The crystallite makes two Crystal Limb attacks. It can replace one attack with a use of Biomineralize.

Crystal Limb. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage, and the crystallite impales the target on its limb, grappling the target (escape DC 14) if it is a Medium or smaller creature. When this grapple ends, the target takes 9 (2d8) slashing damage. The crystallite has two Crystal Limbs, each of which can grapple only one target.

Biomineralize. The crystallite absorbs lifeforce from one creature grappled by it. The target must make a DC 14 Constitution saving throw, taking 14 (4d6) necrotic damage on a failed save, or half as much damage on a successful one. The target's hp maximum is reduced by an amount equal to the necrotic damage taken, and the crystallite regains hp equal to that amount. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hp maximum to 0.

Reactions

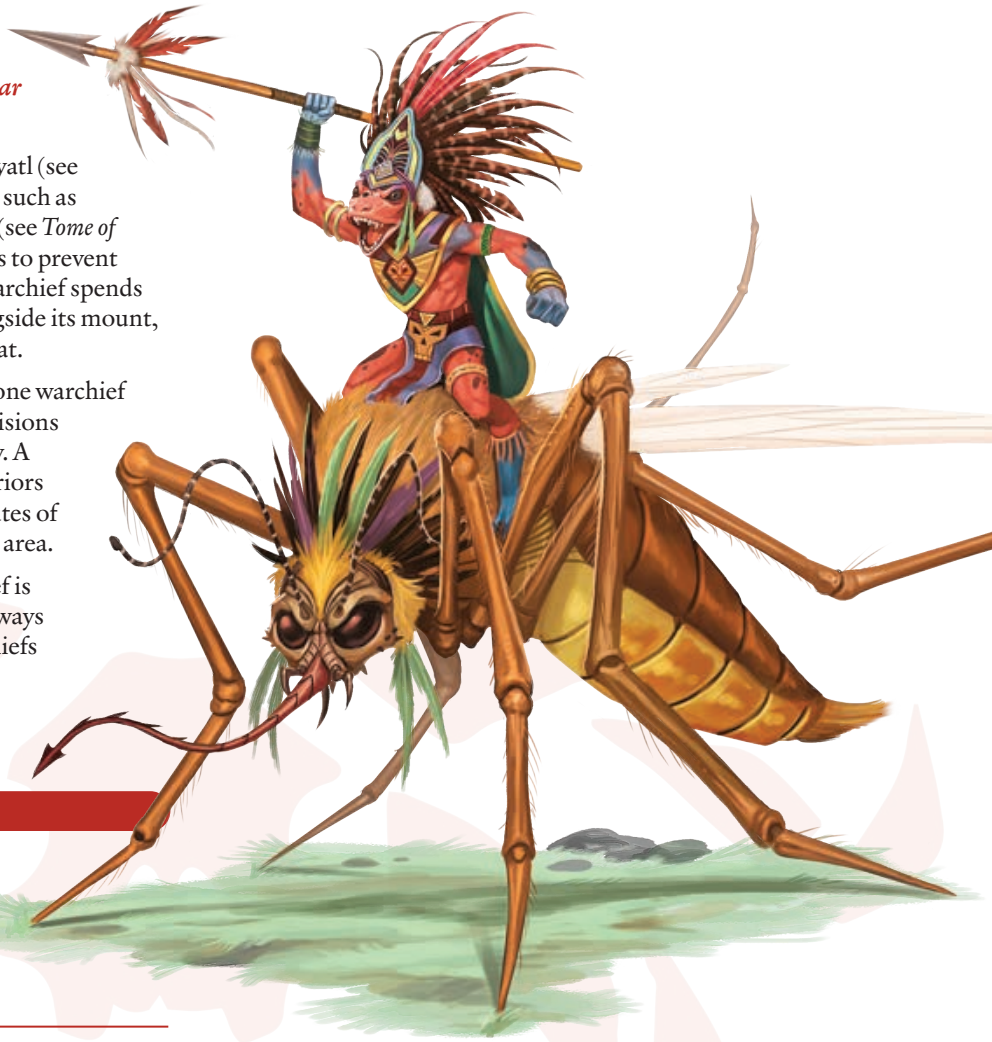
Calcify. When the crystallite takes 5 damage or more on a single turn, it can reduce its hp maximum by an amount equal to the damage taken and gains a +1 bonus to AC. The reduction and the bonus last until the crystallite finishes a long rest. The crystallite can't increase its AC above 20 using this reaction.



Ramnath Nanthakumar (Order - 375303305)

Cueyatl Warchief

A small frog-like figure wearing a colorful feathered headdress sits astride a mosquito the size of a horse. The mosquito is decorated in similar feathers and colors as its rider.



Mounted Warrior. The warchiefs of the cueyatl (see *Creature Codex*) ride into battle atop large insects, such as giant spiders, giant wasps, or carrier mosquitos (see *Tome of Beast 2*), that have been fitted with special saddles to prevent the warchiefs from falling during battle. Each warchief spends months or even years training and battling alongside its mount, their movements becoming as one during combat.

Chosen by the Gods. Each cueyatl tribe has one warchief that is selected by the high priest, who receives visions of the next warchief from the tribe's patron deity. A warchief is then tasked with leading cueyatl warriors into battle against threats to the tribe or in disputes of territory with other cueyatl or humanoids in the area.

Greatest Warrior. Even though the warchief is selected by a high priest, the chosen cueyatl is always one of the mightiest warriors of the tribe. Warchiefs are fierce in battle and are driven with a zeal of righteousness after being chosen by the gods to lead their people.

Cueyatl Warchief

Small Humanoid (Cueyatl), Lawful Evil

Armor Class 16 (studded leather, shield)

Hit Points 117 (18d6 + 54)

Speed 30 ft., climb 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	10 (+0)	16 (+3)	12 (+1)

Skills Athletics +7, Acrobatics +5, Animal Handling +6

Senses darkvision 60 ft., passive Perception 13

Languages Cueyatl

Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Amphibious. The warchief can breathe air and water.

Insect Affinity. Insects understand the warchief and view it favorably. The warchief can communicate simple ideas, through words and gestures, with insectoid Beasts, and the warchief has advantage on Wisdom (Animal Handling) checks made when interacting with such Beasts.

Jungle Camouflage. The warchief has advantage on Dexterity (Stealth) checks made to hide in jungle terrain.

Locked Saddle. The warchief can't be knocked prone, dismounted, or moved against its will while mounted.

Mounted Warrior. While the warchief is mounted, its mount can't be charmed or frightened.

Slippery. The warchief has advantage on saving throws and ability checks made to escape a grapple.

Spirited Charge. If the warchief moves at least 20 feet straight toward a creature while mounted and then hits with a Lance attack on the same turn, the warchief can use a bonus action to command its mount to make one melee weapon attack against that creature as a reaction.

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

Actions

Multiattack. The cueyatl warchief makes two Lance attacks. If the warchief is mounted, its mount can then make one melee weapon attack.

Lance. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 10 (1d12 + 4) piercing damage plus 7 (2d6) poison damage.

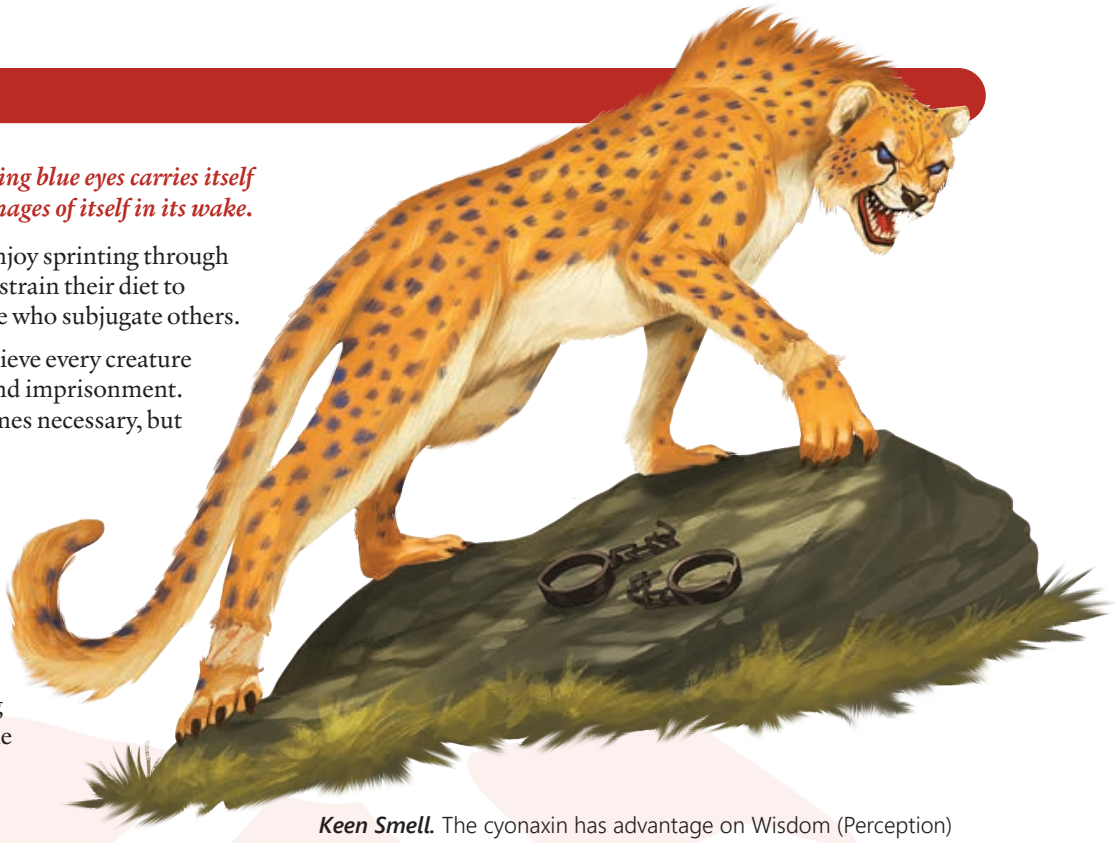
Javelin. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus 7 (2d6) poison damage.

Reactions

Mounted Parry. The warchief adds 3 to its AC or its mount's AC against one melee attack that would hit it or its mount. To do so, the warchief must see the attacker and be wielding a melee weapon.

Ramnath Nanthakumar (Order - 375303805)

Cyonaxin



A cheetah with pale blue spots and glowing blue eyes carries itself regally. When it sprints, it leaves afterimages of itself in its wake.

Carefree celestial cheetahs, cyonaxin enjoy sprinting through grasslands. The obligate carnivores constrain their diet to non-sentient creatures, except for those who subjugate others.

Beacons of Freedom. Cyonaxin believe every creature should be free from slavery, captivity, and imprisonment. They concede imprisonment is sometimes necessary, but they view execution as more merciful.

Friendly Competitors. Though the celestial cheetahs take their responsibilities seriously, they delight in friendly competition. They compare their results against other cyonaxin and engage in spirited rivalries with blestsessebe (see page 61). Cyonaxin can be reckless in freeing their charges and sometimes lose people in their care. They regard such losses as unfortunate but still victories since the deceased enjoyed the taste of freedom before dying.

CYONAXIN

Medium Celestial, Chaotic Good

Armor Class 16

Hit Points 117 (18d8 + 36)

Speed 50 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	22 (+6)	14 (+2)	10 (+0)	15 (+2)	19 (+4)

Saving Throws Wis +5, Cha +7

Skills Acrobatics +9, Athletics +5, Deception +7, Stealth +9, Survival +5

Damage Resistances poison, radiant

Condition Immunities paralyzed, poisoned, stunned

Senses darkvision 60 ft., passive Perception 12

Languages Celestial, Common

Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Blur of Motion. When the cyonaxin moves at least 30 feet on its turn, ranged attack rolls against it have disadvantage until the start of its next turn.

Chain Breaker. The cyonaxin deals double damage to objects that restrain creatures.

Evasion. If the cyonaxin is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the cyonaxin instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Freedom of Movement. The cyonaxin ignores difficult terrain, and magical effects can't reduce its speed or cause it to be restrained. It can spend 5 feet of movement to escape from nonmagical restraints or being grappled.

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

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

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

Pounce. If the cyonaxin moves at least 20 feet straight toward a creature and then hits it with a Claw attack on the same turn, that target must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the cyonaxin can make one Bite attack against it as a bonus action.

Actions

Multiattack. The cyonaxin makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 16 (3d6 + 6) piercing damage plus 10 (3d6) radiant damage.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (3d4 + 6) slashing damage.

Frightful Yowl (Recharge 6). The cyonaxin screeches, the sound growing more intense over a few seconds. Each hostile creature within 60 feet of the cyonaxin and that can hear it must succeed on a DC 15 Wisdom saving throw or be frightened for 1 minute. A creature grappling or restraining another creature has disadvantage on its saving throws. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Liberating Churr (Recharge 5–6). The cyonaxin issues a loud, staccato chirp. Each friendly creature within 90 feet of the cyonaxin and that can hear it gains the benefits of the cyonaxin's Freedom of Movement trait. In addition, each affected creature grows claws, which it can use to make unarmed strikes. When an affected creature hits with a claw, its claw deals slashing damage equal to 1d6 + its Strength modifier, instead of the bludgeoning damage normal for an unarmed strike. These benefits last until the start of the cyonaxin's next turn.

Bonus Actions

Free Runner. The cyonaxin can take the Dash action.

Ramnath Nanthakumar (Order #37530305)

Daeodon

The massive warthog has a disturbingly large maw lined with enormous teeth. It snorts and charges.

Daeodons are scavengers that range freely in forests and grasslands. Locals refer to them as hell pigs, but they are more closely related to hippopotamuses and possess massive maws.

Unfussy Eaters. Daeodons will eat most anything. While they may be content to graze for fruit and leaves or dig for tubers and grubs, they have the power to crush bone and devour flesh. Most of that is from scavenging kills from others—coming in only after something else has done all the hard work and is too tired to stand up to a hungry daeodon—but they've been known to hunt prey themselves.

Temporary Herds. Daeodons live largely solitary lives. They can tolerate one another enough to briefly form small squads and bring down tougher prey. However, they rarely come together unless food is plentiful. They fight among themselves, and the winners garner respect until another can best them.

Rude Neighbors. Isolated towns often face the challenge of keeping daeodons away from their food stores and livestock, for these massive beasts can trample fencing and destroy other obstacles to reach food. Some towns and villages create massive refuse piles well outside of the settlement; by keeping them well stocked, the villages satisfy local daeodons and keep them from the more vital stores. This has the added benefit of using the daeodons as deterrents from bandits and dangerous predators, though it means the daeodons adopt the area as their territory.

Daeodon

Large Beast, Unaligned

Armor Class 13 (natural armor)
Hit Points 76 (9d10 + 27)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (–1)	16 (+3)	2 (–4)	12 (+1)	6 (–2)

Senses passive Perception 11
Languages —
Challenge 3 (700 XP) **Proficiency Bonus** +2

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

Relentless (Recharges after a Short or Long Rest). If the daeodon takes 15 damage or less that would reduce it to 0 hp, it is reduced to 1 hp instead.

Trampling Charge. If the daeodon moves at least 20 feet straight toward a creature and then hits it with a Bite attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the daeodon can make one Slam attack against it as a bonus action.

Actions

Multiattack. The daeodon makes one Bite attack and one Slam attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the daeodon can't Bite another target.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d4 + 5) bludgeoning damage.

Fierce Call (Recharges after a Short or Long Rest). The daeodon lets out a loud, fearsome call. Each hostile creature within 60 feet of the daeodon must succeed on a DC 13 Wisdom saving throw or drop whatever it is holding and become frightened for 1 minute.



While frightened, a creature must take the Dash action and move away from the daeodon by the safest available route on each of its turns, unless there is nowhere to move. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Ramnath Nanthakumar (Order #375303805)

Dawnfly

An enormous dragonfly blocks out the sun, except for the iridescent shadows filtered through its diaphanous wings. Its three tails gouge into the land like plows before it darts off in a random direction.

A full-grown dawnfly is an incredibly rare sight, a massive creature that emerges once every few years and lives for little more than a week. However, it can destroy a vast swathe of crops and homes in that brief period of time.

Larval Stage. A dawnfly starts life as a desolation nymph. Unlike their smaller cousins, which turn into dragonflies, the life cycle of the desolation nymph is complex. Only occasionally do the nymphs mature into giant dragonflies and even then, not until after several years or even decades, as a nymph. Some remain a nymph for the whole of their lives. A nymph that survives at least a decade may transform into the terrifying dawnfly in the final days of its life.

Predatory Larva. Desolation nymphs hide as best they can among mangrove roots or giant reeds; they prefer to hunt near water. When prey is close, the nymph rapidly extends its lower jaw, arrayed with hooks and spines, to capture and devour its prey.

Dire Omen. The reason for a dawnfly's emergence is a mystery. Some view it as a harbinger of terrible times, or the avatar of any number of gods associated with death and destruction, or the herald of some demon lord or arch-devil associated with insects. All agree that, regardless of its origin, the dawnfly is a powerfully destructive force capable of eliminating entire civilizations.



DAWNFLY

Gargantuan Beast, Unaligned

Armor Class 21 (natural armor)

Hit Points 261 (18d20 + 72)

Speed 20 ft., climb 20 ft., fly 90 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
23 (+6)	20 (+5)	19 (+4)	1 (–5)	14 (+2)	18 (+4)

Damage Immunities cold, fire; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, frightened, paralyzed, poisoned

Senses blindsight 90 ft., passive Perception 12

Languages —

Challenge 19 (22,000 XP) **Proficiency Bonus** +6

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

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

Unsettling Drone. A creature that starts its turn within 10 feet of the dawnfly must succeed on a DC 19 Constitution saving throw or become incapacitated until the start of its next turn. Deafened creatures have advantage on the saving throw. On a successful saving throw, the creature is immune to the dawnfly's Unsettling Drone for the next 24 hours.

Actions

Multiattack. The dawnfly makes one Bite attack and three Tail attacks.

Bite. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) piercing damage plus 7 (2d6) poison damage.

Tail. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 22 (3d10 + 6) bludgeoning damage.

Wing Slice (Recharge 4–6). The dawnfly flies up to 40 feet in a straight line and can move through the space of any Huge or smaller creature. The first time it enters a creature's space during this move, that creature must make a DC 19 Dexterity saving throw. On a failure, a creature takes 54 (12d8) slashing damage and is stunned until the end of its next turn. If the dawnfly's wings are

Ramnath Nanthakumar (Order #37530305)

ignited from Winged Inferno, the creature takes an extra 14 (4d6) fire damage. On a success, a creature takes half the damage and isn't stunned.

BONUS ACTIONS

Winged Inferno. The dawnfly rapidly beats its wings igniting them until the start of its next turn. Its wings shed bright light in a 20-foot radius and dim light an additional 20 feet. A creature that touches the dawnfly or hits it with a melee attack while within 5 feet of it takes 7 (2d6) fire damage. In addition, when a creature starts its turn within 5 feet of the dawnfly, that creature must succeed on a DC 19 Dexterity saving throw or take 7 (2d6) fire damage. This effect ends early if the dawnfly stops flying.

LEGENDARY ACTIONS

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

Dust Burst. The dawnfly's wings shed blinding dust within 10 feet of it. Each creature in the area must succeed on a DC 19 Constitution saving throw or be blinded until the end of its next turn.

Fiery Downburst (Costs 2 Actions). The dawnfly's wings beat furiously, releasing a downdraft of heated air in a 15-foot cone. Each creature in the area must make a DC 19 Strength saving throw. On a failure, a creature takes 9 (2d8) bludgeoning damage and 7 (2d6) fire damage, is pushed up to 15 feet away from the dawnfly in a direction following the cone, and is knocked prone. On a success, a creature takes half the damage and isn't pushed or knocked prone.

Snatch and Drop (Costs 3 Actions). The dawnfly flies up to half its flying speed, making one Tail attack at a creature within its reach along the way. If the attack hits, the creature is grappled and carried with the dawnfly, which immediately drops the creature at the end of the movement. The creature takes falling damage, as normal.

DESOLATION NYMPH

Large Beast, Unaligned

Armor Class 13 (natural armor)

Hit Points 68 (8d10 + 24)

Speed 30 ft., burrow 15 ft., climb 15 ft., swim 30 ft.

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

Skills Perception +3, Stealth +4

Senses tremorsense 30 ft., passive Perception 13

Languages —

Challenge 2 (450 XP) **Proficiency Bonus** +2

Limited Amphibiousness. The desolation nymph can breathe air and water, but it needs to be submerged at least once every 4 hours to avoid suffocating.

Shifting Camouflage. The desolation nymph's carapace adapts to its current surroundings. The nymph has advantage on Dexterity (Stealth) checks made to hide in nonmagical, natural terrain.

ACTIONS

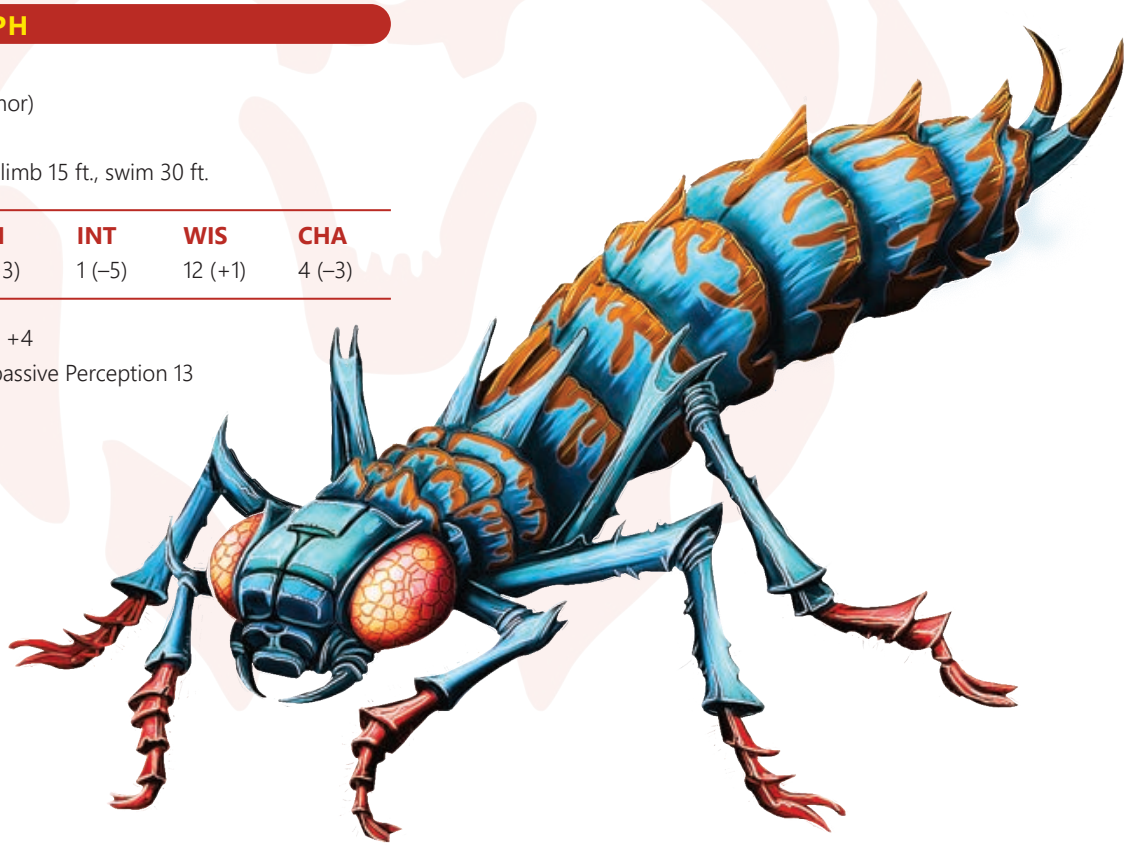
Hinged Maw. *Melee Weapon Attack:* +5 to hit, reach 15 ft., one creature. *Hit:* 14 (2d10 + 3) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 13) and pulled to within 5 feet of the nymph. Until this grapple ends, the target is restrained, and the desolation nymph can't use its Hinged Maw on another target.

Swallow. The desolation nymph makes one Hinged Maw attack against a Medium or smaller target it is grappling. If the attack hits, the target is also swallowed, and the grapple ends. While swallowed, the target is blinded and restrained, it has total cover against attacks and other effects outside the nymph, and it takes 7 (2d6) acid damage at the start of each of the nymph's turns. The nymph can have only one creature swallowed at a time.

If the desolation nymph dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

BONUS ACTIONS

Water Jet. The desolation nymph takes the Disengage action, and each creature within 5 feet of the nymph must succeed a DC 13 Dexterity saving throw or be blinded until the end of its next turn.



Ramnath Nanthakumar (Order - 375303305)

Death Worm

A large red worm pops out of the dirt nearby, crackling with energy.

Death worms are found in high-altitude deserts and scrublands where they can be a deadly hazard to the unwary.

The Worm Electric. Death worms gather lightning within their bodies and discharge it to kill foes. This discharge is especially deadly when death worms gather in squirms. Death worms are attracted to the miniscule bits of lightning contained in living creatures, and a living creature simply walking through a region containing death worms on a particularly dry day is often enough to attract a worm attack. The first sign of the worms' presence is small, random arcs of lightning skittering across the surface of the ground. Wise travelers quickly leave the area.

Mysterious Origins. Some scholars suggest the death worm is the larval form of the behir, but none have found proof. However, death worms separated from their kind may grow to immense sizes.

From the Gods. Humanoids living near death worms treat them with respect and, in some cases, even mystical reverence. To them, the worms are the messengers of the gods, and surviving for days in regions filled with the creatures is often a mark of adulthood.

Alchemical Uses. Many seek out death worms for alchemical research, using their poison or conductive flesh for lucid-dreaming elixirs, deadly poisons, and various lightning-based spell components. Locals also use death worm venom as a food preservative, especially in the fermentation of animal's milk and vegetables, allowing for increased food stores through the harshest seasons.



DEATH WORM

Small Monstrosity, Unaligned

Armor Class 13 (natural armor)

Hit Points 44 (8d6 + 16)

Speed 20 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	15 (+2)	14 (+2)	1 (–5)	11 (+0)	3 (–4)

Damage Immunities lightning

Senses tremorsense 60 ft., passive Perception 10

Languages —

Challenge 1 (200 XP) **Proficiency Bonus** +2

Detect Life. The death worm can sense the general direction of creatures that aren't Constructs or Undead within 1 mile of it.

Discharge. When a creature ends its turn within 5 feet of a death worm, the creature takes 2 (1d4) lightning damage.

Dreaming Venom. The death worm's poison influences the dreams of those poisoned by it. A creature that succumbs to this poison has disadvantage on Wisdom saving throws and suffers strange dreams. Every 24 hours that elapse, it must repeat the saving throw, reducing its hp maximum by 2 (1d4) on a failure. The poison is neutralized on a success. The target dies if *dreaming venom* reduces its hp maximum to 0. This reduction lasts until the poison is neutralized.

Lightning Arc. When a creature starts its turn within 15 feet of at least two death worms, the creature must succeed on a DC 14 Dexterity saving throw or take 5 (2d4) lightning damage. The creature has disadvantage on the saving throw if it is within 15 feet of three or more death worms.

Regeneration. The death worm regains 3 hp at the start of its turn if it has at least 1 hp.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage plus 2 (1d4) lightning damage and 4 (1d8) poison damage, and the target must succeed on a DC 12 Constitution saving throw or succumb to the worm's venom (see the Dreaming Venom trait).

Spit Poison. *Ranged Weapon Attack:* +4 to hit, range 15/30 ft., one creature. *Hit:* 9 (2d8) poison damage, and the target must succeed on a DC 12 Constitution saving throw or succumb to the worm's venom (see the Dreaming Venom trait).

Ramnath Nanthakumar (Order #37530305)

Demon, Balbazu

This cat-sized, wriggling, leech-like creature has red, glowing eyes, and hundreds of tiny legs run along the underside of its slimy body.

When fiendish portals to the demon realms open in freshwater rivers or lakes, they corrupt the water and alter the creatures within it. One such creature is the balbazu, a parasitic fiend that attaches to creatures in the water and drains them of their blood. Some balbazu live in demonic waterways in distant planes.

Alchemist's Delight. Alchemists and healers prize balbazu for the numbing agent they secrete when they bite, which makes an effective anesthetic. Rumors abound that a few alchemists have even transformed the substance into a paralytic poison.

Demonic Delicacy. More powerful fiends consider balbazu a delicacy, harvesting the creatures, draining them of the mortal blood they store, then releasing them back through a portal to feed again. In battles near water, fiends pluck balbazu and drink their blood as a restorative.

Hidden Parasite. Balbazu are invisible in the water, and their bites secrete an anesthetic agent. Several of them often feed on a group of creatures wading through the water; their painless bite allows them to drink their fill then detach, leaving their victims none the wiser. Balbazu are not brave creatures, and while they are as unpleasant as most demons, their goal is to feed. When they feel they have the advantage, they may gang up on a foe, bleeding their prey to death before the victim's companions know anything is wrong.

BALBAZU

Tiny Fiend (Demon), Chaotic Evil

Armor Class 13

Hit Points 36 (8d6 + 8)

Speed 10 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
3 (–4)	16 (+3)	13 (+1)	5 (–3)	11 (+0)	7 (–2)

Skills Stealth +5

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

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands Abyssal but can't speak

Challenge 2 (450 XP) **Proficiency Bonus** +2

Aquatic Invisibility. The balbazu is invisible while fully immersed in water.

Blood Reservoir. The balbazu stores drained blood within itself. Each time it causes blood loss to a creature, the balbazu's Blood Reservoir increases by an amount equal to the hp of blood it drained from the creature.

Demon Food. A demon within 5 feet of the balbazu and that isn't another balbazu can use a bonus action to reduce the Blood Reservoir by up to 10, regaining hp equal to that amount as it drinks blood from the reservoir.

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

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6 + 3) piercing damage, and the balbazu attaches to the target. While attached, the balbazu doesn't attack. Instead, at the start of each of the balbazu's turns, the target loses 10 (2d6 + 3) hp from blood loss. When the balbazu first attaches to the target and each time the target loses hp from blood loss, the target must succeed on a DC 11 Constitution saving throw or be unaware of the attack (and the balbazu if it is invisible). The target is still aware of the hp loss, but it feels no pain from the attack. On a success, the target is aware of the attack and the balbazu and doesn't need to continue making this saving throw while the balbazu remains attached to it.

The balbazu regains hp equal to half the hp of blood it drains. The balbazu can detach itself by spending 5 feet of its movement. A creature that is aware of the balbazu, including the target, can use its action to detach the balbazu.



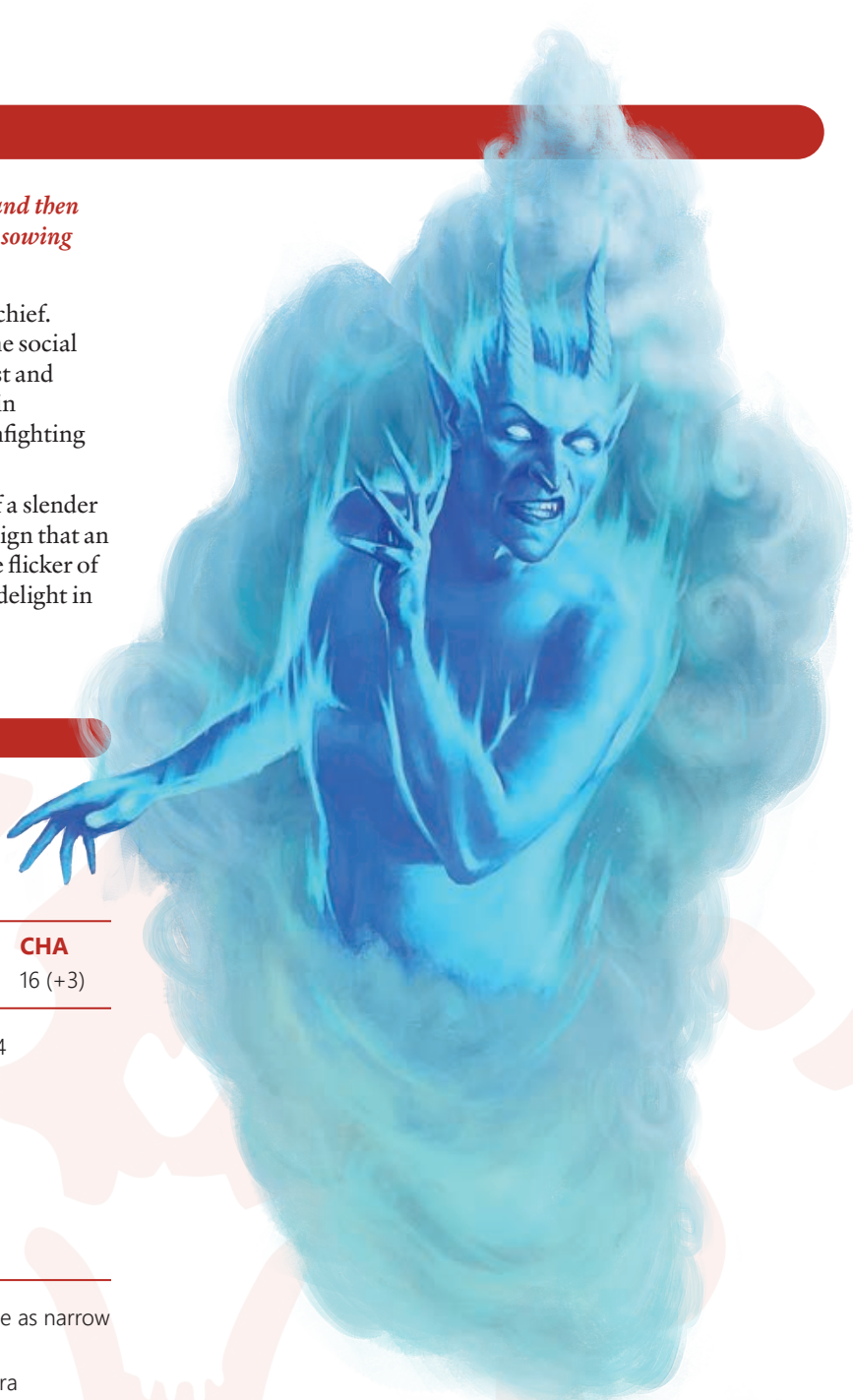
Ramnath Nanthakumar (Order - 375303305)

Demon, Inciter

A humanoid wisp of flame and smoke briefly appears and then vanishes again. It slips through the gathered assembly, sowing discord and inspiring violence with its hissing words.

Inciter demons are the embodiment of malicious mischief. They are wicked fiends whose only love is to disrupt the social ties between other creatures. Their whispers spoil trust and goodwill, and domineering mages employ them to ruin important alliances and turn former friends toward infighting and hostility.

Flame Form. An inciter demon's true form is that of a slender humanoid figure of cold flames and smoke. The only sign that an inciter is to blame for a breakdown in diplomacy is the flicker of fire that appears before they vanish, as they retreat to delight in what they have wrought.



INCITER

Medium Fiend, Chaotic Evil

Armor Class 13 (natural armor)
Hit Points 27 (5d8 + 5)
Speed 30 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	11 (+0)	12 (+1)	16 (+3)

Skills Deception +7, Insight +3, Persuasion +7, Stealth +4
Damage Resistances cold, fire, lightning
Damage Immunities poison
Damage Immunities poisoned
Senses darkvision 60 ft., passive Perception 11
Languages Abyssal, Common
Challenge 1 (200 XP) **Proficiency Bonus** +2

Amorphous. The inciter demon can move through a space as narrow as 1 inch wide without squeezing.

Aura of Distrust. The inciter demon radiates a psychic aura that causes creatures to doubt the intentions of their friends. Each creature within 30 feet of the inciter that isn't a Fiend has disadvantage on Wisdom (Insight) checks. When a creature enters the aura's area for the first time on a turn or starts its turn there, that creature must make a DC 13 Charisma saving throw. On a failure, any spell cast by the creature can't affect allies or friendly creatures, including spells already in effect, such as *bless*, while it remains in the aura. In addition, the creature can't use the Help action or accept assistance from a friendly creature, including assistance from spells, such as *bless* or *cure wounds*, while it remains in the aura.

Actions

Multiattack. The inciter demon makes two Claw attacks.

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

Inspire Violence (Recharge 5–6). The inciter demon whispers to a creature within 5 feet of it that can hear it, stoking paranoia and hatred. The creature must succeed on a DC 13 Charisma saving throw or it uses its next action to make one attack against a creature that both the target and the inciter demon can see. A creature immune to being charmed isn't affected by the inciter demon's Inspire Violence.

Bonus Actions

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

Ramnath Nanthakumar (Order #37530305)

Demon, Kogukhpak



Tusks jut from the jaw of this massive albino toad, and small, spiky horns rise from above its demonic eyes.

Kogukhpak demons are massive toad-like creatures with mammoth tusks and a bottomless cauldron of untamed flame deep within their bellies. They are typically found in colder climes, which helps keep the raging fires within in check. They inhabit deep caverns to avoid the sun and visit the surface only at night to hunt.

Enemy of the Light. In the cold, far north, the nights are long and winter nearly interminable. This allows the kogukhpak to hunt and kill at its leisure, rarely having to fear its only true weakness: sunlight. During the summer, when daylight rarely ceases, the fiend remains underground.

Voracious Killer. The kogukhpak is a scourge to all it encounters. The fiend will attack and devour anyone or anything it comes across while hunting, to fuel the incessant fires within it. A koguhkpak eats everything, leaving little trace except blood and signs of struggle, with occasionally ashes or burnt grasses. Remnants of a settlement destroyed by a seemingly sourceless flame are a sure sign of a kogukhpak.

KOGUKHPAK

Huge Fiend (Demon), Chaotic Evil

Armor Class 17 (natural armor)

Hit Points 262 (21d12 + 126)

Speed 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	11 (+0)	23 (+6)	8 (–1)	16 (+3)	20 (+5)

Saving Throws Str +16, Con +12, Wis +9, Cha +11

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

Damage Immunities cold, fire, poison

Condition Immunities poisoned

Senses truesight 120 ft., passive Perception 13

Languages understand Abyssal but can't speak

Challenge 18 (20,000 XP) **Proficiency Bonus** +6

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

Standing Leap. The kogukhpak's long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

Sunlight Hypersensitivity. The kogukhpak takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

ACTIONS

Multiattack. The kogukhpak makes one Bite attack and two Gore attacks, or it makes three Spit Fire attacks.

Bite. *Melee Weapon Attack:* +16 to hit, reach 5 ft., one target. *Hit:* 19 (2d8 + 10) bludgeoning damage plus 9 (2d8) fire damage, and the target is grappled (escape DC 18). Until this grapple ends, the target is restrained, the kogukhpak can automatically hit the target with its Bite, and the kogukhpak can't make Bite attacks against other targets.

Gore. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 37 (5d10 + 10) piercing damage.

Spit Fire. *Ranged Spell Attack:* +11 to hit, range 120 ft., one target. *Hit:* 32 (6d8 + 5) fire damage.

Devastating Leap (Recharge 6). The kogukhpak leaps up to 30 feet and lands on its feet in a space it can see. Each creature in the space or within 5 feet of the kogukhpak when it lands must make a DC 20 Strength saving throw. On a failure, a creature takes 72 (16d8) bludgeoning damage and is knocked prone. On a success, a creature takes half the damage, isn't knocked prone, and, if it is in the kogukhpak's space, can choose to be pushed 5 feet back or to the side of the kogukhpak. A creature in the kogukhpak's space that chooses not to be pushed suffers the consequences of a failed saving throw.

Fire Breath (Recharge 6). The kogukhpak exhales fire in a 90-foot cone. Each creature in that area must make a DC 20 Dexterity saving throw, taking 70 (20d6) fire damage on a failed save, or half as much damage on a successful one.

Ramnath Nanthakumar (Order #375303805)

Demon, Leech



Hundreds of leeches cling to and crawl around this serpentine creature, which has a toothy maw filling most of its face. It raises two tentacles, revealing similar toothy maws lining each tentacle.

Leech demons prefer to spend their time on the Material Plane, where their unsettling appearance draws more of a reaction and where they can better inflict suffering. They especially enjoy infesting their victims' bodies with leeches, which burst forth from the corpses to wreck havoc on the victims' loved ones.

Implements of Swampland Revenge. Rumors proliferate about rituals to summon leech demons to right a grievous wrong. The demons gleefully wreak vengeance on their targets and try to ensure their summoners witness the gruesome deaths. The stories fail to disclose the demons demand a price from their callers, usually paid by the life of someone dear to them. Only the most desperate benefit from calling leech demons for retribution, as they often have no problem offering themselves up as payment when the demons complete their deeds.

Leech Demon

Large Fiend (Demon), Chaotic Evil

Armor Class 17 (natural armor)

Hit Points 147 (14d10 + 70)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	21 (+5)	11 (+0)	12 (+1)	7 (–2)

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

Damage Immunities acid, poison

Condition Immunities poisoned, prone

Senses darkvision 90 ft., passive Perception 11

Languages Abyssal, telepathy 120 ft.

Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Amphibious. The leech demon can breathe air and water.

Blood Sense. The leech demon can pinpoint, by scent, the location of creatures that aren't Constructs or Undead within 30 feet of it.

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

Actions

Multiattack. The leech demon makes one Bite attack and two Tentacle Bite attacks, or it makes two Bite attacks.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 14 (3d6 + 4) piercing damage plus 9 (2d8) necrotic damage.

Tentacle Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage and 4 (1d8) necrotic damage, and the leech demon can attach its tentacle to the target. The demon has two tentacles, each of which can attach to only one target. While a tentacle is attached, the demon can't use that tentacle to make Tentacle Bite attacks, the target is restrained, and the demon doesn't attack with the tentacle. Instead, at the start of each of the demon's turns, each creature with a tentacle attached to it loses 11 (2d6 + 4) hp due to blood loss, and the demon gains temporary hp equal to that amount. The demon can add temporary hp gained from this attack together and can add it to temporary hp gained from Release Swarm. The demon's temporary hp can't exceed half its hp maximum.

The leech demon can detach one or both tentacles as a bonus action. A creature, including the target, can use its action to detach the demon's tentacle by succeeding on a DC 17 Strength check.

Release Swarm (Recharge 5–6). The leech demon shakes loose dozens of leeches, creating a leech swarm (see *Tome of Beasts 2* or use a swarm of poisonous snakes). The swarm acts as an ally of the leech demon and obeys its spoken commands. The swarm remains for 1 minute, until the leech demon dies, or until the demon dismisses it as a bonus action. If the leech demon is within 5 feet of the swarm, it can use its action to consume the swarm, gaining temporary hp equal to the swarm's current hp. It can add temporary hp gained in this way with temporary hp gained from its Tentacle Bite attack. The demon's temporary hp can't exceed half its hp maximum. The demon can have only one swarm active at one time.

Ramnath Nanthakumar (Order #37530305)

Demon, Maha

This emaciated creature with long, stringy black hair, milky white eyes, and pale blue skin squats in the snow. Its face is split in an almost too-wide grin.

Mahas are demons of the cold north, reveling in the snowy wastes but never far from civilization, which holds their preferred food source: humanoids.

Laughing Nightmares. Maha demons are always seen smiling, laughing, or giggling. They spread their malevolent hilarity wherever they go by tickling their victims with their claws, all the while tearing into flesh. The victims' bodies are said to retain that same grotesque and eternal smile on their cold and rigid faces.

Sustained by Torment. The ongoing torment mahas create sustains them. A maha will try to unsettle victims long before confronting them. By manipulating the environment and creating baffling and frightening conditions, the demon seeks to slowly build a feeling of terror. A maha often ambushes single travelers or picks off stragglers, separating them from their companions and building terror on multiple fronts.

Not so Bright. According to legends, maha demons are not terribly intelligent. Stories abound of travelers escaping mahas by tricking the demons into following false footsteps in the snow, attacking cloaked snow sculptures, or ambushing an empty campsite. Such deceptions often result in the loss of equipment or a reliable pack mule, but it is preferable to contending with the maha directly.

MAHA

Medium Fiend (Demon), Chaotic Evil

Armor Class 15
Hit Points 178 (21d8 + 84)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	21 (+5)	18 (+4)	7 (–2)	16 (+3)	12 (+1)

Saving Throws Str +8, Dex +9, Con +8, Wis +7
Damage Resistances fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities cold, poison
Condition Immunities poisoned
Senses truesight 120 ft., passive Perception 13
Languages Abyssal, telepathy 120 ft.
Challenge 12 (8,400 XP) **Proficiency Bonus** +4

Frozen Aura. When a creature enters a space within 30 feet of the maha or starts its turn there, that creature must succeed on a DC 17 Constitution saving throw or have its speed reduced by 10 feet until it starts its turn outside the aura.

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

Snow Camouflage. The maha has advantage on Dexterity (Stealth) made to hide in snowy or icy terrain.

Actions

Multiattack. The maha makes three Claw attacks. If the maha hits one creature with two Claw attacks, the target must succeed on a DC 17 Wisdom saving throw or chuckle until the end of its next turn. While chuckling, a creature can't speak coherently, can't cast spells with verbal components, and has disadvantage on attack rolls with weapons that use Strength or Dexterity.

Claw. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 14 (3d6 + 4) piercing damage plus 9 (2d8) cold damage.

Deadly Laughter (Recharge 5–6). The maha chuckles, giggles, and chortles at nearby creatures. Each creature within 30 feet of the maha must make a DC 17 Wisdom saving throw. On a failure, a creature takes 42 (12d6) psychic damage, drops whatever it is holding, and laughs for 1 minute. On a success, a creature takes half the damage and doesn't drop whatever it is holding or laugh. While laughing, a creature is incapacitated, can't speak coherently, and takes 7 (2d6) psychic damage at the start of each of its turns. A laughing 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 dies while laughing, its face turns pale blue and displays a wide grin.



Ramnath Nanthakumar (Order - 375303805)

Demon, Vetala

This shadowy figure has eyes like two cinders and loose, flowing hair that seems buffeted by a gentle breeze. Its chest cavity burns with hellish light, and its hands end in wicked claws.

Vetala lurk in graveyards and battlefields, where they claim corpses to serve as minions. Capricious and vain, vetala demons occasionally make bargains to protect nearby villages, requiring villagers to provide regular sacrificial goods, while the demon keeps the corpses of any killed. These bargains state the vetala may claim the residents if the village fails to meet its obligations.

Celebrators of the Necropolis. Vetala are strangely vain about their occupied graveyards, wanting the graveyards to be decorated with strings of flowers, treats, and votive offerings. They never claim these objects themselves, but they viciously attack anyone attempting to steal the items. This vanity extends to the demon's minions, which stop decaying while controlled and eventually appear less decayed.

VETALA

Medium Fiend (Demon), Chaotic Evil

Armor Class 15

Hit Points 114 (12d8 + 60)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	20 (+5)	14 (+2)	16 (+3)	17 (+3)

Saving Throws Dex +8, Wis +6

Skills Insight +6, Perception +6, Stealth +8

Damage Vulnerabilities radiant

Damage Resistances cold, fire, lightning

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 60 ft., passive Perception 16

Languages Abyssal, Common, telepathy 120 ft.

Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Corpse Stride. Once on its turn, the vetala can use 10 feet of its movement to step magically into one corpse or Undead within its reach and emerge from a second corpse or Undead within 60 feet of the first, appearing in an unoccupied space within 5 feet of the second corpse or Undead.

Graveyard Walker. Difficult terrain composed of tombstones, grave dirt, corpses, or other objects or features common to graveyards and necropolises doesn't cost the vetala extra movement, and the vetala can move through graveyard objects and structures, such as sarcophaguses and mausoleums, as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

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

Master of Undeath. A Humanoid killed by the vetala or an Undead under its control rises 1 minute later as a skeleton or zombie (the vetala's choice), unless the Humanoid is restored to life or its body is destroyed. The vetala can have no more than 20 total skeletons and zombies under its control at one time.

Shepherd of Death. When an Undead under the vetala's control hits with any weapon, the weapon deals an extra 4 (1d8) necrotic damage.

ACTIONS

Multiattack. The vetala makes two Claw attacks.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage plus 9 (2d8) necrotic damage.

Raise Corpse. One Humanoid corpse the vetala can see within 30 feet of it rises as a skeleton or zombie (the vetala's choice) under the vetala's control.

BONUS ACTIONS

Command Corpse. The vetala commands one Undead under its control that it can see to make one weapon attack as a reaction. If it does so, the Undead has advantage on the attack roll.

REACTIONS

Corpse Detonation. When an Undead under the vetala'a control is reduced to 0 hp, the vetala can force it to explode. Each creature that isn't an Undead or the vetala within 5 feet of the exploding Undead must make a DC 15 Dexterity saving throw, taking 10 (3d6) bludgeoning (if zombie) or slashing (if skeleton) damage and 5 (2d4) poison damage on a failed save, or half as much damage on a successful one.



Ramnath Nanthakumar (Order #37530305)

Derro, Planewarped

A cloud of noxious, green vapors wafting from cracks in this dwarf's ashen skin. One hand clutches a wicked blade, while the other is a monstrous, crab-like claw.

The demented nature of the derro often leads them on wild journeys. Some journey farther than others, finding ways to slip into chaotic and evil planes of existence or jaunt into distant, alien realms. Most never return, but those that do are changed by their experiences. The darkness that lurks in the hearts of derro becomes a transformative power, causing perverse metamorphoses of the flesh and stoking an unholy lust for power.

Grim Transfiguration. The longer a creature from the Material Plane navigates the darker planes of existence or the depths of the Void, the more likely it is to fall prey to insidious, magical corruption. The derro, already tormented creatures, are more vulnerable to such transformative corruption but also more likely to survive it. These derro are collectively known as "planewarped."

Walkers of the Abyss. Transformed by the primordial and erratic evil where demons are spawned, abysswalkers are the most erratic in form. They can sport a variety of corrupted shapes, and no two look exactly alike. They are often driven by mad ambitions to reveal the unseen and transcend mortality. They are found both serving and served by demons, often seeking no less than the toppling of universal order.

Infernal Sojourners. On rare occasions, a derro travels to Hell. Rarer still, the derro's chaotic mind is enraptured with the plane's philosophy of order and dominion. The journey becomes a crucible in which the derro's mind is forged into a much more rigorous instrument, if no less insane for it. A hellforged derro still suffers insanity, but it is the insanity of a rigid mind. Such derro seek total control over every aspect of what goes on around them, an impossible task that these derro take to with fervent vigor.

Demented Void Travelers. Some far-wandering derro seek out the darkness of the Void, traveling deep into the black reaches between the stars and returning alive but not unchanged. Having seen the awesome terror that exists there, a voidwarped derro has opened its heart to embrace this vision. Voidwarped derro frequently act as prophets or harbingers for the elder things that lurk in the Void, paving the way for their coming and the eventual unraveling of all things. Floating in a nimbus of writhing shadow, the voidwarped speaks its revelations to any within earshot, often with devastating effects on the mortal psyche.



Abysswalker Derro

Small Humanoid (Derro), Chaotic Evil

Armor Class 16 (breastplate)
Hit Points 112 (15d6 + 60)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	18 (+4)	10 (+0)	7 (–2)	17 (+3)

Saving Throws Str +3, Wis +1, Cha +6
Skills Perception +1, Stealth +7
Damage Resistances cold, fire, lightning
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 11
Languages Abyssal, Common, Dwarvish, Undercommon
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Insanity. The abysswalker has advantage on saving throws against being charmed or frightened.

Poisonous Vapors. When a creature enters a space within 5 feet of the abysswalker or starts its turn there, that creature must make a DC 15 Constitution saving throw. On a failure, the creature takes 13

Ramnath Nanthakumar (Order # 375303805)

(2d12) poison damage and is poisoned until the start of its next turn. On a success, the creature takes half the damage and isn't poisoned.

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

ACTIONS

Multiattack. The abysswalker makes one Bite attack, one Claw attack, and one Scimitar attack, or it makes one Bite attack and two Scimitar attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing and 5 (2d4) poison damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning, and the target is grappled (escape DC 15) if it is a Medium or smaller creature. Until this grapple ends, the target is restrained, and the abysswalker can't make Claw attacks against other targets.

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

HELLFORGED DERRO

Small Humanoid (Derro), Lawful Evil

Armor Class 16 (breastplate)

Hit Points 112 (15d6 + 60)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	18 (+4)	11 (+0)	7 (–2)	15 (+2)

Saving Throws Con +7, Dex +5, Cha +5

Skills Perception +1, Stealth +5

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

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Common, Dwarvish, Infernal, Undercommon

Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Insanity. The hellforged has advantage on saving throws against being charmed or frightened.

Hellfire Weapons. The hellforged's weapon attacks are magical. When the hellforged hits with any weapon, the weapon deals an extra 2d6 fire damage (included in the attack).

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

ACTIONS

Multiattack. The hellforged makes three Battleaxe or Hurl Hellfire attacks.

Battleaxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands, plus 7 (2d6) fire damage.

Hurl Hellfire. *Ranged Spell Attack:* +5 to hit, range 120 ft., one target. *Hit:* 12 (3d6 + 2) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns.

REACTIONS

Voice of Authority (Recharge 5–6). When a creature hits the hellforged with an attack, the hellforged shrieks a one-word command. The attacker must succeed on a DC 15 Wisdom saving throw or carry out this command on its next turn. This reaction works like the *command* spell, except the attacker doesn't have to understand the hellforged's language. The hellforged must see the attacker and be able to speak to use this reaction.

VOIDWARPED DERRO

Small Humanoid (Derro), Neutral Evil

Armor Class 14

Hit Points 120 (16d6 + 64)

Speed 25 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
8 (–1)	18 (+4)	18 (+4)	13 (+1)	5 (–3)	17 (+3)

Saving Throws Dex +7, Int +4, Cha +6

Skills Deception +6, Perception +0, Persuasion +6, Stealth +7

Damage Resistances force, psychic; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold

Senses darkvision 120 ft., passive Perception 10

Languages Common, Dwarvish, Undercommon, Void Speech

Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Insanity. The voidwarped has advantage on saving throws against being charmed or frightened.

Mortal Void Traveler. The voidwarped doesn't require air or ambient pressure.

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

Void-Touched Weapons. The voidwarped's weapon attacks are magical. When the voidwarped hits with any weapon, the weapon deals an extra 1d6 cold damage and 1d6 force damage (included in the attack).

ACTIONS

Multiattack. The voidwarped makes two Shortsword attacks and one Void Tendril attack.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus 3 (1d6) cold damage and 3 (1d6) force damage.

Void Tendril. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 7 (2d6) bludgeoning damage plus 3 (1d6) cold damage and 3 (1d6) force damage. The target must succeed on a DC 15 Constitution saving throw or its hp maximum is reduced by the amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hp maximum to 0.

Void Speech Rant (Recharge 5–6). The voidwarped spews a tirade of Void Speech. Each creature within 40 feet of it that can hear the tirade must make a DC 15 Wisdom saving throw. On a failure, a creature takes 27 (5d10) psychic damage and is incapacitated until the end of its next turn. On a success, a creature takes half the damage and isn't incapacitated.

Ramnath Nanthakumar (Order #37530305)

Desert Slime

The sand suddenly moved beneath the travelers, tendrils of sand reaching up to pull them to the ground.

Desert slimes were first created by a druidic oozemaster who had long been frustrated at the dawdling pace of his creations. While traveling the wastes, he learned to infuse the desert wind into a sandy ooze, thereby solving his dilemma.

Slumbering Sands. Most desert slimes rest in sandy locales, awaking only when creatures blunder upon them. The slime quickly clings to its prey's feet and legs then pulls it to the ground, where the slime can better consume it. This hunting method leaves an indelible memory for anyone who witnesses a companion's death.

Shifting Sands. Imbued with a touch of elemental wind, desert slimes can display bursts of speed to catch up to fleeing prey or escape dangerous foes. While such bursts are taxing for the slime, they often prove fruitful, as few suspect plodding sand to suddenly catch up to them.

DESERT SLIME

Large Ooze, Unaligned

Armor Class 8

Hit Points 75 (10d10 + 20)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	6 (–2)	14 (+2)	2 (–4)	10 (+0)	1 (–5)

Damage Immunities acid, fire

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10

Languages —

Challenge 3 (700 XP) **Proficiency Bonus** +2

Amorphous. The desert slime can move through a space as narrow as 1 inch wide without squeezing.

False Appearance. While the desert slime remains motionless, it is indistinguishable from ordinary sand.

Ooze Nature. The desert slime doesn't require sleep.

Sandy Ooze. The desert slime can occupy another creature's space and vice versa. Its space is difficult terrain for creatures traveling through it.

Actions

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage plus 10 (3d6) acid damage.

Mire. One creature in the slime's space must make a DC 13 Dexterity saving throw. If a creature fails the saving throw by 5 or more, it is restrained and knocked prone. Otherwise, a creature that fails the save is restrained, and the slime steadily creeps up the creature, dissolving and consuming its flesh. The restrained creature must repeat the saving throw at the end of each of turns, being pulled prone on a failure. A restrained creature takes 10 (3d6) acid damage at the start of each of the slime's turns. If the restrained creature is also prone, it is unable to breathe or cast spells with verbal components. The slime can have only one creature mired at a time, and a mired creature moves with the slime when it moves.

A creature, including a restrained target, can take its action to pull the restrained creature out of the slime by succeeding on a DC 13 Strength check. The creature making the attempt takes 10 (3d6) acid damage.

Bonus Actions

Surging Sands (Recharge 4–6). The desert slime takes the Dash action.



Ramnath Nanthakumar (Order : 375303805)

Despair and Anger

The armored entity with two faces shifts from a face of sadness to a face of rage and releases a devastating wave of fire.

Despair and anger are two fallen celestials, corrupted and fused together by a demon lord. They share a tarnished, silver breastplate, welded around their grafted torsos.

Alternating Aspects. Despair and anger are two independent personalities, alternatively taking control of their conjoined body. When one awakes, its half of the body animates, eyes glowing as it turns to face its opponents. Meanwhile, its other half falls into a torpor, carried around by the dominant half until it awakens again.



DESPAIR AND ANGER

Large Celestial, Neutral Evil

Armor Class 16 (breastplate)

Hit Points 161 (17d10 + 68)

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

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	18 (+4)	10 (+0)	16 (+3)	19 (+4)

Saving Throws Wis +7, Cha +8

Skills Athletics +8, Perception +7

Damage Resistances necrotic, radiant

Condition Immunities blinded, charmed, frightened, prone, stunned

Senses truesight 60 ft., passive Perception 17

Languages all, telepathy 120 ft.

Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Consumed by Rage (Anger Only). Despair and anger has advantage on Strength (Athletics) checks.

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

Ruled by Sorrow (Despair Only). Despair and anger has advantage on saving throws against being charmed and frightened.

Actions

Multiattack. Despair and anger makes three Blazing Fist or Shadow Tendril attacks, or it makes three Divine Bolt attacks.

Blazing Fist (Anger Only). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage plus 7 (2d6fire damage and 7 (2d6) radiant damage.

Shadow Tendril (Despair Only). *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage plus 7 (2d6) necrotic damage, and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained. Despair and anger has three shadow tendrils, each of which can grapple only one target. At the start of each of despair and anger's turns, each creature grappled by it takes 7 (2d6) necrotic damage, and despair and anger regains hp equal to half the total necrotic damage dealt.

Divine Bolt. *Ranged Spell Attack:* +8 to hit, range 120 ft., one target. *Hit:* 22 (4d8 + 4) necrotic damage (if despair is active) or radiant damage (if anger is active).

Burning Rage (Anger Only, Recharge 5–6). Despair and anger releases a burst of burning anger. Each creature within 30 feet of it must make a DC 16 Dexterity saving throw, taking 21 (6d6) fire damage and 21 (6d6) radiant damage on a failed save, or half as much damage on a successful one.

Despairing Rejection (Despair Only, Recharge 4–6). Despair and anger assaults the minds of up to three creatures it can see within 30 feet of it with cold despair. Each target must make a DC 16 Wisdom saving throw. On a failure, a creature takes 17 (5d6) cold damage and 17 (5d6) psychic damage and must use its reaction to move its full speed away from despair and anger by the safest available route, unless there is nowhere to move. This movement doesn't provoke opportunity attacks. On a success, a creature takes half the damage and doesn't move away from despair and anger.

Bonus Actions

Change Aspect. Despair and anger changes which aspect is in control. It can have only one aspect active at a time. A creature grappled by the despair aspect is no longer grappled if anger becomes the aspect in control.

Ramnath Nanthakumar (Order #37530305)

Devil, Arch-Devil, Iorvensiav

This serpentine fiend sprouts four pairs of limbs along her length, and horns of faceted ice adorn her dragon-like head. When moving, her scales scintillate in patterns of frostbite black, glacier blue, and snowy white. A glittering diamond point marks the end of her thrashing tail, and a spiked chain of frosty steel hangs from her clawed hands.

Iorvensiav, Lady of the Unforgiving Cold, is master of the frozen hells and queen of frigid deaths. In those infernal places where fires do not burn, the cold is so terrible it can set mortal bones and flesh ablaze.

Last of Her Kind. Even Iorvensiav no longer recalls her origins. Some in the hells whisper she was once a dragon, tortured and reshaped by her own request to become the frigid power she is today. Others say she is the last of a species that once roamed the frozen wildlands deep within various hellscapes, the others having long since turned to dust.

Cold and Calculating. Iorvensiav often holds herself aloof, watching from a distance and gauging the odds of her opportunities. She watches for any options that give her a firmer hold on her growing power in the hells. The chill she wears like a cloak is only a mask, however. Inside, the Lady of Unforgiving Cold is a raging inferno, capable of sudden violence when she is displeased.

Her Shiny Hoard. Similar to dragons, Iorvensiav keeps a hoard. Instead of coins, jewels, and other wealth, she gathers frozen souls to her lair. These souls are strewn throughout her mountain kingdom as frozen carvings, depicting how the creatures appeared in life.

Iorvensiav's Lair

A mountain of ice rises up from a hellish plain of frost. Within the mountain, at the center of a fiend-riddled labyrinth, a glimmering, cylindrical chamber of cyclopean proportions reaches from the mountain's depths to its peak. Iorvensiav resides in this chamber, hoarding souls as she grows in power.

Lair Actions

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

- ***Freezing Fog.*** Freezing fog rises up from the floor or pours out of the walls from a point Iorvensiav can see within 120 feet of her. Each hostile creature within 30 feet of that point must succeed on a DC 21 Constitution saving throw or its speed is halved, it takes a –2 penalty to AC and Dexterity saving throws, and it can't use reactions until the end of its next turn.
- ***Frigid Blast.*** A cold wind blasts down from the top of the lair. Each hostile creature within 60 feet of Iorvensiav must succeed on a DC 21 Strength saving throw or be knocked prone. Flying creatures have disadvantage on the saving throw and take falling damage if knocked prone, as normal.
- ***Ice Barrage.*** Magical shards of ice whirl violently around a point Iorvensiav can see within 120 feet of her. Each hostile creature within 20 feet of that point must make a DC 21 Dexterity saving throw, taking 10 (3d6) piercing damage and 10 (3d6) cold damage on a failed save, or half as much damage on a successful one.

Iorvensiav, Lady of the Unforgiving Cold

Gargantuan Fiend (Devil), Lawful Evil

Armor Class 21 (natural armor)

Hit Points 362 (25d20 + 100)

Speed 50 ft., climb 40 ft., fly 90 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	18 (+4)	19 (+4)	22 (+6)	20 (+5)	27 (+8)

Saving Throws Str +16, Dex +11, Con +11, Wis +12, Cha +15

Skills Perception +12, Stealth +11

Damage Resistances psychic; bludgeoning, piercing and slashing damage from nonmagical attacks not made with silvered weapons

Damage Immunities cold, fire, poison

Condition Immunities charmed, frightened, poisoned

Senses truesight 120 ft., passive Perception 22

Languages Draconic, Infernal, telepathy 120 ft.

Challenge 24 (62,000 XP) **Proficiency Bonus** +7

Amphibious. Iorvensiav can breathe air and water.

Death Throes. When Iorvensiav dies, she explodes, and each creature within 30 feet of her must make a DC 21 Constitution saving throw, taking 70 (20d6) cold damage on a failed save, or half as much damage on a successful one. The explosion freezes objects in the area that aren't being worn or carried, encapsulating them in ice.

Children of Iorvensiav

Throughout history, Iorvensiav has spread her influence amongst mortals. Those gifted with her power or bloodline produce descendants with fiendish traits. The skin of these tieflings is bluish-white like ice or blackish-purple like frostbite, and their horns are always crystalline, as if they were sculpted from ice. The tieflings may have patches of scales or be scaled from head to toe. To create a tiefling character from Iorvensiav's lineage, replace the base tiefling's Hellish Resistance and Infernal Legacy traits with the following traits:

Frozen Resistance. You have resistance to cold damage.

Iorvensiav's Legacy. You know the ***message*** cantrip. When you reach 3rd level, you can cast the ***hellish rebuke*** spell, dealing cold damage in place of fire damage, as a 2nd-level spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the ***alter self*** spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

Ramnath Nanthakumar (Order - 375303805)

IORVENSIAV IN MIDGARD

Iorvensiav rules a portion of the plane known as Efrizarr. Other arch-devils that share the realm with her regard her as an ally at best or competition at worst. Some view her as a pet who was let off its leash. The latter are the fiends Iorvensiav works hardest to bring down, crushing them beneath her machinations.

Freezing Weapons. Iorvensiav's weapon attacks are magical. When she hits with any weapon, the weapon deals an extra 2d6 cold damage (included in the attack).

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

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

ACTIONS

Multiattack. Iorvensiav makes one Bite attack and two Claw attacks. She can replace one Claw attack with a Freezing Chain attack.

Bite. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 20 (2d10 + 9) piercing damage and 7 (2d6) cold damage.

Claw. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 16 (2d6 + 9) slashing damage and 7 (2d6) cold damage.

Freezing Chain. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 16 (2d6 + 9) slashing damage plus 7 (2d6) cold damage, and the target is grappled (escape DC 21). Until this grapple ends, the target is restrained and takes 14 (4d6) cold damage at the start of each of its turns, and Iorvensiav can't make Freezing Chain attacks against other targets.

Tail. *Melee Weapon Attack:* +16 to hit, reach 20 ft., one target. *Hit:* 18 (2d8 + 9) slashing damage and 7 (2d6) cold damage. This attack ignores resistance to slashing damage, and if Iorvensiav rolls a 20 on the attack roll, she cuts off one of the target's heads. The target dies if it can't survive without the lost head. If the target doesn't have a head or can't be decapitated, it takes an extra 27 (6d6) slashing damage instead.

Thundering Ice Breath (Recharge 5–6). Iorvensiav exhales a booming, frigid spray in a 90-foot cone. Each creature in that area must make a DC 21 Constitution saving throw, taking 45 (8d10) cold damage and 45 (8d10) thunder damage on a failed save, or half as much damage on a successful one. A creature that fails the saving throw by 5 or more is stunned until the end of its next turn.

BONUS ACTIONS

Change Shape. Iorvensiav magically transforms into any Beast, Fiend, or Humanoid that is Huge or smaller or back into her true form. Her statistics, other than her size, are the same in each form. Any equipment she is wearing or carrying transforms with her or is borne by the new form (Iorvensiav's choice). She reverts to her true form if she dies.

LEGENDARY ACTIONS

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

Detect. Iorvensiav makes a Wisdom (Perception) check.

Tail Attack. Iorvensiav makes a tail attack.

Chilling Wings (Costs 2 Actions). Iorvensiav beats her wings, releasing a blast of icy wind. Each creature within 15 feet of her must succeed on a DC 21 Constitution saving throw or take 14 (4d6) cold damage and be stunned until the end of its next turn. Iorvensiav can then fly up to half her flying speed.



Ramnath Nanthakumar (Order #37530305)

Devil, Devilflame Juggler



A four-armed devil with hands for feet and a grinning face for a torso leaps to and fro, juggling balls of fire.

Insolent bards who die and end up in Hell become twisted caricatures of themselves called devilflame jugglers. Large but very nimble, these fiends bounce around on six hands attached to limbs that extend from a grinning, diabolical visage in its torso. From this torso, the creature belches orbs of hellfire fueled by the souls of entertainers who sold theirs for notoriety.

Bound by Absurd Law. Punished by eons-old infernal contracts, devilflame jugglers are victims in their own bodies, constantly on fire inside and compelled by contract to leap about for others' amusement. To cease moving spells disaster, as more powerful, and sadistic, devils descend upon it to force it back into capering and entertaining.

Gifts Among Princes. Devilflame jugglers serve as entertainers to demons, other devils, or efreeti on the Plane of Fire, and popular ones are given as gifts. While performing, they are often ordered to distract their hosts to free up other devilish spies for diabolical plots.

DEVILFLAME JUGGLER

Large Fiend (Devil), Lawful Evil

Armor Class 18 (natural armor)

Hit Points 178 (17d10 + 85)

Speed 40 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	21 (+5)	20 (+5)	13 (+1)	14 (+2)	19 (+4)

Saving Throws Int +6, Wis +7, Cha +9

Skills Acrobatics +10, Performance +9, Sleight of Hand +10

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

Damage Immunities fire, poison

Condition Immunities exhaustion, poisoned

Senses darkvision 120 ft., passive Perception 12

Languages Infernal, telepathy 120 ft.

Challenge 13 (10,000 XP) **Proficiency Bonus** +5

Devil's Sight. Magical darkness doesn't impede the juggler's darkvision.

Dizzying Movement. If the juggler moves at least 15 feet on a turn, each creature that can see the movement must succeed on a DC 18 Constitution saving throw or be poisoned until the end of its next turn.

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

Standing Leap. The juggler's long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

Actions

Multiattack. The juggler makes three Deft Touch or Devilflame Sphere attacks. If the juggler hits one creature with two Deft Touch or two Devilflame Sphere attacks, the target must succeed on a DC 18 Wisdom saving throw or be frightened until the end of its next turn.

Deft Touch. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) slashing damage plus 9 (2d8) fire damage. Instead of dealing damage, the juggler can steal one item the target is wearing or carrying, provided the item weighs no more than 15 pounds and isn't wrapped around or firmly attached to the target, such as a shirt or belt.

Devilflame Sphere. *Ranged Spell Attack:* +9 to hit, range 120 ft., one target. *Hit:* 22 (4d8 + 4) fire damage.

Fiery Flourish (Recharge 5–6). The juggler tosses a ball of hellfire at a creature it can see within 90 feet of it. The target must make a DC 18 Dexterity saving throw, taking 45 (10d8) fire damage on a failed save, or half as much damage on a successful one. The ball then splits and bounces to up to four creatures within 30 feet of the target. Each of these creatures must make a DC 18 Dexterity saving throw, taking 22 (5d8) fire damage on a failed save, or half as much damage on a successful one. This fire ignites flammable objects that aren't being worn or carried and that are between each of the targets.

Bonus Actions

Nimble Leap. The juggler takes the Dash or Disengage action.

Reactions

Uncanny Dodge. The juggler halves the damage from an attack that hits it. The juggler must be able to see the attacker.

Ramnath Nanthakumar (Order - 375303805)

Devil, Infernal Tutor

This hunched, wizened creature's sallow skin is stretched tightly over its bones and covered in infernal script. Cunning and cruel eyes shine a little too brightly beneath a broad forehead adorned with small horns.



These despicable fiends pose as teachers and mentors, sometimes killing a known sage and taking their place. They willingly dole out wisdom to the worthy that seek their guidance, yet all the while, they lure their pupils into corruption. While all devils trade in souls, infernal tutors gain their greatest satisfaction in corrupting mortals who are seeking self-improvement. They revel in leading their ardent students into infernal mindsets under the guise of high-minded philosophies promoting the general good.

Mysterious Ascetics. Infernal tutors teach in remote and inaccessible places, such as forbidding mountaintops or atop lone mesas rising above the wilderness. They welcome those mortals willing to brave the distance in search of knowledge and wisdom, especially since such seekers leave behind their family, friends, and any others who could counteract the fiend's insidious teachings.

Calculating and Patient. Infernal tutors implement their schemes with vast and deliberate patience. Those that question or rebel against their teachings are simply released from their tutelage. The fiend often does so with a sad shake of the head, lamenting that the student simply is not ready for true understanding. Meanwhile, they mold their most ardent pupils into tools to spread tyranny under the guise of the greater good, the better to corrupt others when they return to civilization.

Age Brings Power. All infernal tutors are insidious, lurking evils. They craft and shape their plans carefully, knowing their power grows every time one of their students spreads the fiend's twisted teachings abroad in the world. The common, "lesser" fiends of this type are terrible enough. However, those that manage to spread corruption over centuries, refining their plots and gaining power every time one of those corrupted souls is damned, become even greater evils.

Lesser Infernal Tutor

Medium Fiend (Devil), Lawful Evil

Armor Class 15 (natural armor)

Hit Points 110 (17d8 + 34)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	15 (+2)	14 (+2)	17 (+3)	18 (+4)

Saving Throws Con +5, Int +5, Wis +6, Cha +7

Skills Deception +7, History +5, Persuasion +7, Religion +5

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

Damage Immunities fire, poison

Condition Immunities charmed, frightened, poisoned

Senses darkvision 120 ft, passive Perception 13

Languages Common, Infernal, telepathy 120 ft.

Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Devil's Sight. Magical darkness doesn't impede the infernal tutor's darkvision.

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

Weaken Resolve. The infernal tutor's speech is laced with subtle enchantments that make its words seem logical or profound, regardless of the actual words used. It has advantage on Charisma (Deception) and Charisma (Persuasion) checks against Humanoids. In addition, if the infernal tutor spends at least 1 minute conversing with a Humanoid, that creature has disadvantage on saving throws against the infernal tutor's Fiendish Tutelage and against enchantment spells the tutor casts.

Actions

Multiattack. The infernal tutor makes three Claw or Tutor's Baton attacks, or it makes one Claw attack and two Tutor's Baton attacks. It can replace one attack with a use of Spellcasting.

Ramnath Nanthakumar (Order - 375303805)

Claw (True Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage.

Tutor's Baton. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

Fiendish Tutelage (Recharge 5–6). The infernal tutor speaks fiendish teachings. Each creature within 15 feet of the tutor and that can hear it must make a DC 15 Charisma saving throw, taking 35 (10d6) psychic damage on a failed save, or half as much damage on a successful one.

Spellcasting. The infernal tutor casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 15):

At will: *bane*, *calm emotions*, *detect thoughts*

3/day each: *command*, *enthrall*, *suggestion*

1/day: *compulsion*

BONUS ACTIONS

Change Shape. The infernal tutor magically transforms into a Small or Medium Humanoid, or back into its true, fiendish form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

REACTIONS

Strength of Character. When the infernal tutor succeeds on an Intelligence, Wisdom, or Charisma saving throw, the tutor responds with a scathing magical insult if the source of the effect is a creature within 60 feet of the tutor. That creature must succeed on a DC 15 Wisdom saving throw or take 7 (2d6) psychic damage and have disadvantage on the next saving throw it makes against a spell cast by the infernal tutor.

INFERNAL TUTOR

Medium Fiend (Devil), Lawful Evil

Armor Class 17 (natural armor)

Hit Points 182 (28d8 + 56)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	15 (+2)	18 (+4)	20 (+5)	21 (+5)

Saving Throws Con +7, Int +9, Wis +10, Cha +10

Skills Deception +10, History +9, Insight +10, Persuasion +10, Religion +9

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

Damage Immunities fire, poison

Condition Immunities charmed, frightened, poisoned

Senses darkvision 120 ft., passive Perception 15

Languages all, telepathy 120 ft.

Challenge 13 (10,000 XP) **Proficiency Bonus** +5

Devil's Sight. Magical darkness doesn't impede the infernal tutor's darkvision.

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

Phrenic Weapons. The infernal tutor's weapon attacks are magical. When the tutor hits with any weapon, the weapon deals an extra 4d6 psychic damage (included in the attack).

Weaken Resolve. The infernal tutor's speech is laced with subtle enchantments that make its words seem logical or profound, regardless of the actual words used. It has advantage on Charisma (Deception) and Charisma (Persuasion) checks against Humanoids. In addition, if the infernal tutor spends at least 1 minute conversing with a Humanoid, that creature has disadvantage on saving throws against the infernal tutor's Fiendish Indoctrination and against enchantment spells the tutor casts.

ACTIONS

Multiattack. The infernal tutor makes three Claw or Tutor's Baton attacks, or it makes one Claw attack and two Tutor's Baton attacks. It can replace one attack with a use of Spellcasting.

Claw (True Form Only). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage plus 14 (4d6) psychic damage.

Tutor's Baton. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage plus 14 (4d6) psychic damage. Instead of dealing psychic damage, the infernal tutor can cause the target to become incapacitated until the end of the target's next turn.

Fiendish Indoctrination (Recharge 5–6). The infernal tutor speaks fiendish ideals couched in persuasive, scholarly language. Each creature within 30 feet of the tutor must make a DC 18 Charisma saving throw. On a failure, a creature takes 45 (13d6) psychic damage and is charmed for 1 minute. On a success, a creature takes half the damage and isn't charmed. A charmed creature isn't under the tutor's control, but it regards the tutor as a trusted friend, taking the tutor's requests or actions in the most favorable way it can. A charmed creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

A creature that fails the saving throw by 5 or more is charmed for 1 day instead. Such a creature can repeat the saving throw only when it suffers harm or receives a suicidal command, ending the effect on a success.

Spellcasting. The infernal tutor casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 18):

At will: *bane*, *calm emotions*, *command*, *detect thoughts*, *suggestion*

3/day each: *bestow curse*, *compulsion*, *enthrall*

1/day each: *geas*, *modify memory*

BONUS ACTIONS

Change Shape. The infernal tutor magically transforms into a Small or Medium Humanoid, or back into its true, fiendish form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

REACTIONS

Strength of Character. When the infernal tutor succeeds on a saving throw, the tutor responds with a scathing magical insult, if the source of the effect is a creature within 60 feet of the tutor. That creature must succeed on a DC 18 Wisdom saving throw or take 14 (4d6) psychic damage and have disadvantage on the next saving throw it makes against a spell cast by the infernal tutor.

Ramnath Nanthakumar (Order #375303805)

Devil, Maelstrom

Razor-sharp claws tip the long arms of this coralline fiend, and a crown of flowing water adorns its head. It raises a rusted trident in fury, and the wind rises into a tumultuous gale around it.

Maelstrom devils are fiends who largely dwell on the Material Plane. Unconcerned with the ever-shifting politics of Hell, they lair within dangerous shoals, war-torn waters, and remote shipping lanes. These devils are brute-force manipulators, unleashing horrible storms and suborned monsters upon passing ships, then roping mortals into their schemes with promises of safe passage and personal profit.

Tempestuous Extortionists. Maelstrom devils can control the weather, conjuring horrific storms or becalming unruly seas. They use this to beset merchant vessels and ferries with sudden hurricanes and rough seas before offering to quell the storm if the captain will do as the devil asks. Compliant captains find that their ships sail safely, and they make record profits, as competitors find their own shipments running aground or delayed by unseasonable storms. Others, as well as any captains who try to go back on their deal with the devil, are killed.

Labyrinthine Manipulators. Maelstrom devils aren't concerned with the damnation of individual souls, instead preferring to use their network of blackmailed captains and subverted ships to spread misery on a larger scale. They ensure that food fails to reach starving cities, that vital medicine never reaches those who need it most, and that the families of all aboard the nearest vessel never see their loved ones again.

Maelstrom Devil

Large Fiend (Devil), Lawful Evil

Armor Class 17 (natural armor)

Hit Points 195 (26d10 + 52)

Speed 30 ft., fly 40 ft., swim 120 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	15 (+2)	19 (+4)	12 (+1)	21 (+5)

Saving Throws Str +7, Con +6, Wis +5

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

Damage Immunities fire, lightning, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Infernal, telepathy 120 ft.

Challenge 12 (8,400 XP) **Proficiency Bonus** +4

Devil's Sight. Magical darkness doesn't impede the maelstrom devil's darkvision.

Influence Weather. Nearby weather responds to the maelstrom devil's desires. At the start of each minute, the maelstrom devil can choose to change the precipitation and wind within 1 mile of it by one stage, up or down (no action required). This effect works like the changing weather conditions aspect of the *control weather* spell, except the maelstrom devil can't change the temperature and the conditions change immediately.

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

Actions

Multiattack. The devil makes three Claws attacks and one Tempest Trident attack, or it makes three Lightning Ray attacks.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Tempest Trident. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 16 (2d12 + 3) piercing damage plus 7 (2d6) cold damage. A creature hit by this attack must succeed on a DC 16 Strength saving throw or be knocked prone by a gust of wind channeled through the trident.

Lightning Ray. *Ranged Spell Attack:* +8 to hit, range 150 ft., one target. *Hit:* 18 (4d8) lightning damage.

Crown of Water (1/Day). The water on the maelstrom devil's head erupts in a geyser. Each creature within 10 feet of the devil must make a DC 16 Constitution saving throw, taking 35 (10d6) cold damage on a failed save, or half as much damage on a successful one. For 1 minute, when a creature enters a space within 10 feet of the devil for the first time on a turn or starts its turn there, that creature must succeed on a DC 16 Constitution saving throw or take 10 (3d6) cold damage.



Ramnath Nanthakumar (Order - 375303305)

Devil, Moldering



Scabrous flesh and tufts of bristly hair sheath this devil from the tip of its piglike snout to the ends of its well-muscled legs. A pair of insectile wings lies flat against its back, and rows of needle teeth fill its gaping maw.

Moldering devils are a fiendish blight on the farmlands and grasslands. A region rarely suffers from the presence of just one of the pests, as they tend to arrive in an area in groups numbering a dozen or more.

Devilish Hands. Moldering devils are rarely the architects of their own mischief. They act at the command of a more powerful fiend, usually a spined devil or bearded devil, though occasionally a favored imp is given command. Often their presence frightens a farming community into handing control over to an infernal overseer, who then exercises its influence over the populace to increase its personal power.

Dealers of Despair. A lone moldering devil can ruin a farmstead in a single season. A group of the fiends can ruin a village in the same amount of time, turning it into a ghost town. On a personal level, moldering devils enjoy exchanging the promise of their absence for the souls of the mortals they would otherwise victimize. They have a morbid sense of humor, and they relish pitting mortals against one another. A moldering devil might grant a mortal the opportunity to alleviate the mortal's suffering by providing the names and locations of rival farmers for the devil to target instead.

MOLDERING DEVIL

Small Fiend (Devil), Lawful Evil

Armor Class 13 (natural armor)
Hit Points 27 (6d6 + 6)
Speed 30 ft.

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

Damage Resistances cold
Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 12
Languages Common, Infernal
Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Devil's Sight. Magical darkness doesn't impede the moldering devil's darkvision.

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

Rotting Death. When the moldering devil dies, all foodstuffs, water, and beverages within 100 feet of it are subjected to the devil's Touch of Rot trait.

Touch of Rot. Any foodstuff, water, or beverage, whether fresh or preserved, that comes into contact with the moldering devil immediately decays and becomes inedible or undrinkable. If a creature consumes such food or drink, it must make a DC 11 Constitution saving throw. On a failure, it takes 7 (2d6) poison damage and is poisoned for 24 hours. On a success, it takes half the damage and is poisoned for 1 hour.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing plus 3 (1d6) necrotic damage.

MOLDERING DEVILS IN MIDGARD

Moldering devils hail from Bzeletalet, the Buzzing Hell of Insects, or less often from Fleggesun, the Fetid Hell of Cannibal Rot. In the mortal realms, they are often encountered alongside tosculi raiders and accompanied by fiendish wasps and locusts. Wealthy farming communities, such as those bordering the River Nuria, find the threat of moldering devils so great, they hire mercenaries to protect all nearby farmland the moment a single moldering devil is spotted.

Ramnath Nanthakumar (Order #375303305)

Devil, Rimepacted

Dark, frostbitten skin pulls taut over bone, and ice rimes this humanoid's body. Massive ice on its forearms and hands forms monstrous, rending claws, and icicles on its back give it the semblance of a fiendish tail. A vile anger burns in its eyes.

When creatures lost in the coldest reaches of the world approach death from starvation or exposure, they often call out for aid from any entities that can hear them. When an ice devil or similarly cold-based devil hears the cries whispered into the blizzard, it might form a pact to spare the mortal's life, resulting in frost-afflicted (see page 408). If the devil arrives too late for a pact but before the mortal's spirit has fully left the body, it can reforge the fleeing soul from the freezing cold, creating a rimepacted devil.

Servants of Ice. Rimepacted devils typically serve the devils who created them, scouring the land and reaping souls for their infernal masters. Bonded with icy and frigid locales on the Material Plane, rimepacted rarely fight for higher station in devilish hierarchies, content to bring the power of winter down on warm-blooded mortals.

RIMEPACTED

Medium Fiend (Devil), Lawful Evil

Armor Class 15 (natural armor)

Hit Points 91 (14d8 + 28)

Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	15 (+2)	9 (–1)	13 (+1)	16 (+3)

Saving Throws Con +5

Skills Perception +4, Stealth +4, Survival +4

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Damage Immunities cold, fire, poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 14

Languages Common, Infernal

Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Devil's Sight. Magical darkness doesn't impede the rimepacted's darkvision.

Frigid Vortex. The rimepacted emits a swirl of cold wind extending in a 15-foot radius around it. Each creature that enters the wind's area for the first time on a turn or starts its turn there must succeed on a DC 15 Strength saving throw or be knocked prone. The wind is nonmagical and disperses gas or vapor and extinguishes candles, torches, and similar unprotected flames in the area. At the start of each of its turns, the rimepacted chooses whether this wind is active. While the wind is active, the rimepacted has disadvantage on Dexterity (Stealth) checks.

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

Snow Burrower. The rimepacted can burrow only through nonmagical snow and ice.

Actions

Multiattack. The rimepacted makes two Icy Claw attacks or three Frostbolt attacks.

Icy Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage plus 10 (3d6) cold damage.

Frostbolt. *Ranged Spell Attack:* +6 to hit, range 60 ft., one target. *Hit:* 13 (3d6 + 3) cold damage, and the target's speed is reduced by 10 feet until the end of its next turn.

Freezing Smite (Recharge 5–6). The rimepacted raises its frigid claw, drawing upon fiendish energies, then smashes its rimed fist into the ground, causing a wave of freezing power to emanate outward. Each creature within 30 feet of the rimepacted must make a DC 15 Constitution saving throw, taking 21 (6d6) cold damage on a failed save, or half as much damage on a successful one. If a creature fails the saving throw by 5 or more, it is restrained by ice until the end of its next turn.

Reactions

Fury of the Storm. When a creature the rimepacted can see is knocked prone by Frigid Vortex, the rimepacted can move up to half its speed toward the creature.



Ramnath Nanthakumar (Order - 375303305)

Devouring Angel

Vaguely humanoid in shape, this creature has smooth, white skin with shifting red patterns. Its long, thin limbs are of differing proportions, giving it a jerking gait. Its eyeless face is dominated by a fanged maw with a long, red tongue.

Devouring angels are twisted planar predators that can and do attempt to consume any and all life forms.

Angelic Shape. Originating in the Upper Planes, devouring angels are nothing more than a semi-intelligent celestial slime mold that evolved a form loosely resembling the angels of its home. They even evolved fleshy quasi-wings, earning the creature its name. Though it isn't as malleable as its slimy ancestor, its body remains incredibly flexible, allowing the devouring angel to chase prey into small burrows or homes.

Planar Gourmands. Devouring angels like eating and consume anything they can easily bite. They aren't malicious and prefer easy meals to fighting when possible. However, their love of tasting something they have never tasted drives them to always seek new locales with new creatures to devour and new delicacies to sample. Clever travelers who know a devouring angel inhabits an area bring exotic foods to placate the hungry creature and earn safe passage.



DEVOURING ANGEL

Large Aberration, Neutral

Armor Class 15 (natural armor)
Hit Points 220 (21d10 + 105)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	21 (+5)	7 (–2)	17 (+3)	14 (+2)

Skills Athletics +9, Perception +7
Damage Immunities acid, poison
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, poisoned, prone
Senses blindsight 120 ft. (blind beyond this radius), passive Perception 17
Languages understands Common and Celestial but can't speak
Challenge 12 (8,400 XP) **Proficiency Bonus** +4

Assisted Leaping. The devouring angel can use its quasi-wings to fly up to 30 feet on its turn, but it must start and end its movement on a solid surface, such as a roof or the ground. If it is flying at the end of its turn, it falls to the ground and takes falling damage.

Flexible Form. The devouring angel can twist its body into unnatural positions, allowing it to easily move through any opening large enough for a Small creature. It can squeeze through any opening large enough for a Tiny creature. The angel's destination must still have suitable room to accommodate its volume.

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

Limited Telepathy. The devouring angel can magically communicate simple ideas, emotions, and images telepathically with any creature within 100 feet of it that can understand a language.

Actions

Multiattack. The devouring angel makes one Bite attack and four Claw attacks. It can replace one Claw attack with a Spiked Tongue attack.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage plus 10 (3d6) acid damage.

Claw. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Spiked Tongue. *Melee Weapon Attack:* +9 to hit, reach 20 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage, and the target is grappled (escape DC 17). Until this grapple ends, the target is restrained and takes 9 (2d8) piercing damage at the start of each of its turns, and the devouring angel can pull the creature up to 15 feet closer to it as a bonus action. The devouring angel can have only one target grappled in this way at a time.

Shed Spines (Recharge 5–6). The devouring angel shakes its body, sending acid-coated spines outward. Each creature within 10 feet of the devouring angel must make a DC 17 Dexterity saving throw, taking 18 (4d8) piercing damage and 24 (7d6) acid damage on a failed save, or half as much damage on a successful one.

Ramnath Nanthakumar (Order # 37530305)

Dinosaurs

Guardian Archaeopteryx

An enormous archaeopteryx, easily the size of a small dog, stares down from its high perch. Its plumage is a muted blue, and its eyes shine with intelligence.

Guardian archaeopteryxes are enormous feathered dinosaurs bred by ancient druids to guard sacred sites. Their glowing green eyes hint at the ancient magic that still suffuses their forms.

Prehistoric Guardians. In a time before writing, ancient druids infused archaeopteryx (see *Creature Codex*) with magic and bred them to guard the druids' most sacred sites. The resulting creatures could spit enchanted thorns and poison foes beset by their lesser kin.

Flock Leaders. Guardian archaeopteryxes gather flocks of their smaller brethren to help perform their duties. The mundane archaeopteryx alert the guardians to intruders, scare off smaller creatures, and hunt for the shared nest, ensuring the flock grows strong. When a significant threat arrives, the guardian peppers foes with thorns and imbues the flock with magical poison.

Made Obsolete by Time. In the millennia since the guardians were first created, many of the sites they once guarded have been destroyed, profaned, or changed biome from the passage of time. Additionally, when a flock grows too large for a sacred site to support, the youngest guardian archaeopteryx leaves with a section of the flock, looking for a new site to guard. All of these processes create 'orphaned' flocks that guard ruins or verdant bits of forest, unrelated to their ancient purpose.

Guardian Archaeopteryx

Small Beast, Unaligned

Armor Class 15 (natural armor)

Hit Points 36 (8d6 + 8)

Speed 15 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
7 (–2)	14 (+2)	13 (+1)	5 (–3)	14 (+2)	12 (+1)

Skills Perception +4

Damage Resistances poison

Senses passive Perception 14

Languages understands Common but can't speak

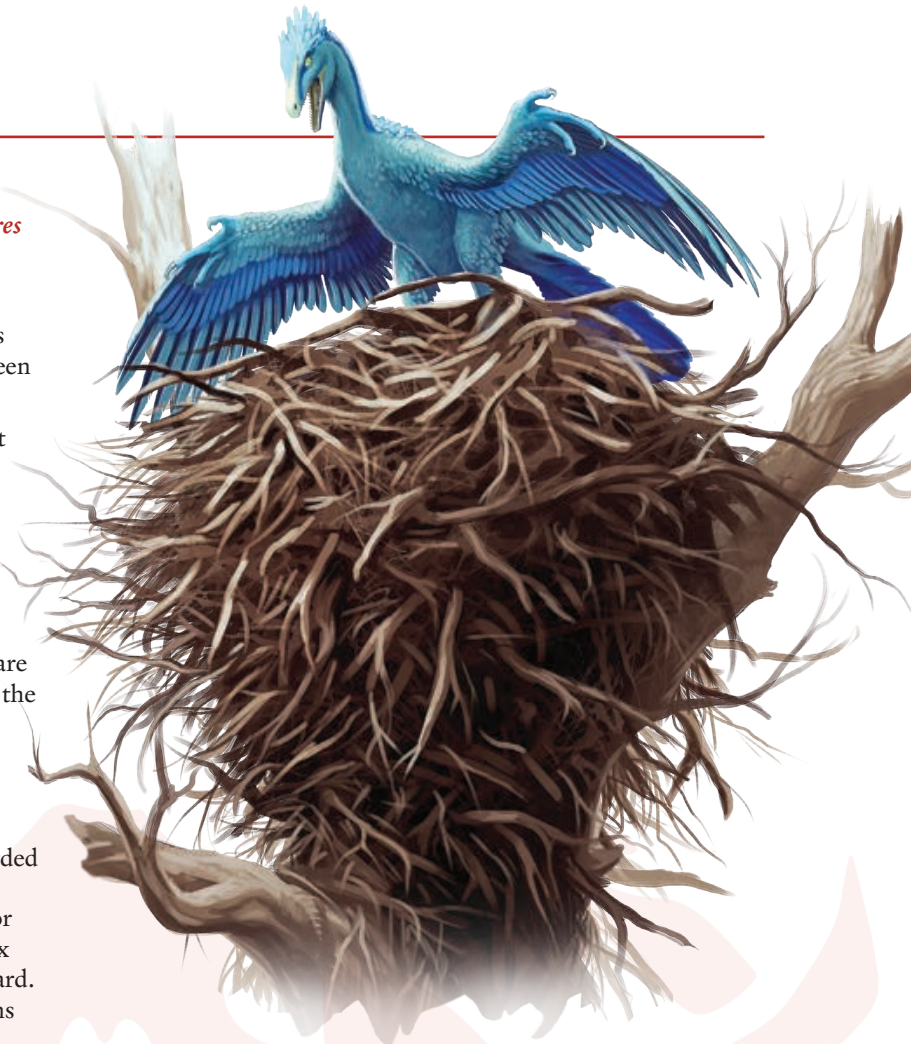
Challenge 2 (450 XP) **Proficiency Bonus** +2

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

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

Actions

Multiattack. The guardian archaeopteryx makes one Beak attack and one Talons attack, or it makes two Spit Thorn attacks. If the archaeopteryx hits one creature with two attacks, the target must succeed on a DC 11 Constitution saving throw or take 2 (1d4) poison damage and be poisoned until the end of its next turn.



Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage plus 2 (1d4) poison damage.

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

Spit Thorn. *Ranged Spell Attack:* +4 to hit, range 60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage plus 2 (1d4) poison damage.

Bonus Action

Imbue Poison. The guardian archaeopteryx chooses a friendly creature it can see within 30 feet of it and imbues that creature's attacks with magical poison. The next time the friendly creature hits with an attack before the start of the guardian archaeopteryx's next turn, the target of the attack takes an extra 2 (1d4) poison damage and must succeed on a DC 11 Constitution saving throw or be poisoned until the end of its next turn.

Jeholopterus

This small flying creature is covered in hair-like fibers, and its mouth resembles that of a rattlesnake.

The jeholopterus is an acrobatic flying reptile about the size of a goose that dwells in warm swamps and jungles and along tropical coastlines. It feasts on insects, especially those attracted to bloody wounds on other creatures. A particularly hungry jeholopterus might take this a step further by making its own fresh wounds. After landing on a suitable target and securing itself with its hand and foot claws, the jeholopterus latches on with its fangs. It then uses its plier-like jaws to squeeze the wound and keep the blood flowing to attract insects.

Ramnath Nanthakumar (Order #37530305)

JEHOLOPTERUS

Small Beast, Unaligned

Armor Class 14 (natural armor)
Hit Points 12 (5d4)
Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	10 (+0)	2 (–4)	12 (+1)	4 (–3)

Skills Acrobatics +5, Perception +3, Stealth +5
Senses passive Perception 13
Languages —
Challenge 1/4 (50 XP)

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

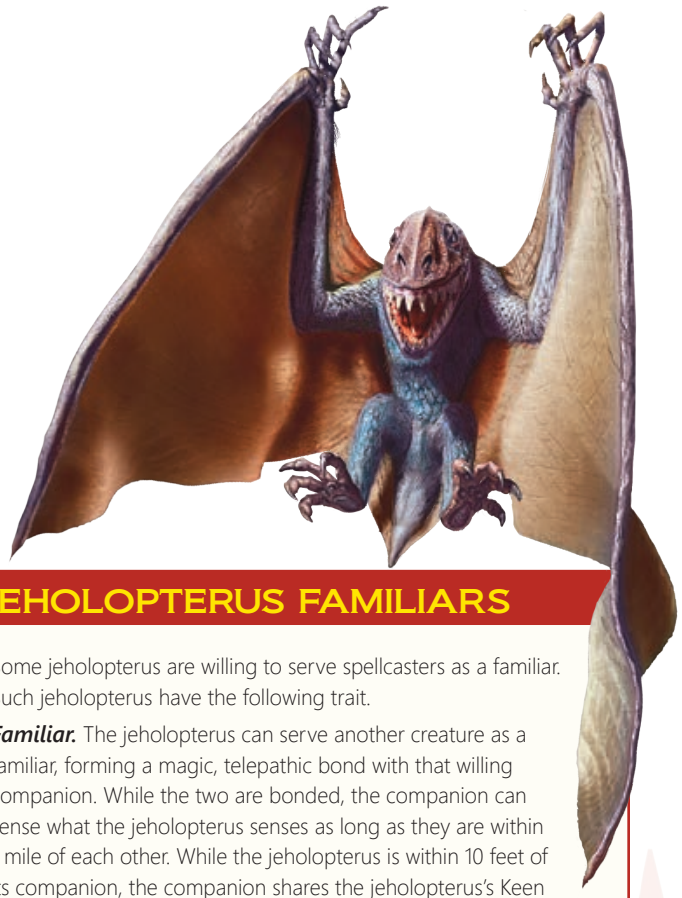
Keen Sight. The jeholopterus has advantage on Wisdom (Perception) checks that rely on sight.

ACTIONS

Blood Drain. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 8 (2d4 + 3) piercing damage, and the jeholopterus attaches to the target. While attached, the jeholopterus doesn't attack. Instead, at the start of each of the jeholopterus's turns, the target loses 8 (2d4 + 3) hp due to blood loss.

The jeholopterus can detach itself by spending 5 feet of its movement. It does so after it drains 15 hp of blood from the target or the target dies. A creature, including the target, can take its action to detach the jeholopterus by succeeding on a DC 13 Strength check.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 7 (1d6 + 3) slashing damage.



JEHOLOPTERUS FAMILIARS

Some jeholopterus are willing to serve spellcasters as a familiar. Such jeholopterus have the following trait.

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

RAZORFEATHER RAPTOR

A large raptor stalks through the brush, chittering and chirping. Its vibrant emerald feathers gleam like steel, and its eyes reflect a malevolent intelligence.

Razorfeather raptors are the results of arcane experiments in creating a more lethal and intelligent velociraptor. They were imbued with blade-like feathers, armored skin, great intelligence, and an instinctive drive to hunt humanoids. The result was a terrifying pack hunter with an urge to hunt and eat humanoids. Now, they're a relentless scourge upon isolated communities and lost hunters.

Escaped Experiment. An arcano-paleontologist thought he had designed the perfect soldier: intelligent, social, lethal, and easy to control. The process went well until the first batch of raptors were purchased and deployed. Without warning or apparent cause, they slaughtered their handlers and escaped into the wilds, leaving a trail of bodies in their wake. The wizard stopped his experiments and destroyed the raptors he had, but he was already too late. Hundreds had escaped from half a dozen buyers, most of whom died during the escape. The wizard's reputation was ruined, and the razorfeather raptors were free.

Intelligent Hunters. Though lacking speech, razorfeather raptors are almost as intelligent as the humanoids they devour. They understand the speech of those around them, can work door handles, latches, and basic locks, and can set elaborate traps for their prey. Many adventurers who think they have cornered a raptor find they have stumbled into an ambush from the pack. Rumors abound of raptors that have learned literacy or how to use magic items, but they remain unconfirmed.

Jungle Stalkers. Razorfeather raptors dwell in thick jungles and wetlands. They live in networks of small packs, which share nests and protect each other's eggs but hunt and socialize separately. Though fully capable of living on prey animals, the raptors have a compulsive need to hunt humanoids. They stalk hunters, lost travelers, and even attack rural villages and isolated mines. Most of these attacks are months-long campaigns of terror, with isolated individuals or families disappearing in surprise attacks. When humanoids discover razorfeather raptors, or hunt them in retaliation, the attacks escalate and often lead to small villages being wiped from the map.

RAZORFEATHER RAPTOR

Medium Monstrosity, Neutral Evil

Armor Class 16 (natural armor)
Hit Points 39 (6d8 + 12)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	17 (+3)	14 (+2)	7 (–2)	12 (+1)	6 (–2)

Saving Throws Dex +5
Skills Perception +3, Stealth +5

Ramnath Nanthakumar (Order - 375303805)



Senses passive Perception 13
Languages understands Common but can't speak
Challenge 2 (450 XP) **Proficiency Bonus** +2

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

Pounce. If the raptor moves at least 20 feet straight toward a creature and then hits it with a Claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the raptor can make one Bladed Feather attack against it as a bonus action.

ACTIONS

Multiattack. The raptor makes one Bladed Feather attack and one Claw attack.

Bladed Feather. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/90 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage, and the target's speed is reduced by 10 feet until the end of its next turn.

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

THERIZINOSAURUS

The massive, shuffling dinosaur seems an improbable cross between ground sloth and pigeon yet stands taller than an elephant. Its brown, bristle-like feathers are broken up by a shock of blue around its neck and head, and sword-like claws extend from its arms.

Therizinosaurus are tall, herbivorous theropods native to dense forests. These thick-set creatures sport great bellies, muscular haunches, and thick-set necks that allow them to sit comfortably as they browse for food. Their massive claws are used to harvest great clumps of foliage, pulling it into their maws as they feed. The claws can also rip apart any predator who dares attack them. Feeding therizinosaurus have been compared to gluttonous halflings, happily shoving everything they can reach into their bottomless bellies.

Territorial Giants. Therizinosaurus are not truly solitary creatures, but they react poorly to anything they see as a threat. Annoying humanoids, aggressive wolves, predatory dinosaurs, and even herbivores who share the therizinosaurus's favored foods are chased away with deep, guttural bellows and flourishes of scythe-like claws.

Harnessed Labor. Settlements near therizinosaurus territory often come to understandings with the massive dinosaurs. Therizinosaurus are surprisingly docile with humanoids they know, and they accept bribes of greenery and fermented fruit. Some villages even train therizinosaurus to wear harnesses and perform tasks for the village, such as felling trees for lumber, pulling large loads, or even ploughing stony fields.

Kobold Warmounts. Enterprising kobolds have discovered combat applications for therizinosaurus domestication. Their harnesses incorporate wooden platforms and slats of armor, allowing kobold riders to direct the therizinosaurus while shooting at foes from the safety of their massive mount. While terrifying to behold, the ornery dinosaurs occasionally resist being ridden into battle and drop to the floor, crushing the platforms and potentially their riders.

THERIZINOSAURUS

Huge Beast, Unaligned
Armor Class 13 (natural armor)
Hit Points 95 (10d12 + 30)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	9 (–1)	17 (+3)	3 (–4)	14 (+2)	7 (–2)

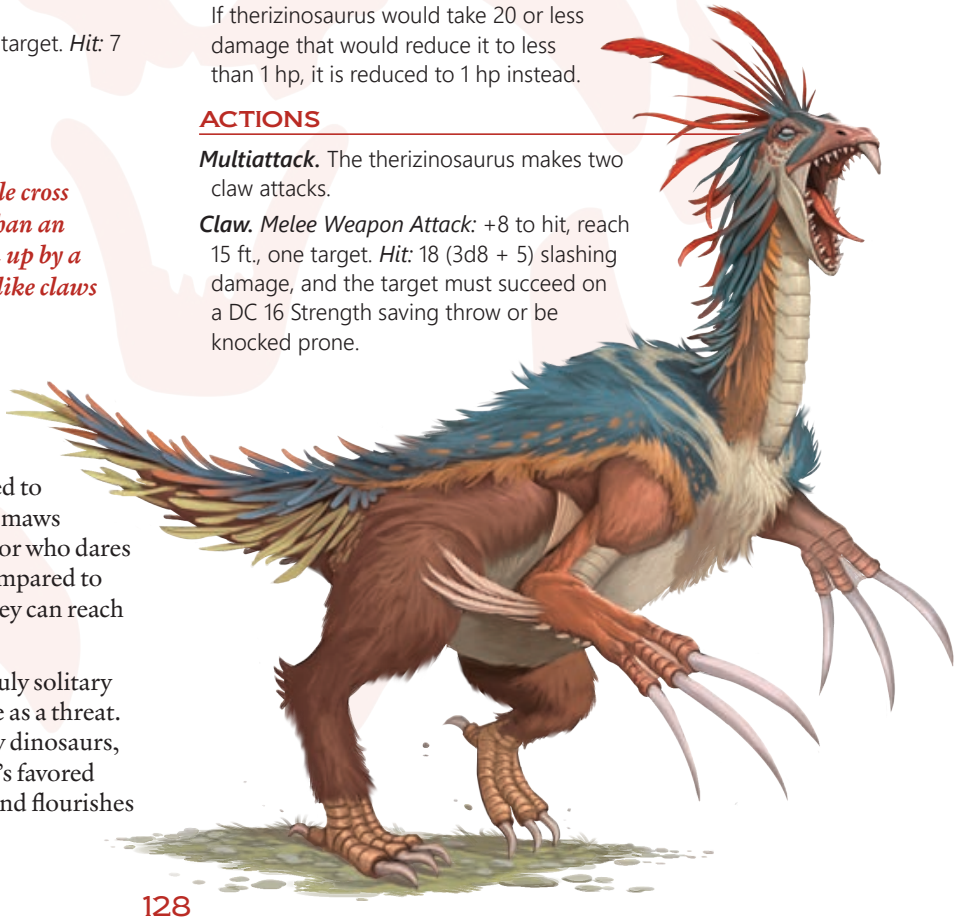
Skills Athletics +8
Senses passive Perception 12
Languages —
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Relentless (Recharges after a Short or Long rest). If therizinosaurus would take 20 or less damage that would reduce it to less than 1 hp, it is reduced to 1 hp instead.

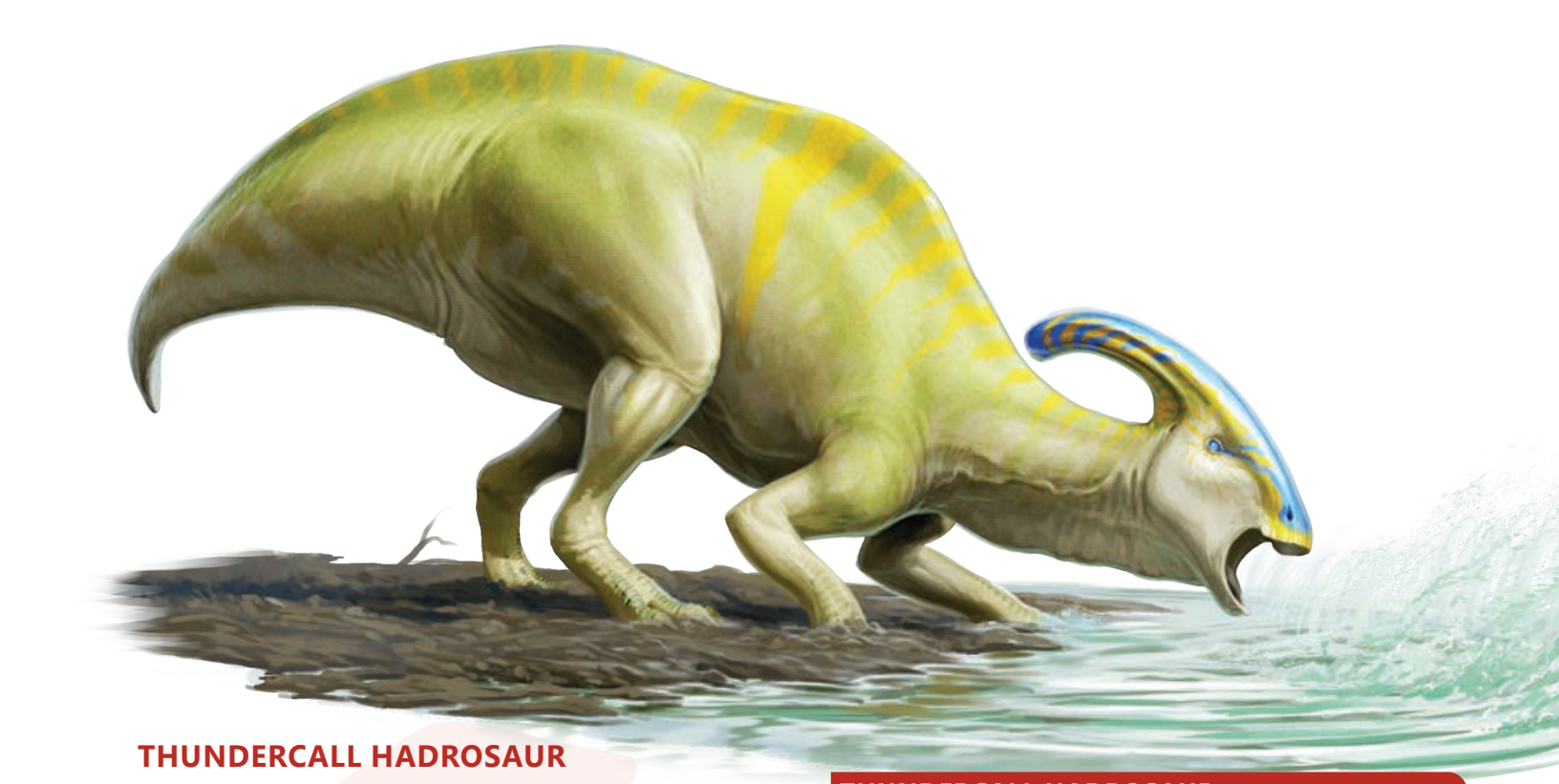
ACTIONS

Multiattack. The therizinosaurus makes two claw attacks.

Claw. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 18 (3d8 + 5) slashing damage, and the target must succeed on a DC 16 Strength saving throw or be knocked prone.



Ramnath Nanthakumar (Order # 37530305)



THUNDERCALL HADROSAUR

An enormous hadrosaur lumbers through the trees, then rises onto its hind legs, letting out a thunderous call that splinters tree branches and sends soil flying into the air around it.

A thundercall hadrosaur is a magically augmented hadrosaur designed as a living siege weapon. However, the first such hadrosaurs escaped, resulting in a strain of dangerous hadrosaurs with a bellow that can liquify organs and shatter buildings.

Escaped Experiment. Designed by an arcano-paleontologist who thought she had found the perfect tool to create new and terrifying forms of life, the first batch of successful hadrosaurs escaped, killing her, and destroying most of her research. The escaped hadrosaurs swiftly returned to the wild, and they are almost indistinguishable from their lesser kin, save for their larger crests and bulkier musculature. Though they reproduced slowly, even when interbreeding with mundane hadrosaurs, they had no natural predators, unnaturally long lifespans, and proved excellent parents. As a result, thundercall hadrosaurs can spread anywhere they can get enough food.

Defensive Giant. Although they are phenomenally lethal, thundercall hadrosaurs aren't aggressive. They are happy to simply exist, attacking only if threatened and using their bellow only if they believe they're in danger. However, their voracious appetites and enormous bulk often lead them to eat fields of crops and scatter terrified herds of livestock. When town militias or enraged farmers try to scare off the titanic hadrosaurs, a retaliatory bellow can level houses and kill dozens.

Hunted for War. The thundercall hadrosaur was meant as a siege weapon, and those who have seen one in action see the potential. As a result, nobles and wizards occasionally put out a bounty for live hadrosaurs, sparing no expense in training and harnessing the creatures. Such hunts are bloody and brutal, for the hadrosaurs resist captivity. However, when they succeed, the results are worth the trouble. Clad in armor and topped with a howdah, a tamed thundercall hadrosaur is a mobile fortress capable of smashing castle walls and ripping gaping holes in any battle formation.

THUNDERCALL HADROSAUR

Huge Monstrosity, Unaligned

Armor Class 16 (natural armor)
Hit Points 168 (16d12 + 64)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	9 (–1)	18 (+4)	4 (–3)	13 (+1)	7 (–2)

Saving Throws Dex +3, Con +8, Wis +5
Skills Perception +5
Damage Resistances thunder
Condition Immunities deafened
Senses passive Perception 15
Languages —
Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Siege Monster. The hadrosaur does double damage to objects and structures.

ACTIONS

Multiattack. The hadrosaur makes three Slam attacks.

Slam. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 23 (3d10 + 7) bludgeoning damage, and the target must succeed on a DC 16 Strength saving throw or be knocked prone.

Thunderous Bellow (Recharge 5–6). The thundercall hadrosaur unleashes a ground-shattering bellow in a 120-foot cone. Each creature in that area must make a DC 16 Constitution saving throw. On a failure, a creature takes 38 (7d10) thunder damage and is knocked prone. On a success, a creature takes half the damage and isn't knocked prone.

REACTIONS

Sonic Shield. The hadrosaur adds 4 to its AC against one ranged attack that would hit it. To do so, the hadrosaur must see the attacker and not be in an area of magical silence.

Ramnath Nanthakumar (Order #37530305)

Diomedian Horse

The brindled, horse-like creature rears in fury, its claws pawing the air and its wide mouth bristling with sharp fangs.

Diomedian horses are carnivorous equines that gather in herds, hunting and devouring beasts and other creatures smaller than them. Their claws and powerful jaws are suited to tearing and rending flesh, though diomedians can subsist on vegetation for short periods of time if no meat is available.

Fierce Free-Spirit. Diomedian horses have never been domesticated on a large scale. Their demeanor is too fierce and they cooperate only with others of their kind. In rare cases, very young diomedians have been trained to bear a rider but most such attempts fail. A trained diomedian will only ever accept a single rider, returning to the wild if that rider is ever lost or dies. Trainers with the skill to teach such a beast are rare and expensive to hire, but such a mount does confer great prestige.

Rite of Passage. Given the fierce reputation these creatures have, some societies consider it a mark of skill and bravery for a hunter or warrior of their culture kill or capture a diomedian horse. Those that do are often rewarded with a special rank or exceptional gift.



DIOMEDIAN HORSE

Large Beast, Unaligned

Armor Class 14 (natural armor)

Hit Points 57 (6d10 + 24)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	18 (+4)	4 (–3)	12 (+1)	10 (+0)

Skills Athletics +7, Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 3 (700 XP) **Proficiency Bonus** +2

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

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

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

Actions

Multiattack. The diomedian horse makes one Bite attack and one Claw attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 12 (2d6 + 5) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 10 (2d4 + 5) slashing damage.

Ramnath Nanthakumar (Order #37530305)

Dire Lionfish

This large orange and red fish has dozens of long spines extending from its body, and its magnificent fins display black stripes. It stalks the coral with intent, aggressively protecting its underwater home.

Dire lionfish are especially deadly creatures with morphology accentuated from minor Plane of Water influences and the sacred coral groves tended by sea druids. Many times the size of their cousins, dire lionfish can weigh well over 1,500 pounds and eagerly throw their weight behind fierce headbutts and powerful bites. Dire lionfish venom, while still deadly, decreases with potency as they grow in size. The tradeoff for these marvelous beasts is an increased constitution and remarkable resilience against the toxins of others.

Deep Sea Bullies. Dire lionfish are highly territorial, and whatever they cannot eat, they doggedly pursue. Many fishermen recount tales of being harassed for leagues by dire lionfish and a few claim the beasts spit torrents of water at them, knocking them into the sea. Sahuagin, alpha fish (see *Tome of Beasts 2*), and even the bigger pelagic blush worm (see page 313) have to fend off the highly combative dire lionfish. Some merfolk know how to assuage these beasts' savage nature and employ dire lionfish to guard their sunken secrets.

DIRE LIONFISH

Large Beast, Unaligned

Armor Class 15 (natural armor)
Hit Points 136 (16d10 + 48)
Speed 0 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	17 (+3)	3 (–4)	12 (+1)	10 (+0)

Skills Perception +4, Stealth +5
Damage Resistance poison
Senses passive Perception 14
Languages —
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Charge. If the lionfish moves at least 30 feet straight toward a target and then hits it with a Headbutt attack on the same turn, the target takes an extra 9 (2d8) piercing damage.

Coral Camouflage. The lionfish has advantage on Dexterity (Stealth) checks made to hide in underwater terrain that includes plant life or coral reefs.

Envenomed Spines. A creature that touches the lionfish or hits it with a melee attack while within 5 feet of it takes 7 (2d6) poison damage.

Poison Affinity. The lionfish has advantage on saving throws against being poisoned.

Water Breathing. The dire lionfish can breathe only underwater.

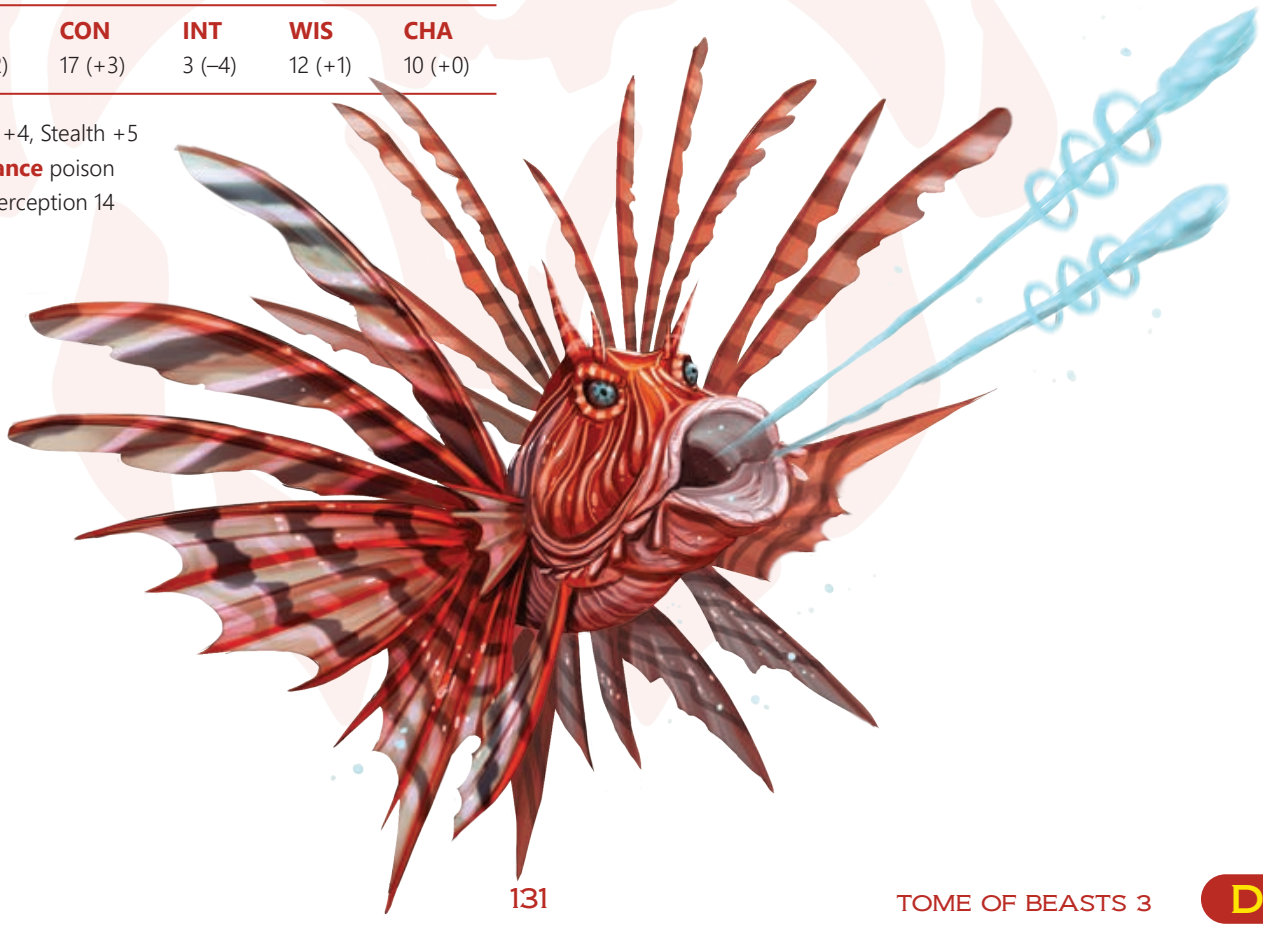
ACTIONS

Multiattack. The dire lionfish makes one Bite attack and one Headbutt attack.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (2d10 + 3) piercing damage.

Headbutt. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) bludgeoning damage plus 7 (2d6) poison damage.

Forceful Spit (Recharge 4–6). The dire lionfish launches a stream of pressurized water from its mouth in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw. On a failure, a creature takes 21 (6d6) bludgeoning damage and is pushed up to 20 feet away from the lionfish and is knocked prone. On a success, a creature takes half the damage and is pushed up to 10 feet away from the lionfish and isn't knocked prone.



Ramnath Nanthakumar (Order - 375303805)

Dire Owlbear

This armored owlbear with brown and white fur and feathers stands upright and roars.

Decades ago, dwarves selectively bred owlbears for toughness, ferocity, and slightly more discipline and intelligence. They also managed to introduce a bulette trait they considered desirable into the creatures: the ability to burrow rapidly. The dwarves termed the result "dire owlbears," although that label isn't really correct. Most "dire" creatures are primitive branches of a family tree that survive for eons unchanged from more savage versions, usually in isolated regions far from civilization.

Mistaken for Bulettes. Because of their armor plating, dire owlbears are sometimes misidentified as mutated or freakish bulettes by frightened travelers and farmers whose horses and other livestock these monstrosities prey on.

Nocturnal Prowlers. Unlike dire wolves or lions, dire owlbears hunt exclusively by night, stealing away sheep or even horses from pens, corrals, and stables. Hunters and rangers describe them as unusually stealthy, with excellent night vision and the ability to open simple latches or leap over most fences. In some cases, a dire owlbear is thought to be a supernatural creature like a vampire or ghoul—able to enter farm buildings silently to take prey. However, their foot-long, patterned feathers (often found at a kill site) are rather obvious clues to the true culprits.



DIRE OWLBEAR

Large Monstrosity, Unaligned

Armor Class 15 (natural armor)

Hit Points 102 (12d8 + 48)

Speed 35 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	18 (+4)	3 (−4)	13 (+1)	7 (−2)

Condition Immunities blinded, frightened

Skills Perception +3

Senses darkvision 60 ft., tremorsense 30 ft., passive Perception 13

Languages —

Challenge 5 (1,800 XP)

Blood Frenzy. The dire owlbear has advantage on melee attack rolls against a creature that doesn't have all its hit points.

Keen Sight and Smell. The dire owlbear has advantage on Wisdom (Perception) checks that rely on sight or smell.

ACTIONS

Multiattack. The dire owlbear makes one attack with its beak and one attack with its claws.

Beak. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

DIRE OWLBEARS IN MIDGARD

Dire owlbears originated in the White Forest, bred via experiments by dwarves who lived in Redleaf (now Redtower) and the Scarlet Citadel. When the above-ground Citadel fell a century ago, the dire owlbears were released into the White Forest, where they continued to spread. They have been seen as far west as the Ringwood, where they were recently found preying on young ghost boars, and as far east as the Gennecka Forest, where their destructive presence provides enough of a distraction for the forest's protectors that some Mharoti recently managed to set up a small logging foothold. Curiously, dire owlbears have yet to penetrate the Margreve Forest, and many cite this as further proof of the Margreve's ability to exert its powerful, enigmatic will upon the land and its inhabitants.

Ramnath Nanthakumar (Order #37530305)

Dire Pangolin

A pangolin as big as an ox uses its foreclaws and sharp armored plates to rip apart the bole of a large tree. Its long tongue snakes into the opening and slurps out swarms of ants.

Equipped with keen instincts, sharp claws, and keratinous scales that would make a dwarven armorer envious, dire pangolins are deadly.

Fierce Tree Dwellers. Too big to burrow effectively, dire pangolins live in temperate forests and warm plains, resting in the upper boughs of trees at night. Unlike their small cousins, dire pangolins are fierce when fought. Some docile denizens of the forests and plains develop symbiotic relationships with dire pangolins, relying on their bulk and demeanor for protection, in exchange for help finding ant nests or scouting out predators.

Insectivores. Dire pangolins subsist entirely on insects and take great delight when encountering swarms of ants, beetles, termites, and centipedes. Pangolins have adapted a resistance to most poisons as a result of their choice of prey. Because of their size, dire pangolins are especially equipped to prey upon giant insects, though they adjust their hunting tactics to ambush from trees. Dire pangolins are particularly aggressive toward giant ants (see *Tome of Beasts*), though encounters between them often end in stalemates.

DIRE PANGOLIN

Large Beast, Unaligned

Armor Class 16 (natural armor)
Hit Points 82 (11d10 + 22)
Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	15 (+2)	3 (–4)	12 (+1)	7 (–2)

Skills Perception +3
Resistances poison
Senses passive Perception 13
Languages —
Challenge 4 (1100 XP) **Proficiency Bonus** +2

Edged Scales. A creature that touches the pangolin or hits it with a melee attack while within 5 feet of it takes 4 (1d8) slashing damage.

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

Actions

Multiattack. The pangolin makes two Claws attacks and one Tail Slap attack.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 4) slashing damage.

Tail Slap. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage, and the target must succeed on a DC 14 Strength saving throw or be knocked prone.

Tuck In. The dire pangolin curls its entire body, forming an armored ball. While an armored ball, it moves by rolling, has resistance to bludgeoning, piercing, and slashing damage, is immune to the prone condition, and it can't make Claw or Tail Slap attacks or climb. The dire pangolin can uncurl its body as a bonus action.



Ramnath Nanthakumar (Order - 375303805)

Dire Wildebeest

This giant antelope has a head topped with curving horns, a brown hide marked with old scars, spindly legs, and a shaggy mane and tail.

Dire wildebeests live on the plains in warm regions where they travel in small groups or together with herds of wildebeests and zebras. Their presence deters predators, who are repelled by its fearsome stare and foul breath. When the herd is in danger, dire wildebeests step forward to confront the threat. If their presence fails to drive off the menace, they can initiate deadly stampedes.

Voracious Omnivores. Dire wildebeests follow migratory patterns that coincide with seasonal rains, traveling vast distances in search of fresh grazing and breeding grounds. Unlike their smaller cousins, dire wildebeests can eat carrion. This proclivity fills their mouths with decay, giving them their distinctive foul breath.

Patchwork Creations. Locals living in the grasslands say the gods created these grotesque creatures from the parts left over after making all the other animals. The gods are to said to have combined a warthog's head, a buffalo's horns, a lion's tail, and a goat's legs, then gave the creature bad breath for good measure.

DIRE WILDEBEEST

Large Beast, Unaligned

Armor Class 14 (natural armor)
Hit Points 150 (20d10 + 40)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	14 (+2)	2 (–4)	10 (+0)	5 (–3)

Skills Perception +3
Damage Immunities poison
Condition Immunities frightened, poisoned
Senses passive Perception 13
Languages —
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Trampling Charge. If the dire wildebeest moves at least 20 feet straight toward a creature and then hits it with a Gore attack on the same turn, that target must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the wildebeest can make one Hooves attack against it as a bonus action.

Actions

Multiattack. The dire wildebeest uses Intimidating Glare. It then makes one Gore attack and one Hooves attack.

Gore. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 22 (4d8 + 4) piercing damage.

Hooves. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 18 (4d6 + 4) bludgeoning damage.

Intimidating Glare. The dire wildebeest glares at one creature it can see within 30 feet of it. If the target can see the wildebeest, the target must succeed on a DC 15 Wisdom saving throw or become frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If the target's saving throw is successful or if the effect ends for it, the target is immune to the wildebeest's Intimidating Glare for the next 24 hours.

Noxious Breath (Recharge 5–6). The dire wildebeest exhales noxious gas in a 15-foot cone. Each creature in the area must make a DC 14 Dexterity saving throw, taking 21 (6d6) poison damage on a failed save, or half as much damage on a successful one.

Incite Stampede (1/Day). The dire wildebeest moves up to 30 feet in a straight line and can move through the space of any Medium or smaller creature. Each friendly creature within 120 feet of the dire wildebeest can use its reaction to join the stampede and move up to 30 feet in a straight line and move through the space of any Medium or smaller creature. This movement doesn't provoke opportunity attacks.

The first time a stampeding creature enters a creature's space during this move, that creature must make a DC 13 Dexterity saving throw. On a failure, a creature takes 14 (4d6) bludgeoning damage and is knocked prone. On a success, a creature takes half the damage and isn't knocked prone. For each creature in the stampede after the first, the save DC increases by 1, to a maximum of DC 17, and the damage increases by 3 (1d6), to a maximum of 8d6.



Ramnath Nanthakumar (Order - 375303805)

Div



This pot-bellied, demonic humanoid has a pair of horns, boar-like tusks, and a short beard. Brawny and squat, it grins wickedly as it brandishes a scimitar in its clawed hand.

Although they are often mistaken for demons or devils, divs are minor genies.

Corrupted Origins. Divs were created in the distant past, when a number of living souls fused with tainted primordial matter on the elemental planes. The genies that arose from this corrupted material were so noxious and contrary that the Genie Lords banished them to the Material Plane, roughly around the same time that the djinni caliphs exiled the peris (see page 314) for their mischievousness. While the peris have tried to behave better since their banishment, the divs have done the opposite, and the two minor genies have become implacable foes.

Unwelcome Dinner Guests. Divs have a wicked and evil reputation. They sleep all day then roam around at night, seeking to bring ruin to anyone they encounter until the bright sun drives them back to their underground lairs. Folk tales say that divs are drawn to homes by the sound of chatter over dinner. In areas where they are common, eating after nightfall is avoided lest it attract their attention.

Cruel Genies. Although divs are capable warriors, they prefer subtler methods, using their sorcerous powers to trick victims into reckless or depraved acts or to give victims terrifying nightmares. They watch in delight from a safe distance as the victim is confronted by its peers or awakes, screaming in terror.

DIV

Small Elemental, Neutral Evil

Armor Class 17 (half plate)

Hit Points 99 (18d6 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	9 (–1)	13 (+1)	16 (+3)

Saving Throws Wis +4, Cha +6

Skills Deception +6, Perception +4

Damage Resistances acid, fire

Senses darkvision 60 ft., passive Perception 14

Languages Common, Primordial

Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Elemental Demise. If the div dies, its body disintegrates into a pool of noxious sludge, leaving behind only equipment the div was wearing or carrying.

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

Actions

Multiattack. The div makes one Claw attack and two Scimitar attacks, or it makes three Noxious Blast attacks. It can replace one attack with a use of Spellcasting.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage plus 9 (2d8) acid damage.

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

Noxious Blast. *Ranged Spell Attack:* +6 to hit, ranged 60 ft., one target. *Hit:* 12 (2d8 + 3) acid damage.

Noxious Sands (Recharge 4–6). The div vomits a cloud of tainted sand in a 15-foot cone. Each creature in the area must make a DC 13 Dexterity saving throw, taking 14 (4d6) slashing damage and 14 (4d6) acid damage on a failed save, or half as much damage on a successful one.

Spellcasting. The div casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 14):

At will: *disguise self, minor illusion*

3/day each: *charm person, suggestion*

1/day each: *dream, fear*

Divs in the Southlands

Divs are found in the Lands of Wind and Sand, living in caves in the Chelamite Mountains and Granite Teeth or in ruins in the Crescent Desert. They share much of the same territory as peris, and they seek to capture the peris whenever they can, imprisoning the air genies in iron cages and torturing them.

Ramnath Nanthakumar (Order #375303805)

Diving Gel

A green blob the size of a human head undulates through the water, peaceful and serene. Air bubbles float through its form, occasionally dissolving without apparent cause.

Escaped Experiment. The original diving gels were the personal project of a wizard obsessed with the sunken treasure of lost civilizations and ancient shipwrecks. Unsatisfied with existing magic, she sought to create a docile ooze to help her to breathe underwater, and which might be sold to her colleagues once it was perfected. Unfortunately, a dissatisfied apprentice burned her notes and released the entire stock of early oozes into the sea, then attempted to replicate the project for his own profit. He was murdered by his early specimens, which joined the swiftly-growing population of rogue oozes in the sea.

Curious Creations. Diving gels were made to help land-dwelling creatures breathe underwater while seeking sunken treasure. As a result, they are curious about shiny objects and new lifeforms. When meeting a new creature, a diving gel attaches itself to the creature's head or face, content to ride on the creature to see what the creature sees and does for a few hours, unless the creature attacks it. If the creature dies, the diving gel consumes the remains. If not, it detaches once the creature no longer explores new areas or no longer brings the diving gel to areas where it can observe or collect shiny objects. Hungry diving gels purposefully suffocate fish and slowly consume the decaying body.

Obsessive Hoarders. Diving gels collect or congregate near things that shine. In their watery environs, this is often sunken treasure, but the gels can't distinguish valuable trinkets from shiny junk. Though their hoards can fill entire rooms in their sunken lairs, with colonies of dozens of diving gels watching their treasure shine in rapt attention, those hoards are often filled with colorful rocks, shiny fish scales, and rusted locks and doorknobs rather than actual treasure. Worse, the diving gels protect these baubles as vociferously as a dragon protects its hoard, bludgeoning would-be thieves and suffocating intruders. Some treasure-hunters trade with diving gels, offering copper coins for gold or interesting scales for ancient treasures, but many colonies simply take the offered item without offering anything in return.

DIVING GEL

Tiny Ooze, Unaligned

Armor Class 13

Hit Points 17 (5d4 + 5)

Speed 5 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
3 (–4)	16 (+3)	13 (+1)	3 (–4)	6 (–2)	1 (–5)

Damage Resistances acid, fire, poison

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses darkvision 60 ft., passive Perception 8

Languages —

Challenge 1/4 (50 XP) **Proficiency Bonus** +2

Amorphous. The gel can move through a space as narrow as 1 inch wide without squeezing.

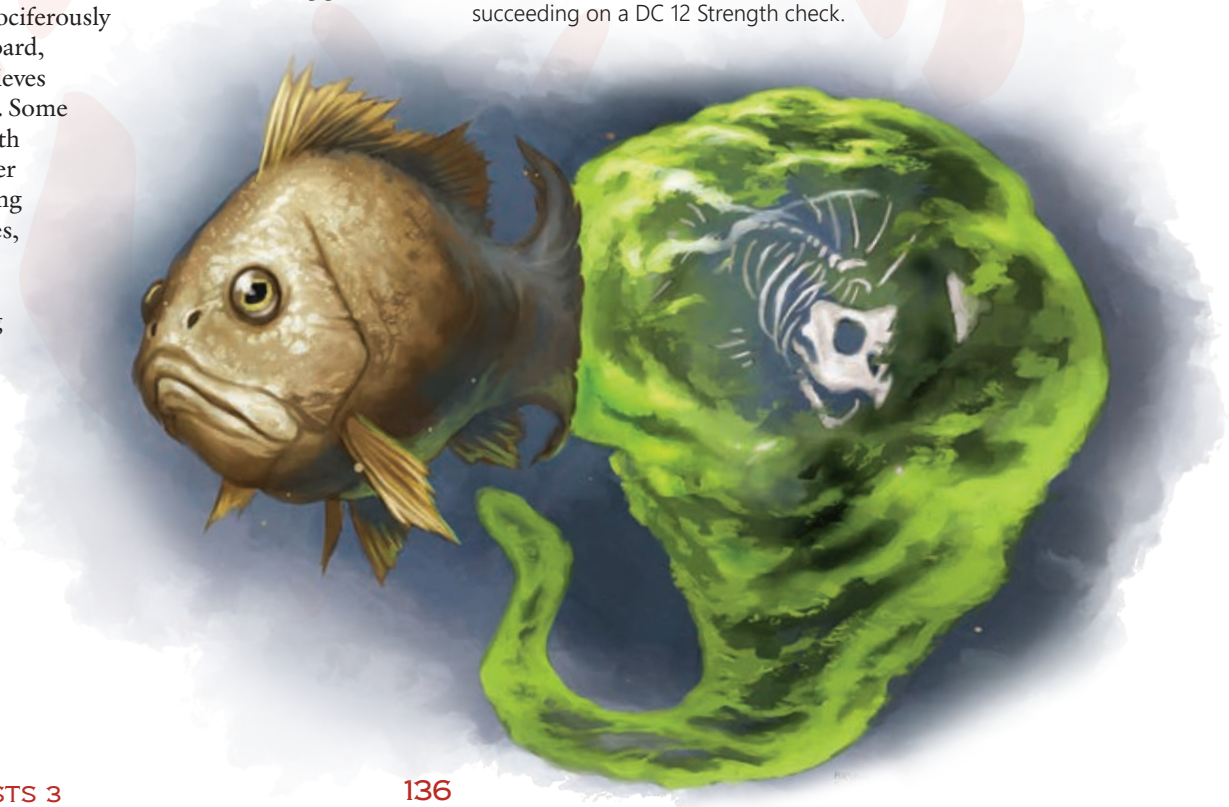
Amphibious. The gel can breathe air and water.

Ooze Nature. The diving gel doesn't require sleep.

Actions

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) bludgeoning damage.

Attach. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* The gel attaches itself to the head, face, or gills of a creature. If the creature is Large or smaller and can breathe air, it continues to breathe normally as the air-filled gel provides breathable air for the creature. If the creature can't breathe air, it must hold its breath or begin to suffocate. If the gel is attached to a creature, it has advantage on attack rolls against that creature. A creature, including the target, can take its action to detach the diving gel by succeeding on a DC 12 Strength check.



Ramnath Nanthakumar (Order #37530305)

Dokkaebi



This humanoid creature has large eyes, a wide nose, and a mouth full of sharp teeth and curving tusks. Its green skin is hirsute, and its fingers and toes are tipped with claws rather than nails. It wears well-tailored clothes and a tall hat.

Dokkaebi are gregarious, fun-loving fey with a sense of natural justice. They abhor bullies and cruelty, and they take it upon themselves to be arbiters of justice. However, while the dokkaebi think they are extremely clever, among mortals they are often foolish and reactionary. They frequently misread a situation and can be fooled by a clever ruse.

Competitive. Dokkaebi love contests of any type. They prefer wrestling, but they can be easily convinced into another sport, competition, or game of chance. With a troublesome dokkaebi that has grown fond of an area, challenging it to a contest—and winning—may be the only way to get it to leave.

Magic Wands. While dokkaebi cannot change reality to grant wishes like powerful djinni, they can use their magical clubs to fulfill requests for physical things, such as food, money, or other objects. These items are not created but summoned from somewhere nearby. In an area where dokkaebi are common, items that are lost or go missing are said to have been "conjured by the dokkaebi." This can cause problems if an angry owner goes searching for their missing property—and worse if he finds it and accuses the new owner of theft.

Dokkaebi

Medium Fey, Chaotic Neutral or Chaotic Good

Armor Class 12

Hit Points 78 (12d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	14 (+2)	13 (+1)	9 (–1)	12 (+1)

Saving Throws Dex +4

Skills Athletics +5, Stealth +4

Senses darkvision 60 ft., passive Perception 9

Languages Common, Elvish, Sylvan

Challenge 2 (450 XP) **Proficiency Bonus** +2

Invisibility Hat. The dokkaebi's hat allows it to turn invisible. This item works for another creature only if the dokkaebi formally allows that creature to borrow the hat. A creature wearing the hat with the dokkaebi's permission can use the dokkaebi's Invisibility action. If the hat is not returned to the dokkaebi when requested, the hat loses all magical properties.

Wrestler. The dokkaebi has advantage on Strength (Athletics) checks made to grapple and on ability checks and saving throws made to escape a grapple.

Actions

Multiattack. The dokkaebi makes three attacks with its club.

Dokkaebi Bangmangi. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage. See the Dokkaebi Bangmangi sidebar for more information.

Invisibility. The dokkaebi magically turns invisible until it attacks, or until its concentration ends (as if concentrating on a spell). Any equipment the dokkaebi wears or carries is invisible with it. It can't use this action if it doesn't have its hat.

Dokkaebi Bangmangi

Rod, rare (requires attunement)

Also known as a dokkaebi club, this wooden rod functions as a magic club.

The rod has 3 charges. While holding the rod, you can use an action to expend 1 charge to teleport up to 50 pounds of Tiny objects of a specific type, such as clams, shoes, or daggers, to an unoccupied space you can see within 5 feet of you. The objects' total market value can't exceed 100 gp. The object or objects are brought to you from locations within 1 mile of you. If no object of the type is within range, nothing happens and the charge isn't expended. Once all three charges are expended, the *dokkaebi bangmangi* becomes a magic club. In the hands of a dokkaebi, it regains any expended charges daily at dawn.

Curse. This rod is cursed if you attune to it without the original dokkaebi owner's permission. When you summon an object using the cursed rod, the former owner of the object is instantly aware of its absence and knows the general direction to the object while within 1 mile of it.

Ramnath Nanthakumar (Order - 375303305)

Doom Creeper

A bundle of vines with a single large black rose at its center perches on a tree. The rose opens and closes, like a great blinking eye, and emits an eerie purple glow.

The doom creeper's origin is a mystery, but the most common legend is that a god of death gave the world of mortals a single black rose, whose petals would help maintain the balance between the scales of life and death. Whenever mortals found one in the forests or jungles, terror would fill them as they knew death was near, giving rise to the rose's more commonly recognized name, the Rose of Death.

Nature Attractions. Doom creepers are very fond of other plants and plant creatures, and they are drawn to plant-focused fey, such as dryads or wood hags (see page 228). They can sometimes be found protecting and serving such creatures, and they have a basic understanding of fey language.

Dead Eater. Doom creepers feed on decaying creatures and find undead particularly appetizing. A forest clear of rotting corpses or undead creatures is often a sign that a doom creeper lurks in the area.

DOOM CREEPER

Small Plant, Unaligned

Armor Class 15

Hit Points 137 (25d6 + 50)

Speed 15 ft., climb 45 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	21 (+5)	14 (+2)	5 (–3)	14 (+2)	6 (–2)

Skills Perception +5, Stealth +8, Acrobatics +8

Damage Vulnerabilities cold

Damage Resistances bludgeoning, piercing

Damage Immunities poison

Condition Immunities blinded, deafened, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 15

Languages understands Sylvan but can't speak

Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Actions

Multiattack. The doom creeper uses Deaths' Rose. It then makes two Decaying Vine attacks.

Decaying Vine. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one creature. *Hit:* 12 (2d6 + 5) slashing and 9 (2d8) necrotic damage.

Death's Rose. The doom creeper shoots a glowing purple beam of magical energy at a creature it can see within 60 feet of it, choosing one of the following effects:

- **Disorienting Petal.** The target must succeed on a DC 15 Intelligence saving throw or be incapacitated for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
- **Frightful Petal.** The target must succeed on a DC 15 Charisma saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, with disadvantage if the target can see the doom creeper, ending the effect on itself on a success.
- **Slowing Petal.** The target must succeed on a DC 15 Wisdom saving throw or its speed is halved, it takes a –2 penalty to AC and Dexterity saving throws, and it can't take reactions for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
- **Wasting Petal.** The target must succeed on a DC 15 Constitution saving throw or waste away for 1 minute. While wasting away, the target is vulnerable to necrotic damage and regains only half the hp when it receives magical healing. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



Ramnath Nanthakumar (Order - 375303305)

Doppelixir

When the flask of purple liquid is moved, the liquid froths and spins, then a hand forms and shoots out from the flask.

The alchemist Nurb Nissikad sought to produce a universal potion, which allowed the imbiber to choose the potion's effects. To that end, he fed blood from a mimic mixed with magical liquids to a blood ooze (see *Creature Codex*). Unfortunately, the creation turned on its creator, escaped into the sewer adjacent to the alchemist's laboratory, and eventually duplicated and spread.

Magical Liquid Imitator. An incomplete experiment, doppelixirs can't become just any magical fluid, but their creation allows them to mimic simple alchemical formulas. They use this while hiding in transparent containers to lure prey. If a curious creature moves nearby but doesn't interact with the ooze's container, the doppelixir changes its composition to imitate another liquid to encourage investigation. It also emits a low-level telepathic urge to coax the creature into drinking it. Careful collection of its remains allows someone to use the remains as the liquid it imitates.

Blood Hunter. Doppelixirs consumes blood and gain no sustenance from undead or constructs, ignoring such creatures. If a construct or undead attempts to consume the doppelixir, it scuttles away and clings to a nearby ceiling.



DOPPELIXIR

Tiny Ooze, Unaligned

Armor Class 13

Hit Points 45 (10d4 + 20)

Speed 20 ft., climb 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	14 (+2)	3 (–4)	12 (+1)	7 (–2)

Damage Resistances acid, fire, necrotic, slashing

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 11

Languages —

Challenge 1 (200 XP) **Proficiency Bonus** +2

Amorphous. The doppelixir can move through a space as narrow as 1 inch wide without squeezing.

False Appearance. While the doppelixir remains motionless, it is indistinguishable from the liquid it imitates.

Ooze Nature. The doppelixir doesn't require sleep.

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

Actions

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage, and the doppelixir attaches to the target. While attached, the doppelixir doesn't attack. Instead, at the start of each of the doppelixir's turns, the target loses 10 (2d6 + 3) hp due to blood loss.

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

Telepathic Urge. The doppelixir mentally urges one creature it can see within 60 feet of it to attempt to drink it. The target must succeed on a DC 11 Wisdom saving throw or be charmed for 1 minute. While charmed, the target must move on its turn toward the doppelixir by the safest available route, trying to get within 5 feet of the doppelixir to drink it. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If the doppelixir attacks the target, the effect also ends. If the target attempts to drink it, the doppelixir can use a reaction to make one Slam attack with advantage against the target.

If the target's saving throw is successful or the effect ends for it, the creature is immune to the doppelixir's Telepathic Urge for the next 24 hours.

Bonus Actions

Imitative Liquid. The doppelixir imitates one common or uncommon potion, oil, or other alchemical substance until it uses this bonus action again to end it or to imitate a different liquid. If the doppelixir takes no acid, fire, or poison damage on the round it is slain, a creature can collect its remains, which can be used as the liquid it was imitating before it died.

Ramnath Nanthakumar (Order #37530305)

Dragon, Prismatic



With a multicolored hide and wings with multifaceted panes, this dragon stands over an array of chaotic crystals. Light gleams off the dragon's hide and pours through its wings in a dizzying display.

Prismatic dragons bring light and color to the otherwise dark and gray underworld. They consume minerals for sustenance, making them relatively harmless as far as their appetites go, unless they encounter creatures loaded with gems and jewels. Even then, they may negotiate for the treats, and canny explorers discover worthless crystals satisfy the dragons just as much as valuable jewels.

Resplendent Flightlessness. Like many dragons, prismatic dragons possess wings, but they can't sustain flight with their wings. Prismatic dragon wings have both the appearance and unwieldiness of stained glass. Fortunately, the dragons have no need to fly in most of their domain and their razor-sharp claws give them strong purchase to climb. The dragons' wings have a greater purpose than aesthetics—though they are vain about their appearance—because the dragons can tilt their wings to dazzle opponents to the point of blindness. As prismatic dragons age, their bodies shift in coloration from a dusty pink through an ever-expanding panoply of hues, including those invisible to most others.

Crystal Groves. Prismatic dragons tend crystals in their lair and in the surrounding territory. These crystal groves exhibit a riot of different shapes, sizes, and colors. Proud of their carefully cultivated collection, prismatic dragons may become incensed when a visitor criticizes any of the crystals or arrangements. Though prismatic dragons coexist peacefully with crystalline monoliths (see *Tome of Beasts 2*), the dragons harbor jealousy about the monoliths' crystal gardens, and they subtly direct intruders to a monolith's lair in the fervent hope the interlopers damage the other creature's crystal.

Gregarious Hosts. Of course, all this beauty serves no purpose if only the prismatic dragon can enjoy it. The dragon often welcomes subterranean guests or explorers from the upper world. It can't promise a comfortable stay for those who have difficulty sleeping on beds of crystals, but it attempts to accommodate food and drink requests within its means. This hospitality ends at undead creatures and conquest-driven groups. A prismatic dragon especially loathes cave dragons (see *Tome of Beasts*) and strives to eradicate the crystal-destroying pests if they move into the dragon's territory.

A Prismatic Dragon's Lair

Prismatic dragons inhabit underground caverns, especially those containing colorful, translucent crystals. Some dragons dwell in closed off portions of their mighty caverns, while many construct shrines or cathedrals from the crystals grown in their territories. Though the dragons don't require light to see, they always dot their lairs with light-filled, crystal globes to enhance the vibrant displays.

Lair Actions

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

- ***Crystalline Burst.*** Crystals suddenly grow from a point on the ground the dragon can see within 120 feet of it, creating a 1-foot-tall carpet of crystals. Each creature within 10 feet of that point must make a DC 15 Dexterity saving throw, taking 21 (6d6) piercing damage and falling prone on a failed save, or half as much damage and not falling prone on a successful one. The area becomes difficult terrain, and when a creature moves into or within the area, it takes 2d6 piercing damage for every 5 feet it travels. The crystals crumble to dust when the dragon uses this lair action again or when the dragon dies.
- ***Dazzling Lights.*** Light strobes at a point the dragon can see within 120 feet of it. Each creature other than the dragon

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that starts its turn within 60 feet of that point must make a DC 15 Charisma saving throw or have disadvantage on attack rolls until the start of its next turn. The effect persists for 1 minute, until the dragon uses this lair action again, or until the dragon dies.

- ***Mood Lights.*** The dragon changes the ambient lighting centered on a point within 120 feet of it. Each creature within 30 feet of that point must succeed on a DC 15 Wisdom saving throw or suffer one of the following effects until initiative count 20 on the next round (the dragon chooses the effect, which applies to all creatures that failed their saving throws, when it uses this lair action): the target becomes apathetic and has disadvantage on attack rolls and ability checks; the target becomes enraged and uses its next action to make a melee attack against a random creature within its reach; the target becomes paranoid and considers no other creature an ally, refusing help and being unable to benefit from the spells and effects of allies. A creature immune to being charmed is unaffected by this effect.

REGIONAL EFFECTS

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

- ***Crystal Growth.*** Luminescent quartz and other inexpensive crystal protrude from all surfaces within 6 miles of a prismatic dragon's lair.
- ***Enhanced Spells.*** Color-based spells (such as *hypnotic pattern*, *frenzied bolt* from *Deep Magic*, or any "prismatic" spell) cast within 1 mile of a prismatic dragon's lair become enhanced. When rolling damage for a spell of that type that deals damage, treat any 1 on a damage die as a 2 and increase the spell save DC by 1 (this doesn't affect the dragon's spells).
- ***Prismatic Light.*** All light sources, including those created by magic effects, shed light in a rainbow of colors while within 1 mile of a prismatic dragon's lair.

If the dragon dies, these effects fade over the course of 1d10 days. The quartz and crystals immediately lose their luminescence and crumble to dust over the same period.

ANCIENT PRISMATIC DRAGON

Gargantuan Dragon, Neutral

Armor Class 20 (natural armor)
Hit Points 407 (22d20 + 176)
Speed 50 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	27 (+8)	20 (+5)	17 (+3)	19 (+4)

Saving Throws Dex +7, Con +15, Wis +10, Cha +11
Skills Arcana +12, Perception +17, Stealth +7
Damage Immunities radiant
Condition Immunities blinded
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 27
Languages Common, Draconic
Challenge 21 (33,000 XP) **Proficiency Bonus** +7

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

ACTIONS

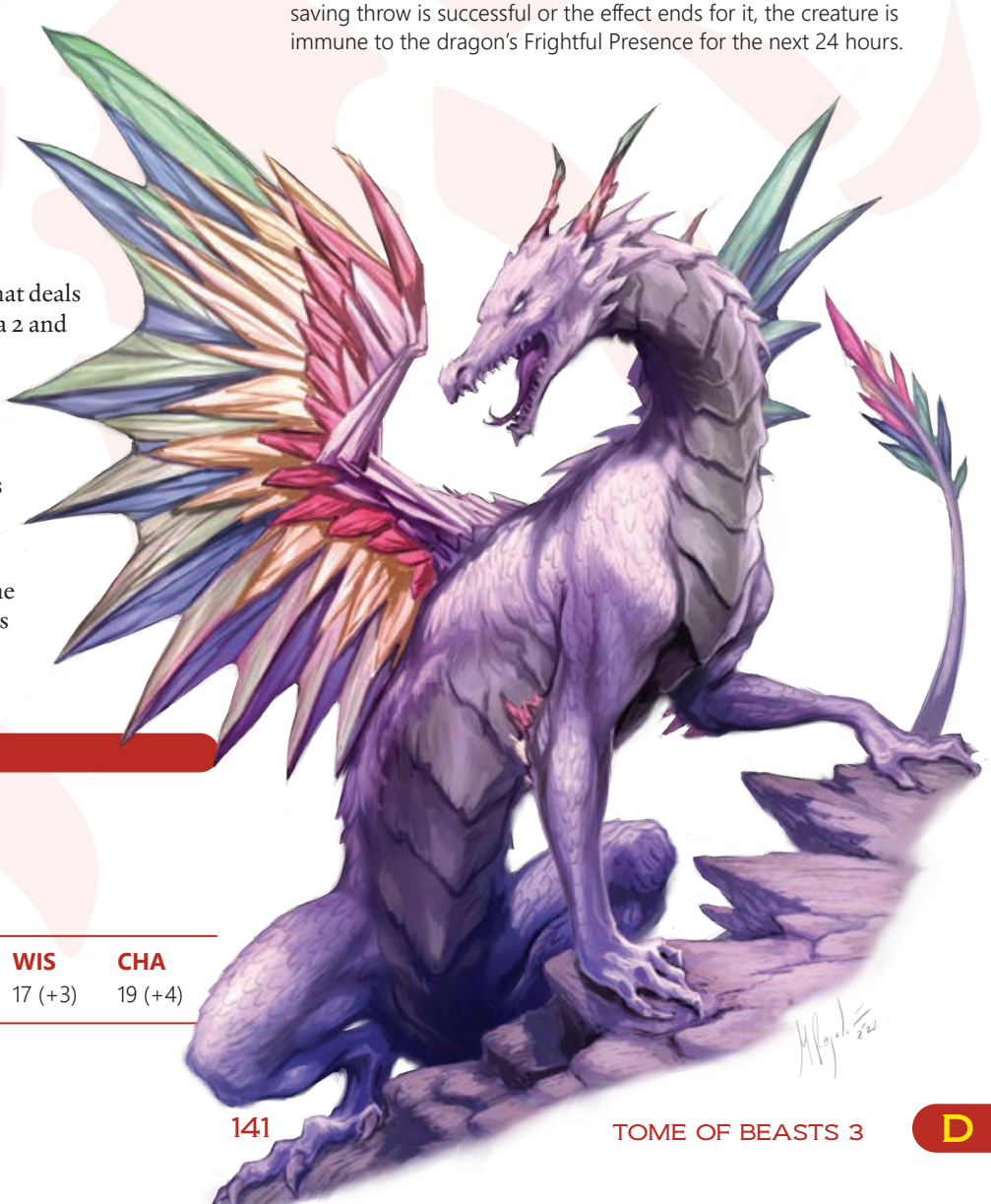
Multiattack. The prismatic dragon uses its Frightful Presence. It then makes one Bite attack and two Claw attacks.

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

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

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

Frightful Presence. Each creature of the prismatic dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.



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Breath Weapon (Recharge 5–6). The prismatic dragon uses one of the following breath weapons:

- **Light Beam.** The prismatic dragon emits a beam of white light in a 120-foot line that is 10 feet wide. Each creature in that line must make a DC 23 Dexterity saving throw, taking 90 (20d8) radiant damage on a failed save, or half as much damage on a successful one.
- **Rainbow Blast.** The prismatic dragon emits multicolored light in a 90-foot cone. Each creature in that area must make a DC 23 Dexterity saving throw, taking 72 (16d8) damage on a failed save, or half as much damage on a successful one. The dragon splits the damage up among acid, cold, fire, lightning, or poison, choosing a number of d8s for each damage type totaling 16d8. It must choose at least two damage types.

Spellcasting. The prismatic dragon casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability (spell save DC 20):

At will: *charm person*, *dancing lights*, *prismatic spray*

1/day: *prismatic wall*

LEGENDARY ACTIONS

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

Detect. The prismatic dragon makes a Wisdom (Perception) check.

Tail Attack. The prismatic dragon makes a tail attack.

Cast a Spell (Costs 2 Actions). The prismatic dragon uses Spellcasting.

Shimmering Wings (Costs 2 Actions). The prismatic dragon beats its wings. Each creature within 20 feet of the dragon must succeed on a DC 19 Wisdom saving throw or take 16 (3d10) radiant damage and become blinded until the start of the dragon's next turn.

ADULT PRISMATIC DRAGON

Huge Dragon, Neutral

Armor Class 18 (natural armor)
Hit Points 212 (17d12 + 102)
Speed 50 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	23 (+6)	18 (+4)	15 (+2)	17 (+3)

Saving Throws Dex +5, Con +11, Wis +7, Cha +8
Skills Arcana +9, Perception +12, Stealth +5
Damage Immunities radiant
Condition Immunities blinded
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 22
Languages Common, Draconic
Challenge 16 (15,000 XP) **Proficiency Bonus** +5

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

ACTIONS

Multiattack. The prismatic dragon uses its Frightful Presence. It then makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Tail. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

Frightful Presence. Each creature of the prismatic dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapon (Recharge 5–6). The prismatic dragon uses one of the following breath weapons:

- **Light Beam.** The prismatic dragon emits a beam of white light in a 90-foot line that is 5 feet wide. Each creature in that line must make a DC 19 Dexterity saving throw, taking 45 (10d8) radiant damage on a failed save, or half as much damage on a successful one.
- **Rainbow Blast.** The prismatic dragon emits multicolored light in a 60-foot cone. Each creature in that area must make a DC 19 Dexterity saving throw, taking 36 (8d8) damage on a failed save, or half as much damage on a successful one. The dragon splits the damage up among acid, cold, fire, lightning, or poison,

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choosing a number of d8s for each damage type totaling 8d8. It must choose at least two damage types.

Spellcasting. The prismatic dragon casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability (spell save DC 17):

At will: *charm person*, *color spray*, *dancing lights*
3/day: *prismatic spray*
1/day: *prismatic wall*

LEGENDARY ACTIONS

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

Detect. The prismatic dragon makes a Wisdom (Perception) check.

Tail Attack. The prismatic dragon makes a tail attack.

Cast a Spell (Costs 2 Actions). The prismatic dragon uses Spellcasting.

Shimmering Wings (Costs 2 Actions). The prismatic dragon beats its crystalline wings. Each creature within 20 feet of the dragon must succeed on a DC 16 Wisdom saving throw or take 11 (2d10) radiant damage and become blinded until the start of the dragon's next turn.

YOUNG PRISMATIC DRAGON

Large Dragon, Neutral

Armor Class 17 (natural armor)
Hit Points 142 (15d10 + 60)
Speed 40 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	19 (+4)	16 (+3)	14 (+2)	15 (+2)

Saving Throws Dex +3, Con +7, Wis +5, Cha +5
Skills Arcana +6, Perception +8, Stealth +3
Damage Immunities radiant
Condition Immunities blinded
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 18
Languages Common, Draconic
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

ACTIONS

Multiattack. The prismatic dragon makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

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

Light Beam (Recharge 5–6). The prismatic dragon emits a beam of white light in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 15 Dexterity saving throw, taking 36 (8d8) radiant damage on a failed save, or half as much damage on a successful one.

Spellcasting. The prismatic dragon casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability (spell save DC 14):

At will: *dancing lights*
3/day each: *charm person, color spray*
1/day: *prismatic spray*

PRISMATIC DRAGON WYRMLING

Medium Dragon, Neutral

Armor Class 16 (natural armor)
Hit Points 39 (6d8 + 12)
Speed 30 ft., climb 15 ft.

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

Saving Throws Dex +2, Con +4, Wis +3, Cha +3
Skills Arcana +4, Perception +5, Stealth +2
Damage Immunities radiant
Condition Immunities blinded
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 15
Languages Draconic
Challenge 2 (450 XP) **Proficiency Bonus** +2

ACTIONS

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

Light Beam (Recharge 5–6). The prismatic dragon emits a beam of white light in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 12 Dexterity saving throw, taking 18 (4d8) radiant damage on a failed save, or half as much damage on a successful one.

Spellcasting. The prismatic dragon casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability (spell save DC 12):

At will: *dancing lights*
1/day each: *charm person, color spray*



Ramnath Nanthakumar (Order #375303805)

Dragon, Sand



Sand constantly sloughs from this brown dragon and twirls about in the air surrounding it. Falling sand reveals the creature's desiccated form. Spikes of dried and caked sand jut from its body.

Overlords of dry and desolate domains, sand dragons enjoy the solitude of a harsh climate. They begrudgingly share territory with blue dragons and wasteland dragons (see *Creature Codex*), but these dragons often keep clear of each other. Sometimes, they come together in alliances of convenience, though more often one of the dragons believes it can take the other's territory by force.

Cantankerous Loners. A sand dragon's desire for isolation and the scarcity of available food renders it an irritable host at best. A dragon's first response upon noticing intruders rarely goes further than killing and eating them. Travelers who offer the dragon plenty of fresh meat stand a chance to pass through its domain unharmed. The sand dragon tolerates lesser creatures that inhabit the same land, such as sandwyrms (see *Tome of Beasts*), provided they don't compete for resources. It may bully these creatures to hunt on its behalf.

Sand Sculptors. Sand dragons express themselves through the medium of sand or similar materials in their lairs. Spiraling towers erupt from the ground, reaching dozens of feet in height and seeming on the verge of collapse. In the rare instances where the dragons decide to attack settlements, they commit the location to memory and duplicate the buildings as sand sculptures to near perfection. They often etch screaming faces in the walls of the buildings to commemorate the terror they unleashed during their attacks. Sand dragons also use sand to encase the remains of those who dared attack the dragons in their lairs, molding the sand to match the likenesses of the creatures when they were alive.

Guardians of Lost Empires. When tons of sand, silt, and other debris cover up the remains of forgotten kingdoms, they may slumber undisturbed for centuries. Bored or curious sand dragons sometimes discover the ruins of these little-remembered empires and loot their ancient treasures and magic items. The dragons guard these locations closely, not wishing to encourage treasure hunting mercenaries to invade their lairs.

A Sand Dragon's Lair

Sand dragons live in areas with a plentitude of sand or other loose, course material. They can make themselves at home in deserts, salt flats, wastelands, and coastal dunes. Some sand dragons find convenient caves where they can dwell, but most dig deep below the surface, leaving a couple of well-supported tunnels where they can exit and enter. Piles of whatever common material they have in their lairs conceal these tunnels.

Lair Actions

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

- ***Create Sinkhole.*** A sinkhole opens beneath one creature the dragon can see within 120 feet of it. The creature must succeed on a DC 15 Dexterity saving throw or be knocked prone and buried in sand. If the buried target doesn't have a burrowing speed, it is restrained and unable to breathe or stand up. A creature, including the buried target, can take an action to make a DC 15 Strength check, ending the buried state on a success. When the buried state ends, the target enters an unoccupied space within 5 feet of where it was buried and is prone.
- ***Evaporate Liquid.*** A container of liquid the dragon can see within 120 feet of it evaporates. If the container isn't being worn or carried and is nonmagical, up to one gallon of the liquid is destroyed. If the container isn't being worn or carried and the liquid or container is magical, the liquid must succeed on a DC 15 Constitution saving throw (with a bonus equal to +2 per level of rarity above common) or up to one gallon of the liquid is destroyed. If the container is being worn or carried, the creature holding the container must succeed on a DC 15 Dexterity saving throw to avoid the liquid's destruction.

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- ***Sand Wall.*** The dragon creates a wall of sand on a solid surface it can see within 120 feet of it. The wall can be up to 60 feet long, 10 feet high, and 5 feet thick, and it blocks line of sight. When the wall appears, each creature in its area must succeed on a DC 15 Dexterity saving throw or be pushed 5 feet out of the wall's space, appearing on whichever side of the wall it wants. Each 10-foot section of wall has AC 10, 20 hit points, and immunity to necrotic, poison, psychic, and radiant damage. The wall lasts for 1 minute, until the dragon uses this lair action again, or until the dragon dies.

REGIONAL EFFECTS

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

- ***Dehydrate.*** Creatures, other than the sand dragon, within 1 mile of a sand dragon's lair need twice as much water to avoid dehydration. Precipitation rarely falls, making the area hospitable only to the hardiest specimens.
- ***Prolific Vermin.*** Sand-dwelling vermin, such as scorpions and scarabs, become more numerous within 3 miles of the dragon's lair.
- ***Sand Storms.*** Sand constantly swirls in small storms, impeding vision. Creatures within 1 mile of a sand dragon's lair have disadvantage on Wisdom (Perception) checks that rely on vision.

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

ANCIENT SAND DRAGON

Gargantuan Dragon, Neutral Evil

Armor Class 21 (natural armor)
Hit Points 507 (26d20 + 234)
Speed 40 ft., burrow 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	12 (+1)	29 (+9)	16 (+3)	20 (+5)	18 (+4)

Saving Throws Dex +9, Con +17, Wis +13, Cha +12
Skills Nature +11, Perception +21, Stealth +9
Damage Resistances piercing
Damage Immunities fire
Condition Immunities blinded
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 31
Languages Common, Draconic, Terran
Challenge 23 (50,000 XP) **Proficiency Bonus** +8

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

Sand Camouflage. The sand dragon has advantage on Dexterity (Stealth) checks made to hide in sandy terrain.

Sandy Nature. The sand dragon is infused with elemental power, and it requires only half the amount of air, food, and drink that a typical dragon if its size needs.

Stinging Sand. The first time the sand dragon hits a target with a melee weapon attack, the target must succeed on a DC 25 Constitution saving throw or have disadvantage on attack rolls and ability checks until the end of its next turn.

ACTIONS

Multiattack. The sand dragon uses its Frightful Presence. It then makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage.

Claw. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +16 to hit, reach 20 ft., one target. *Hit:* 17 (2d8 + 8) slashing damage.

Frightful Presence. Each creature of the sand dragon's choice that is within 120 feet of the creature and aware of it must succeed on a DC 20 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapon (Recharge 5–6). The sand dragon uses one of the following breath weapons:

- **Sand Blast.** The dragon exhales superheated sand in a 90-foot cone. Each creature in that area must make a DC 25 Dexterity saving throw, taking 44 (8d10) piercing damage and 44 (8d10) fire damage on a failed save, or half as much damage on a successful one. If a creature fails its saving throw by 5 or more, it suffers one level of exhaustion as it dehydrates.
- **Blinding Sand.** The dragon breathes fine sand in a 90-foot cone. Each creature in that area must succeed on a DC 25 Constitution saving throw or be blinded for 1 minute. A blinded creature can take an action to clear its eyes of sand, ending the effect for it.



Ramnath Nanthakumar (Order - 375303305)

LEGENDARY ACTIONS

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

Detect. The sand dragon makes a Wisdom (Perception) check.

Tail Attack. The sand dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The sand dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 24 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.

ADULT SAND DRAGON

Huge Dragon, Neutral Evil

Armor Class 20 (natural armor)

Hit Points 270 (20d12 + 140)

Speed 40 ft., burrow 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	25 (+7)	14 (+2)	18 (+4)	16 (+3)

Saving Throws Dex +7, Con +13, Wis +10, Cha +9

Skills Nature +8, Perception +16, Stealth +7

Damage Resistances piercing

Damage Immunities fire

Condition Immunities blinded

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 26

Languages Common, Draconic, Terran

Challenge 18 (20,000 XP) **Proficiency Bonus** +6

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

Sand Camouflage. The sand dragon has advantage on Dexterity (Stealth) checks made to hide in sandy terrain.

Sandy Nature. The sand dragon is infused with elemental power, and it requires only half the amount of air, food, and drink that a typical dragon if its size needs.

Stinging Sand. The first time the sand dragon hits a target with a melee weapon attack, the target must succeed on a DC 21 Constitution saving throw or have disadvantage on attack rolls and ability checks until the end of its next turn.

ACTIONS

Multiattack. The sand dragon uses its Frightful Presence. It then makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage.

Claw. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

Tail. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 16 (2d8 + 7) slashing damage.

Frightful Presence. Each creature of the sand dragon's choice that is within 120 feet of the creature and aware of it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.



Breath Weapon (Recharge 5–6). The sand dragon uses one of the following breath weapons:

- **Sand Blast.** The dragon exhales superheated sand in a 60-foot cone. Each creature in that area must make a DC 21 Dexterity saving throw, taking 27 (5d10) piercing damage and 27 (5d10) fire damage on a failed save, or half as much damage on a successful one. If a creature fails its saving throw by 5 or more, it suffers one level of exhaustion as it dehydrates.
- **Blinding Sand.** The dragon breathes fine sand in a 60-foot cone. Each creature in that area must succeed on a DC 21 Constitution saving throw or be blinded for 1 minute. A blinded creature can take an action to clear its eyes of sand, ending the effect for it.

LEGENDARY ACTIONS

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

Detect. The sand dragon makes a Wisdom (Perception) check.

Tail Attack. The sand dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The sand dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 21 Dexterity saving throw or take 14 (2d6 + 7) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Ramnath Nanthakumar (Order #37530305)

YOUNG SAND DRAGON

Large Dragon, Neutral Evil

Armor Class 19 (natural armor)

Hit Points 189 (18d10 + 90)

Speed 40 ft., burrow 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	21 (+5)	13 (+1)	16 (+3)	14 (+2)

Saving Throws Dex +5, Con +9, Wis +7, Cha +6

Skills Nature +5, Perception +11, Stealth +5

Damage Resistances piercing

Damage Immunities fire

Condition Immunities blinded

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 21

Languages Common, Draconic

Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Sand Camouflage. The sand dragon has advantage on Dexterity (Stealth) checks made to hide in sandy terrain.

Sandy Nature. The sand dragon is infused with elemental power, and it requires only half the amount of air, food, and drink that a typical dragon if its size needs.

Stinging Sand. The first time the sand dragon hits a target with a melee weapon attack, the target must succeed on a DC 17 Constitution saving throw or have disadvantage on attack rolls and ability checks until the end of its next turn.

ACTIONS

Multiattack. The sand dragon makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

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

Breath Weapon (Recharge 5–6). The sand dragon uses one of the following breath weapons:

- **Sand Blast.** The dragon exhales superheated sand in a 30-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 22 (4d10) piercing damage and 22 (4d10) fire damage on a failed save, or half as much damage on a successful one. If a creature fails its saving throw by 5 or more, it suffers one level of exhaustion as it dehydrates.
- **Blinding Sand.** The dragon breathes fine sand in a 30-foot cone. Each creature in that area must succeed on a DC 17 Constitution saving throw or be blinded for 1 minute. A blinded creature can take an action to clear its eyes of sand, ending the effect for it.

SAND DRAGON WYRMLING

Medium Dragon, Neutral Evil

Armor Class 18 (natural armor)

Hit Points 52 (7d8 + 21)

Speed 30 ft., burrow 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	17 (+3)	11 (+0)	14 (+2)	12 (+1)

Saving Throws Dex +3, Con +5, Wis +4, Cha +3

Skills Nature +2, Perception +6, Stealth +3

Damage Resistances piercing

Damage Immunities fire

Condition Immunities blinded

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

Languages Draconic

Challenge 3 (700 XP) **Proficiency Bonus** +2

Sand Camouflage. The sand dragon has advantage on Dexterity (Stealth) checks made to hide in sandy terrain.

Sandy Nature. The sand dragon is infused with elemental power, and it requires only half the amount of air, food, and drink that a typical dragon if its size needs.

Stinging Sand. The first time the sand dragon hits a target with a melee weapon attack, the target must succeed on a DC 13 Constitution saving throw or have disadvantage on attack rolls and ability checks until the end of its next turn.

ACTIONS

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

Breath Weapon (Recharge 5–6). The sand dragon uses one of the following breath weapons:

- **Sand Blast.** The dragon exhales superheated sand in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 11 (2d10) piercing damage and 11 (2d10) fire damage on a failed save, or half as much damage on a successful one.
- **Blinding Sand.** The dragon breathes fine sand in a 15-foot cone. Each creature in that area must succeed on a DC 13 Constitution saving throw or be blinded for 1 minute. A blinded creature can take an action to clear its eyes of sand, ending the effect for it.



Ramnath Nanthakumar (Order #37530305)

Dragonette, Barnyard



This reptile stares into the distance for a moment, balanced on its powerful hind legs and tail, before dropping back down to all fours. Its short snout and oversized lower jaw give it a pugnacious appearance that is reinforced by its rolling gait.

Barnyard dragonettes are friendly and social lesser dragons with a fondness for pranks. They primarily eat mushrooms, though they can subsist on scraps from the slops trough without any complaint. The dragons bury their eggs in animal manure to gestate, and mated pairs have found the easiest way to gain access to a manure pile is to choose a farmstead and make a deal with the farmers working it. Most often, they trade pest- and predator-killing services for their stinking reward.

Coyote Hunters. Barnyard dragonettes despise canines, and the chore they most relish is the stalking and killing of wolves, coyotes, and foxes that threaten their farm. A pair of the housecat-sized dragons can make short work of most predatory canines, while larger family units or groups comprised of dragonettes residing at multiple closely located farms will work together to destroy or chase off packs of larger predators such as worgs. The dragonettes are less antagonistic to farmyard dogs and develop a grudging fondness for them over time.

Prankster Dragons. Barnyard dragonettes love to play pranks on each other and other creatures. Their favorite trick is to take a regularly used item, such as a shovel or hatchet, and move it away from its normal resting place, forcing the user to hunt it down.

Barnyard Dragonette

Tiny Dragon, Neutral

Armor Class 13 (natural armor)

Hit Points 18 (4d4 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	15 (+2)	8 (–1)	13 (+1)	13 (+1)

Skills Perception +3, Stealth +3

Senses darkvision 60 ft., passive Perception 13

Languages Common, Draconic

Challenge 1/4 (50 XP) **Proficiency Bonus** +2

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

Speak with Beasts. The barnyard dragonette can communicate with Beasts as if they shared a language.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage. If the target is a Small or smaller creature, it must succeed on a DC 12 Strength saving throw or be grappled.

Scale Rake. One creature grappled by the dragonette must make a DC 12 Strength saving throw, taking 5 (2d4) slashing damage on a failed save, or half as much damage on a successful one.

Gritty Breath (Recharge 5–6). The dragonette exhales a cloud of stinging dust in a 15-foot cone. Each creature in the area must succeed on a DC 12 Constitution saving throw or be blinded for 1 minute. A blinded creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Barnyard Dragonette Familiars

The barnyard dragonette's social nature and natural curiosity leads some of them to serve spellcasters. Such dragonettes have the following trait.

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

Ramnath Nanthakumar (Order #37530305)

Dragonette, Sedge

This low-slung dragon is no larger than a skunk. Sharp teeth jut from the lower jaw, and the fine spines flat against its back are almost invisible until the dragon reflexively fans them out.

Sedge dragonettes are native to swamps and bogs where they nest in tall copses of soggy marsh grass. Long ago, they were bred to protect valuable papyrus thickets, but their shyness led them to avoid confrontation when possible. Instead, their innate curiosity and interest in the goings-on around them led them to becoming knowledgeable about their environs and its denizens. Rangers and druids who are well versed in boggy terrain often seek out the local sedge dragonettes to determine the bog's health and the recent activities of its inhabitants.

Introverted Scalykin. Sedge dragonettes rarely seek company. They don't prefer isolation, nor are they antisocial. Their standoffishness is the result of a shyness common to their species. It is unknown whether their diffidence was intentionally sought when the creatures were first bred or is a result of the inhospitable environment where they thrive. Creatures that slowly and patiently break through the emotional shell find the dragonettes to be among their fiercest friends.

Sedge Dragonette

Tiny Dragon, Neutral

Armor Class 13 (natural armor)
Hit Points 27 (5d4 + 15)
Speed 20 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	16 (+3)	10 (+0)	14 (+2)	11 (+0)

Skills Perception +4, Nature +2, Stealth +4
Damage Resistances poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 14
Languages Common, Draconic
Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Swamp Camouflage. The sedge dragonette has advantage on Dexterity (Stealth) checks made to hide in swampy terrain.

Actions

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

Spines. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage, and a spine sticks into the target. Until a creature takes an action to remove the spine, the target has disadvantage on attack rolls.

Reeking Breath (Recharge 5–6). The dragonette exhales a cloud of nauseating gas in a 15-foot cone. Each creature in the area must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Bonus Actions

Boggy Presence (1/Day). The sedge dragonette transmutes the ground in a 10-foot-radius centered on it into a muddy soup for 10 minutes. For the duration, any creature, other than a sedge dragonette, moving through the area must spend 4 feet of movement for every 1 foot it moves.

Reactions

Prickly Defense. When a creature the sedge dragonette can see hits the dragonette with a melee attack while within 5 feet of it, the dragonette can make one Spines attack against the creature.



Sedge Dragonette Familiars

Though shy, some sedge dragonettes are willing to serve patient and calm spellcasters as a familiar. Such dragonettes have the following trait.

Familiar. The dragonette can serve another creature as a familiar, forming a magic, telepathic bond with that willing companion. While the two are bonded, the companion can sense what the dragonette senses as long as they are within 1 mile of each other. While the dragonette is within 10 feet of its companion, the companion has resistance to poison damage and is immune to the poisoned condition. At any time and for any reason, the dragonette can end its service as a familiar, ending the telepathic bond.

Ramnath Nanthakumar (Order - 375303805)

Dragonette, Shovel

This stocky reptile has a heavy jawed snout, and its pebbled skin changes color to blend in against a backdrop of nearby oranges.

Stocky little reptiles, shovel dragonettes were originally bred to manage infestations. However, they were discovered shortly thereafter to have an affinity for gardening.

Gardener's Best Friend. Fey nobles, hedge mages, elite gardeners, and alliumites (see *Creature Codex*) prize shovel dragonettes for their surprisingly strong builds and spade-like lower jaws. If a shovel dragonette isn't digging in the dirt, it can often be found blended into its surroundings, watching for pests. Once an invader is detected, a shovel dragonette strikes out with its sticky tongue, pulling itself or the pest within reach of its sharp claws. Shovel dragonettes delight in smacking particularly small pests with their big heads, aiming to launch the pests away or over fences.

Industrious Companions. Shovel dragonettes sometimes seek to explore the world beyond garden walls. As traveling companions, they work hard to maintain campsites by hammering tent spikes, digging ditches, and building fire pits. Their omnivorous diet makes them easy to feed, but they can be very messy companions.

Shovel Dragonette

Tiny Dragon, Neutral

Armor Class 12 (natural armor)
Hit Points 33 (6d4 + 18)
Speed 20 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	16 (+3)	8 (–1)	13 (+1)	10 (+0)

Skills Perception +3, Stealth +2
Senses tremorsense 60 ft., darkvision 60 ft. passive Perception 13
Languages Common, Draconic, Sylvan
Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Floral Camouflage. The dragonette has advantage on Dexterity (Stealth) checks made to hide among ample, obscuring flowers, fruits, or vegetables.

Messy Digger. Opportunity attacks against the dragonette are made with disadvantage when the dragonette burrows out of an enemy's reach.

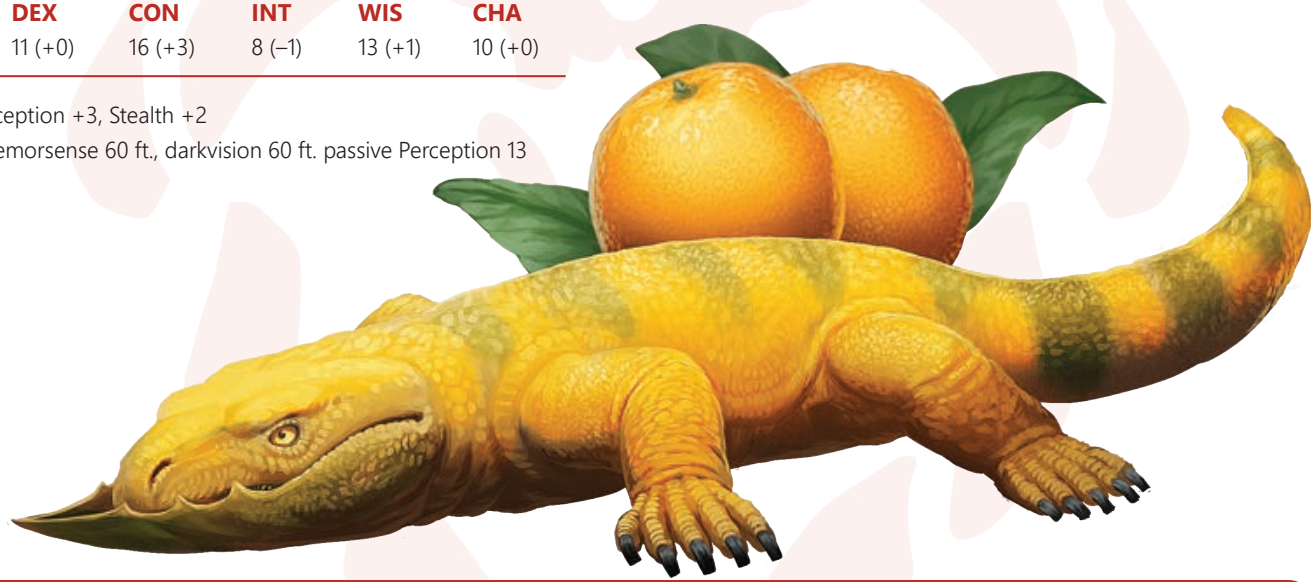
Squat Body. The dragonette has advantage on ability checks and saving throws against effects that move it against its will, and if an effect moves the dragonette against its will along the ground, it can use a reaction to reduce the distance it is moved by up to 10 feet.

Actions

Head Slap. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage, and if the target is Small or smaller, it must succeed on a DC 12 Strength saving throw or be launched up 10 feet into the air and away from the dragonette, taking falling damage as normal.

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

Sticky Tongue. The dragonette uncoils a long tongue coated in sticky saliva and launches it at a target up to 15 feet away. If the target is Small or smaller, it must succeed on a DC 13 Strength saving throw or be pulled up to 15 feet toward the dragonette. If the target is Medium or larger, it must succeed on a DC 13 Dexterity saving throw or the dragonette is pulled up to 15 feet closer to the target. If the target is within 5 feet of the dragonette, the dragonette can make one Raking Claws attack against it as a bonus action.



Shovel Dragonette Familiars

Some shovel dragonettes are willing to serve spellcasters with an interest in gardening and plants as a familiar. Such dragonettes have the following trait.

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

Ramnath Nanthakumar (Order - 375303805)

Drake, Bakery



This dragon's scales are a deep brown, except along its golden-brown underbelly. The smell of baked bread emanates from it, and bits of salt and splotches of white flour dot its scales, giving it the coloration of a baked roll.

Bakery drakes inhabit bakeries, restaurants, and inns, where they devise resplendent pastries and other savory baked treats. Though most bakery drakes receive adoration in settled areas, they face danger in the wilderness, where their aroma makes them targets for hungry creatures.

No Shortcuts, No Artificiality. Bakery drakes zealously guard their reputations as bakers. While they calmly accept the opinion of those who don't like the goods they produce, they take great offense when anyone suggests they cut corners or use magic to enhance their food. The drakes take care to point out when they use magic to enhance a food item to set expectations. Consistent with their pride in their craft, they never poison food they prepare.

Sweet-Toothed Dragons. Bakery drakes enjoy fruit and have trouble controlling their appetites when preparing treats containing their favorite pieces. The drakes enjoy traveling to other lands to learn new recipes and sample new food.

Doughy Physiology. Bakery drakes have several properties in common with bread dough, notably the naturally occurring yeast within their bodies. The heat of a sunny day or a lit oven causes the yeast to break down, surrounding the drake with the aroma of baked bread. However, too much heat speeds up this process, disorienting the drake.

Bakery Drake

Small Dragon, Lawful Neutral

Armor Class 14 (natural armor)
Hit Points 82 (11d6 + 44)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	18 (+4)	11 (+0)	14 (+2)	17 (+3)

Saving Throws Cha +5
Skills Insight +4, Persuasion +5
Damage Resistances fire
Condition Immunities paralyzed, unconscious
Senses darkvision 60 ft., passive Perception 12
Languages Common, Draconic
Challenge 3 (700 XP) **Proficiency Bonus** +2

Fire Weakness. If the bakery drake takes fire damage, it can't use Yeast Slurry on its next turn. In addition, if the drake fails a saving throw against a spell or magical effect that deals fire damage, it becomes poisoned until the end of its next turn.

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

Actions

Multiattack. The dough drake makes one Bite attack and two Claw attacks.

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

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

Breath Weapon (Recharge 5–6). The bakery drake uses one of the following breath weapons.

- **Purifying Breath.** The drake exhales the aroma of a warm, hearty meal in a 15-foot cone. All nonmagical food and drink in the area is purified and rendered free of poison and disease, and its flavor is enhanced in quality for 1 hour.
- **Yeast Slurry.** The drake expels sticky yeast in a 15-foot cone. Each creature in the area must make a DC 14 Dexterity saving throw. On a failure, a target takes 14 (4d6) bludgeoning damage and is restrained for 1 minute. On a success, a target takes half the damage and its speed is reduced by 10 feet until the end of its next turn. A creature, including the restrained target, can use its action to free a restrained target by succeeding on a DC 13 Strength check.

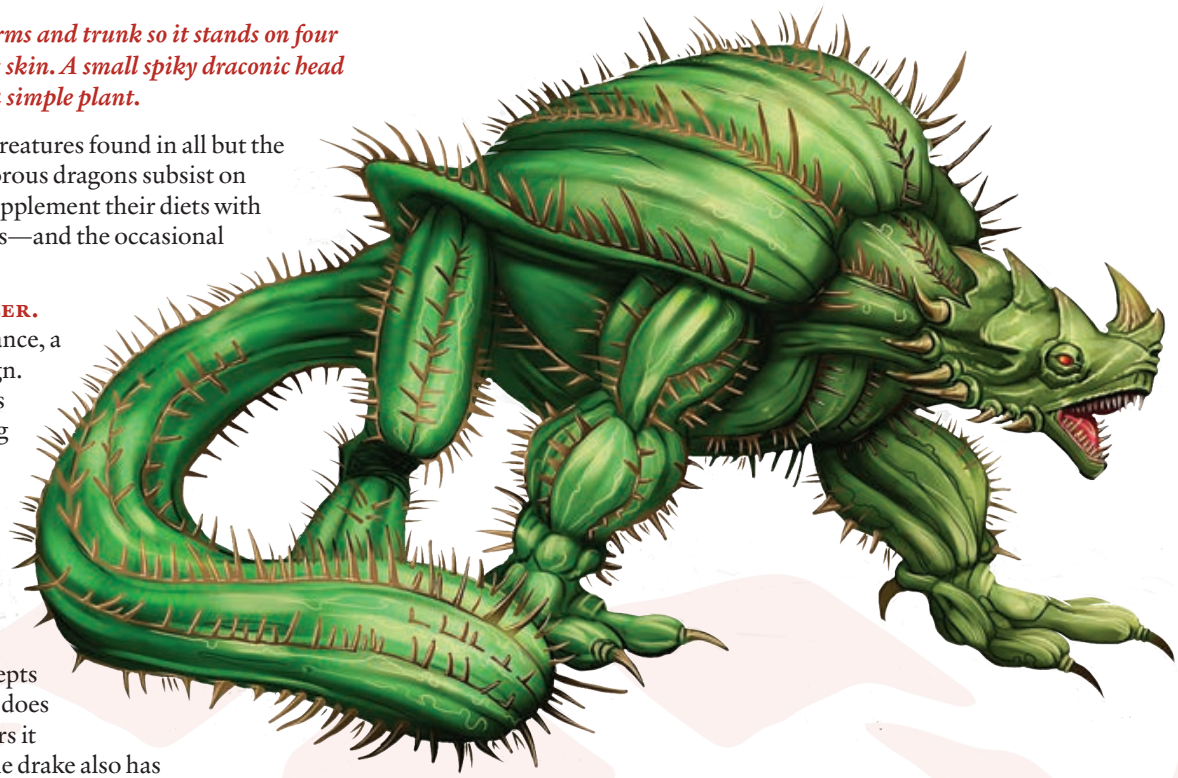
Bakery Drakes in Midgard

Most bakery drakes live and work in the Dragon Empire, aiding in diplomatic endeavors with tasty meals when possible. Several have spread to larger cities, especially Zobeck, Nuria, and the Seven Cities. Many are expatriate drakes who desire only to help and learn from renowned bakers, while a few ply their trade to engage in spycraft for Mharoti employers.

Ramnath Nanthakumar (Order #37530305)

Drake, Cactus

A gigantic cactus shifts its arms and trunk so it stands on four legs. Long spines jut from its skin. A small spiky draconic head gives it away as more than a simple plant.



Cactus drakes are friendly creatures found in all but the coldest deserts. The omnivorous dragons subsist on plants, notably cacti, and supplement their diets with small mammals and rodents—and the occasional ill-mannered traveler.

Helpful Desert Dweller. Despite its frightful appearance, a cactus drake is usually benign. It keeps a watch for travelers lost in the desert or suffering from dehydration. It aids such visitors by directing them to the nearest oasis, and it may even offer some of its own water-retaining flesh in emergencies. Though not greedy, the cactus drake accepts repayment for its deeds and does extort treasure from travelers it knows as troublemakers. The drake also has no qualms about killing creatures that attack it and may spitefully mislead foes to cause them to dehydrate.

Sanddrift Prey. The more mobile and physically powerful sanddrift drakes (see *Tome of Beasts 2*) hunt cactus drakes in shared desert homes. To protect themselves, cactus drakes lair on bluffs and rocky outcroppings to thwart burrowing by their predators. They also gather for mutual safety. Scholars who study cactus drakes note the dragons have slowly evolved countermeasures to sanddrift drakes' most devastating attacks.

Part Plant. The peculiar cactus drakes are almost as much plants as they are dragons. Like the cacti they emulate, the drakes wither in extreme cold. Some cactus drakes can also produce flowers, allowing them to further camouflage themselves.

CACTUS DRAKE

Medium Dragon, Neutral Good

Armor Class 14 (natural armor)
Hit Points 75 (10d8 + 30)
Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	16 (+3)	9 (–1)	12 (+1)	11 (+0)

Skills Nature +1, Survival +3
Damage Resistances fire, lightning
Condition Immunities paralyzed, unconscious
Senses darkvision 60 ft., tremorsense 30 ft., passive Perception 11
Languages Common, Draconic
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

False Appearance. While the cactus drake remains motionless, it is indistinguishable from a tall, branched cactus.

Offering of Flesh. The cactus drake can spend 1 minute carefully cutting its own flesh, inflicting 10 slashing damage to itself, to remove a small piece of pulpy material. The pulp is edible and provides a Medium or smaller creature with one quart of water and nourishment equivalent to one meal. The pulp provides this nourishment only if the drake offered the flesh willingly.

Regeneration. The cactus drake regains 5 hp at the start of its turn. If the drake takes cold or poison damage, this trait doesn't function at the start of the drake's next turn. The drake dies only if it starts its turn with 0 hp and doesn't regenerate.

Thorny Body. A creature that touches the cactus drake or hits it with a melee attack while within 5 feet of it must succeed on a DC 13 Dexterity saving throw or take 4 (1d8) piercing damage from the drake's thorns.

Actions

Multiattack. The drake makes one Bite attack and two Claw attacks.

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

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

Thorn Spray (Recharge 5–6). The cactus drake shakes its body, spraying thorns around it. Each creature within 20 feet of the cactus drake must make a DC 13 Dexterity saving throw, taking 18 (4d8) piercing damage on a failed save, or half as much damage on a successful one. A creature that fails the saving throw by 5 or more has its speed reduced by 10 feet until it takes an action to remove the thorns. When the drake uses this action, it loses its Thorny Body trait until the start of its next turn.

Ramnath Nanthakumar (Order #37530305)

Drake, Ethereal

This blue-green dragon has a deathly, almost spectral appearance. Its sunken eyes and exposed ribs resemble the living dead.



Despite their unhealthy appearance, ethereal drakes are living creatures, inhabitants of the Ethereal Plane that can pass easily from their home to the Material Plane in pursuit of prey.

Ethereal Stalkers. Ethereal drakes are not picky eaters, taking their meals where they can. They put their ability to phase between planes to good use, lurking along the edges of the Ethereal, catching their prey unawares and carrying it back home to be devoured.

Ghost Hunters. Ethereal drakes have adapted for survival on the Ethereal Plane by devouring ghosts, specters, and other spirits, using the spirits' energies to sustain their bodies. Hunters of the living dead have tried to tame ethereal drakes or raise them from hatchlings for use as tools of the trade, with a dismal amount of success. Wily hunters often try to locate an ethereal drake before visiting a haunted locale, offering the drake its fill of spirits in return for its aid in clearing the haunting.

Desperate Origins. Ethereal drakes were formed from desperate and hungry drakes trapped in the Ethereal Plane. Those that survived did so by adapting to their new home, fully capable of surviving in such a barren realm.

Ethereal Drake

Large Dragon, Chaotic Neutral

Armor Class 16 (natural armor)
Hit Points 133 (14d10 + 56)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	19 (+4)	8 (–1)	14 (+2)	10 (+0)

Saving Throws Con +7, Wis +5
Skills Perception +5, Stealth +5
Damage Resistances cold, necrotic
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 15
Languages Draconic
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Ethereal Sight. The ethereal drake can see 60 feet into the Ethereal Plane when on the Material Plane and vice versa.

Actions

Multiattack. The ethereal drake makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage plus 9 (2d8) force damage. The target is grappled (escape DC 15) if it is a Large or smaller creature and the drake doesn't have another creature grappled.

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

Phase Breath (Recharge 5–6). The ethereal drake exhales a blue mist in a 30-foot cone. Each creature in that area must make a DC 15 Constitution saving throw. On a failure, a creature takes 27 (6d8) force damage and is magically shifted to the Ethereal Plane for 1 minute. On a success, a creature takes half the damage and isn't magically shifted. A creature shifted to the Ethereal Plane in this way can repeat the saving throw at the end of each of its turns, magically shifting back to the Material Plane on a success.

Bonus Actions

Ethereal Step. The ethereal drake magically shifts from the Material Plane to the Ethereal Plane, or vice versa. The drake can bring creatures grappled by it into the Ethereal Plane with it. A creature not native to the Ethereal Plane returns to the Material Plane in 1d4 rounds if brought to the plane while grappled by the drake.

Ramnath Nanthakumar (Order #37530305)

Drake, Reef



An enormous, scaled wyrm bursts from the reef in a flurry of bubbles and jagged rock. Its snout sports an enormous pair of scissor-like mandibles.

Reef drakes live in coral reefs and submerged cave systems. Long centuries under the sea have seen their forms flatten and their limbs shrivel, leaving a drake that resembles a centipede more than its terrestrial kin. This odd shape is uniquely suited to the drake's preferred terrain, allowing it to carve out and hide in narrow tunnels and choose its prey unseen.

Amiable and Ravenous. Reef drakes are, like many of their terrestrial cousins, intelligent creatures fully capable of conversing with others. Often, they will hold long conversations in Draconic with aquatic humanoids, coming off as jovial, amiable, and casual right up until the moment they bite their conversational partner in half. While pleasant creatures to talk to, reef drakes are far more interested in sating their hunger or testing their might than they are even the most pleasant conversation, and they socialize only briefly—even with other reef drakes—preferring their solitude and ambush-tunnels.

Jaws of Death. Reef drakes are ambush predators. They memorize shipping lanes and the migration patterns of large fish, nestle into a hiding spot along those routes, and wait for days, weeks, or even months. They strike when they spot their quarry, devouring their prey or shattering ship keels to get at the prey inside. When confronted with a quarry that fights back, a reef drake drags the fight into a coral reef, where it can hide among the rocks and ambush its foes again and again. On rare occasions, a reef drake takes great personal offense at a port in its territory or a ship that has escaped its attacks and attacks a settlement. The drake's concussive snap can collapse buildings and shatter ships in dock, but these chaotic attacks can be dangerous for the drake. While in a settlement, the drake has no places to hide and may find it difficult to retreat.

Reef Drake

Huge Dragon, Neutral Evil

Armor Class 18 (natural armor)

Hit Points 152 (16d12 + 48)

Speed 30 ft., burrow 30 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	14 (+2)	17 (+3)	7 (–2)	15 (+2)	13 (+1)

Saving Throws Dex +6, Wis +6, Cha +5

Skills Stealth +6

Damage Resistances thunder

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 12

Languages Draconic

Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Siege Monster. The reef drake deals double damage to objects and structures.

Tunneler. The drake can burrow through coral and solid rock at half its burrowing speed and leaves a 10-foot-diameter tunnel in its wake.

Actions

Multiattack. The drake makes one Bite attack and two Slam attacks.

Bite. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 26 (3d12 + 7) slashing damage.

Slam. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 17 (3d6 + 7) bludgeoning damage.

Concussive Snap (Recharge 5–6). The reef drake snaps its jaws, emitting concussive force in a 90-foot cone. Each creature in that area must make a DC 15 Constitution saving throw. On a failure, a creature takes 35 (10d6) thunder damage, is pushed up to 15 feet away from the drake, and stops holding its breath, if was doing so. On a success, a creature takes half as much damage, isn't pushed, and doesn't lose its held breath. Constructs and objects and structures have disadvantage on the saving throw.

Bonus Actions

Reef Stealth. If the reef drake is within 10 feet of a coral reef, it can take the Hide action.

Siege Follow-Through. If a reef drake destroys an object or structure, it can make a bite attack against a creature it can see within 5 feet of that object or structure.

Ramnath Nanthakumar (Order - 375303805)

Drake, Riptide

This sinuous, eel-like dragon swims gracefully through the water, its current shifting and roiling at the dragon's command.

Riptide drakes are underwater predators who exert control over the flow of water and exploit this ability to aid in their hunts.

Cruel Seas. The drakes enjoy catching creatures unaccustomed to the underwater environment off guard. They delight in battering and disorienting their prey and watch as their victims drown or become lost in the deep. The carnivorous dragons feast on the bloated corpses of creatures that have succumbed to the dangers of the sea.

Desirous of Leadership. Riptide drakes seek worthy leaders and grow bored without direction. They follow powerful aquatic dragons, dragon turtles, or watery fiends. A riptide drake remains faithful to its superior, unless the leader betrays them, driving the creature to seek terrible vengeance and new leadership.

RIPTIDE DRAKE

Large Dragon, Lawful Evil

Armor Class 17 (natural armor)
Hit Points 231 (22d10 + 110)
Speed 20 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (–1)	20 (+5)	11 (+0)	16 (+3)	10 (+0)

Saving Throws Dex +3
Skills Athletics +10, Perception +7, Survival +7
Damage Resistances cold
Damage Immunities poison
Condition Immunities paralyzed, poisoned, unconscious
Senses blindsight 120 ft., darkvision 60 ft., passive Perception 17
Languages Aquan, Draconic
Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Amphibious. The riptide drake can breathe air and water.

Echolocation. The riptide drake can't use its blindsight while deafened or out of the water.

Underwater Camouflage. The riptide drake has advantage on Dexterity (Stealth) checks while underwater.

ACTIONS

Multiattack. The riptide drake makes three Sonic Pulse attacks or one Bite attack and two Slam attacks.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 24 (4d8 + 6) piercing damage.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 20 (4d6 + 6) bludgeoning damage.

Sonic Pulse. *Ranged Spell Attack:* +7 to hit, range 60 ft., one target. *Hit:* 21 (4d8 + 3) thunder damage. The riptide drake can use this action only while underwater.

Buffeting Blast (Recharge 5–6). The riptide drake exhales a powerful stream of water in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 17 Dexterity saving throw. On a failure, a creature takes 38 (7d10) bludgeoning damage and becomes disoriented for 1 minute. On a success, a creature takes half the damage and isn't disoriented. When a disoriented creature moves, it moves in a random direction. It can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

BONUS ACTIONS

Manipulate Currents. While underwater, the riptide drake can change the flow of water within 60 feet of it. It can choose one of the following effects, which lasts until the start of its next turn.

- A 20-foot cube of rushing water forms on a point the drake can see in the water. The cube's space is difficult terrain, and a creature that starts its turn swimming in the area must succeed on a DC 17 Strength saving throw or be pushed out of the cube directly away from the riptide drake.
- The current shoots in a 60-foot-long, 10-foot-wide line from the drake in a direction it chooses. Each creature in the area must succeed on a DC 17 Strength saving throw or be pushed up to 15 feet away from the drake in a direction following the line.
- The drake takes the Dash action.



Ramnath Nanthakumar (Order - 375303305)

Drake, Shepherd



A ram-headed dragon is covered with downy off-white scales, and its tufts of curly white fur give it a calming, almost gentle, demeanor.

Shepherd drakes are quite distinctive; they have a short, woolly layer of curly fur over downy scales. The head of the drake is blunt-nosed with two thick, backward-curving horns, resembling that of a ram. They are herbivores and have only large blunt teeth.

Amiable Shepherds. Shepherd drakes get their name from their tendency for raising and caring for other herbivores, such as goats or sheep. Shepherd drakes are solitary and make their lairs within caves or hollowed-out trees, where they can observe and be near their flocks. Being quite fond of halflings, shepherd drakes often live near halfling villages to trade goods and stories with them.

Knowledge as Currency. Shepherd drakes consider stories and anecdotes a more valuable currency than coins or gems. The shepherd drake's true hoard is one of words: a collection of stories, folk tales, and useful practical knowledge, such as remedies and recipes. A shepherd drake's physical possessions tend to be utilitarian.

Shepherd Drake

Medium Dragon, Lawful Neutral

Armor Class 16 (natural armor)

Hit Points 110 (13d8 + 52)

Speed 25 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	18 (+4)	12 (+1)	20 (+5)	17 (+3)

Skills Animal Handling +8, History +4, Medicine +8, Nature +4, Performance +6

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 15

Languages Common, Draconic, Halfling

Challenge 5 (1,800 XP) **Proficiency Bonus** +3

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

Speak with Beasts. The drake can communicate with Beasts as if they shared a language.

Actions

Multiattack. The shepherd drake makes one Ram attack and two Claw attacks.

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

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

Charm Animals. The drake charms any number of Beasts with an Intelligence of 3 or less that it can see within 30 feet of it. Each target must succeed on a DC 15 Wisdom saving throw or be magically charmed for 1 hour. Charmed targets obey the drake's verbal commands. If a target's saving throw is successful or the effect ends for it, the target is immune to the drake's Charm Animals for the next 24 hours.

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

- **Calming Breath.** The drake breathes a cloud of soothing gas around itself. Each creature within 30 feet of the drake must succeed on a DC 15 Charisma saving throw or become indifferent about creatures that it is hostile toward within 100 feet of the drake for 1 hour. This indifference ends if the creature is attacked, harmed by a spell, or witnesses any of its allies being harmed. In addition, frightened creatures within 30 feet of the drake are no longer frightened.
- **Protective Roar.** The drake releases a roar in a 30-foot cone. Each hostile creature in the area must make a DC 15 Constitution saving throw, taking 21 (6d6) thunder damage on a failed save, or half as much damage on a successful one. Each friendly Beast in the area gains 5 (1d10) temporary hp, or 11 (2d10) temporary hp if it is charmed by the drake.

Reactions

Shepherd's Safeguard. When a Beast within 30 feet of the drake would be hit by an attack, the drake can chirp, and the beast adds 3 to its AC against the attack. To do so, the drake must see the attacker and the Beast.

Ramnath Nanthakumar (Order - 375303805)

Drake, Vapor

After huffing a gout of swampgas, this green wingless drake takes to the sky, diving at its prey with its razor-sharp claws and venomous bite.

Vapor drakes have long lived deep in the swamplands, and their scales are well suited to the boggy environment. These drakes react violently to any trespassers upon their hunting grounds, and they fight to the death if cornered.

Flightless Flier. By inhaling swamp vapors, the vapor drake can emulate its draconic cousins and fly for short periods of time. Many adventurers are surprised by this seemingly clumsy flyer, who rams into foes before tearing at their flesh with its ravenous maw.

Venomous Bite. After injecting the meat of its prey with its venom, the drake buries the meat in the mire, preserving it for future meals. Later consumption of preserved prey enhances the venomous quality of the drake's bite.

Friend to Swamp Creatures. The vapor drake can converse with the creatures that live within the fens, and most animals, particularly lizards, recognize the drake's authority within the bog's hierarchy. The vapor drake views these creatures as either prey or its wards, depending on the palatability of the creatures, and aggressively protects them from intruders.

DRAKE, VAPOR

Large Dragon, Neutral

Armor Class 15 (natural armor)

Hit Points 119 (14d10 + 42)

Speed 30 ft., fly 50 ft. (hover), swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	19 (+4)	17 (+3)	7 (–2)	15 (+2)	7 (–2)

Skills Perception +5, Stealth +7

Damage Resistances cold

Damage Immunities poison

Condition Immunities poisoned

Languages Draconic

Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Diving Pounce. If the drake is flying and moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the drake can make one Bite attack against it as a bonus action.

Gaseous Ascension. The vapor drake must regularly inhale swamp gases to maintain its flight. If the drake can't breathe or if it isn't in swampy terrain, it loses its flying speed. In addition, when the drake uses Poisonous Breath, it loses its flying speed until Poisonous Breath recharges.

Speak with Beasts. The drake can communicate with Beasts native to swampland as if they shared a language.

Swamp Camouflage. The drake has advantage on Dexterity (Stealth) checks made to hide in swampy terrain.

ACTIONS

Multiattack. The drake makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 13 (2d8 + 4) piercing damage, and the target must succeed on a DC 15 Constitution saving throw or be poisoned for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

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

Poisonous Breath (Recharge 5–6). The drake exhales poisonous swamp gas in a 30-foot cone. Each creature in the area must make a DC 15 Constitution saving throw, taking 27 (5d8) poison damage on a failed save, or half as much damage on a successful one. If the drake is flying, its Gaseous Ascension immediately ends, it takes falling damage, as normal, and each creature that failed the saving throw is poisoned for 1 minute. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



Ramnath Nanthakumar (Order - 375303805)

Drake, Venom

The thin, serpentine body of a drake unfolds as its scales slowly shift in a menagerie of changing colors. Its head rears back as veiny frills extend, black bile dripping from its gaping maw.

Venom drakes are venomous jungle-dwelling predators that use their natural camouflage to ambush and hunt prey.

Camouflaged Hunter. The drake can change the colors of its scales providing it with the camouflage and helping it hunt in a multitude of environments. It is most commonly found in tropical rainforests, but it can also make its home in more temperate forests. Venom drakes claiming hunting territory in mountainous forests is less common.

Crippling Venom. The venom drake's venom is unique, causing hyperactivity in a creature's nerve endings. Survivors have reported increased tactile senses, to the point of feeling pain from any touch.

VENOM DRAKE

Large Dragon, Chaotic Evil

Armor Class 16 (natural armor)

Hit Points 142 (15d10 + 60)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	18 (+4)	10 (+0)	16 (+3)	6 (–2)

Saving Throws Con +7, Dex +6

Skills Perception +6, Stealth +6

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 16

Languages Draconic

Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Aching Venom. The venom drake produces a potent poison that causes its victims to feel pain from even the most benign contact, leaving them aching from the weight of their clothing or sore after a simple sword swing. When a creature that succumbs to this poison takes bludgeoning, piercing, or slashing damage, it must succeed on a DC 16 Constitution saving throw or be incapacitated until the end of its next turn as pain fills its body. This potent poison remains within the creature's body until removed by the *greater restoration* spell or similar magic or until the creature finishes a long rest.

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

Shifting Camouflage. The venom drake's scales adapt to its current surroundings. The drake has advantage on Dexterity (Stealth) checks made to hide in nonmagical, natural terrain.

ACTIONS

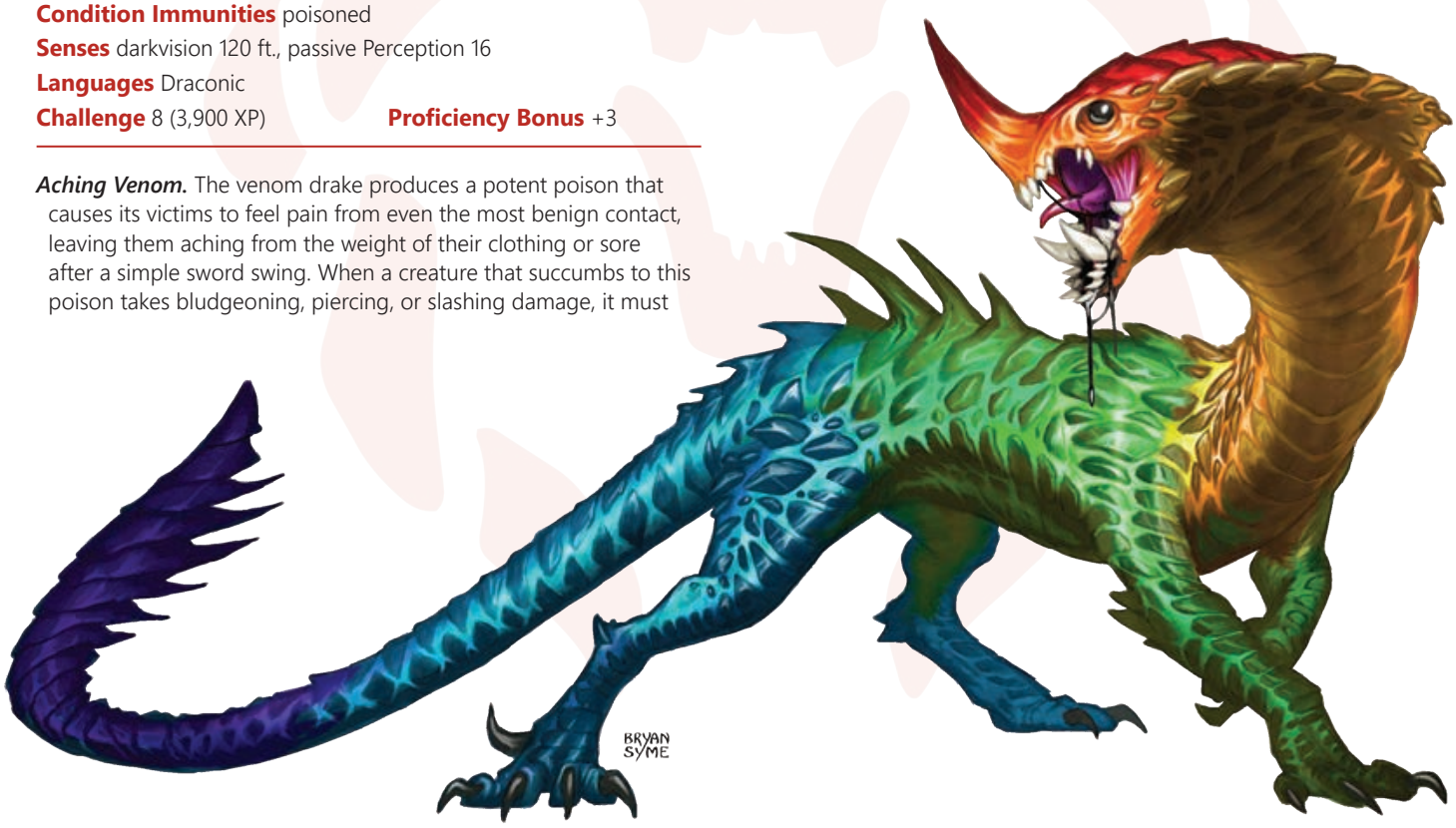
Multiattack. The venom drake makes one Bite attack and two Claw attacks or three Spit Venom attacks. If the drake hits one creature with two Spit Venom attacks, the target must succeed on a DC 16 Constitution saving throw or succumb to the drake's venom (see the Aching Venom trait).

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage plus 13 (3d8) poison damage, and the target must succeed on a DC 16 Constitution saving throw or succumb to the drake's venom (see the Aching Venom trait).

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

Spit Venom. *Ranged Weapon Attack:* +6 to hit, range 20/60 ft., one target. *Hit:* 16 (3d8 + 3) poison damage.

Venom Breath (Recharge 5–6). The venom drake spits venom in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 16 Constitution saving throw. On a failure, a creature takes 36 (8d8) poison damage and succumbs to the drake's venom (see the Aching Venom trait). On a success, a creature takes half the damage and doesn't succumb to the venom.



Ramnath Nanthakumar (Order #37530305)

Dread Examiner

Random objects float together in mutual orbit. As they move, shifting perspectives, their body doesn't change but its shape appears to, gaining an elongated head and stretched limbs that end in terrible talons. Another turn, and its form is lost again, appearing simply as floating shapes.

The dread examiner is clearly not of this world, perhaps not even of this universe. A powerful creature without pity or mercy, the dread examiner abducts creatures of all types and subjects them to mind and body-altering experiments. These experiments often combine the flesh of several beings into new, terrible amalgams, such as a fire-breathing, fire-resistant troll. The dread examiner's motives for this behavior are unknown. Perhaps there is some grand scheme behind its machinations, an ineffable goal beyond the understanding of mortal minds.



Body by Necessity. To anchor its presence in this reality, the dread examiner creates a body for itself out of whatever materials are at hand when it arrives on the Material Plane. Rocks, tools, debris, carrion, whatever happens to be at hand is bound together with psychic force. The material undergoes a profound change, becoming rubbery, slick, and organic with a purplish-blue, slimy surface, though the original shapes of the objects used to construct the body remain. The collection moves together in a tight orbit, perceived differently by those viewing it, depending on the angle at which it is viewed. From one angle, the dread examiner might have a humanoid form, but this impression changes as it or its observers move, ranging from a malformed giant to a random collection of flying shapes. The body serves no other purpose than to anchor the dread examiner in physical reality. When the body "dies," the examiner departs this realm to return at a later time. This return may take months, years, or even centuries.

The Dread Examiner's Lair

The dread examiner rarely stays in one place for long, perhaps a year or two at most in one area, performing its experiments on living beings before moving on. It finds an enclosed area, often underground tunnels or an abandoned building where it can act without interruption. Here it fabricates tools, holding facilities, and machines out of the materials available to it, forming an elaborate, device-filled laboratory. When finished, the dread examiner unmakes its devices, leaving nothing but debris when it departs. Occasionally, the dread examiner leaves functional equipment behind, intending to return to the lair and resume its work.

Lair Actions

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

- ***Animate Device.*** A device the dread examiner can see within 120 feet of it briefly animates, reaching out with grasping appendages at a creature within 10 feet of the device. The target must succeed on a DC 20 Dexterity saving throw or take 14 (4d6) bludgeoning damage and be restrained. A creature, including the restrained creature, can take its action to break free by succeeding on a DC 20 Strength check.
- ***Psychedelic Gas.*** Cannisters of strange gas release their contents in a 20-foot radius centered on a point the dread examiner can see within 120 feet it. Each creature in the area must make a DC 20 Constitution saving throw. On a failure,

Ramnath Nanthakumar (Order #37530305)

it takes 11 (2d10) poison and 11 (2d10) psychic damage and is poisoned until the end of its next turn. On a success, it takes half the damage and isn't poisoned.

- ***Shrieking Crystal.*** A glowing crystal the dread examiner can see within 120 feet of it emits a screech and burst of light. Each creature within 20 feet of the crystal must succeed on a DC 20 Constitution saving throw or be blinded and deafened until the end its next turn.

REGIONAL EFFECTS

The region containing the dread examiner's lair is warped by its unnatural presence, which creates one or more of the following effects:

- ***Bountiful Aberrations.*** Within 5 miles of the lair, aberrations and mutated creatures are more common.
- ***Hallucinations.*** Creatures with an Intelligent score of 5 or higher regularly see mirages and experience similar visual hallucinations while within 1 mile of the lair.
- ***Strange Phenomena.*** The dread examiner's psychic emanations have strange effects on wildlife within 3 miles of the lair, causing one or more of the following phenomena: flocks of birds flying in strange formations, ominous symbols forming in the air from clouds, pollen, floating leaves, or similar airborne objects, Beasts becoming uncharacteristically aggressive or reckless.

If the dread examiner dies or departs the region for more than 24 hours, these effects fade over the course of 1d10 days.

DREAD EXAMINER

Large Aberration, Neutral Evil

Armor Class 19 (natural armor)

Hit Points 322 (28d10 + 168)

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

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	22 (+6)	25 (+7)	23 (+6)	25 (+7)

Saving Throws Con +13, Int +14, Wis +13, Cha +14

Skills Arcana +14, Intimidation +14, Nature +14, Perception +13, Stealth +10

Damage Resistances acid, cold, fire

Damage Immunities poison; bludgeoning, piercing, and slashing damage from nonmagical attacks

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

Senses truesight 120 ft., passive Perception 23

Languages all, telepathy 120 ft.

Challenge 21 (33,000 XP) **Proficiency Bonus** +7

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

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

Otherworldly Form. The dread examiner's form is tentative in its cohesion, as well as its adherence to physical laws. It is immune to effects that cause the loss of limbs, such as the effects of a *sword of sharpness* or *vorpal sword*. It is immune to any spell or effect that would alter its form, and it can move through a space as narrow as 1 foot wide without squeezing.

Psychic Awareness. If the dread examiner is being directly observed at the start of its turn, it can immediately make a Wisdom (Perception) check to notice the observer. Once it has noticed the observer, it always knows the observer's exact location regardless of cover, obscurement, or invisibility, as long as the observer is within 120 feet of the examiner.

Sense Magic. The dread examiner senses magic within 120 feet of it at will. This trait otherwise works like the *detect magic* spell but isn't itself magical.

ACTIONS

Multiattack. The dread examiner makes three Force Swipe or Force Blast attacks. It can replace one attack with a use of Spellcasting.

Force Swipe. *Melee Spell Attack*: +14 to hit, reach 5 ft., one target. *Hit:* 43 (8d8 + 7) force damage, and the target must succeed on a DC 20 Strength saving throw or be pushed up to 10 feet in a direction of the dread examiner's choosing.

Force Blast. *Ranged Spell Attack:* +14 to hit, range 120 ft., one target. *Hit:* 43 (8d8 + 7) force damage, and the target must succeed on a DC 20 Strength saving throw or be knocked prone.

Spellcasting (Psionics). The dread examiner casts one of the following spells, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 22):

At will: *dispel magic*, *fabricate* (as an action), *telekinesis*

3/day each: *animate objects*, *wall of force*

1/day: *true polymorph*

LEGENDARY ACTIONS

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

Teleport. The dread examiner magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Reform (Costs 2 Actions). The dread examiner rearranges its disjointed parts and regains 36 (8d8) hp.

Psychic Surge (Costs 3 Actions). The dread examiner releases a wave of psychic energy. Each creature within 20 feet of it must make a DC 20 Wisdom saving throw. On a failure, a creature takes 21 (6d6) psychic damage, can't use reactions, and has disadvantage on attack rolls and ability checks until the end of its next turn. On a success, a creature takes half the damage and ignores the other effects of this legendary action.

Ramnath Nanthakumar (Order - 375303305)

Drudge Pitcher

A massive bundle of leaves and vines rises from the foliage. Jar-like containers with tops that flip open hang from the ends of several thick vines. The scent of rotten eggs wafts up from inside the containers. As the giant plant swings one of these jar-tipped vines, a zombie with melted skin tumbles out.

Necrotic Origins. Feared denizens from deep within the thickest jungles, these massive and dangerous plants sprout up when dark magic is used to raise the dead. Jungle dwellers believe the plant comes from an evil shaman who cursed the land with her dying breath. The shaman's necromantic magic pulsed into the plants and the first drudge pitcher began to grow.

Undead Maker. Drudge pitchers use their jar-like appendages to scoop up their prey, where the poor captives are then twisted by a necrotic slime that fills the pitchers. The creature's skin is melted away and absorbed as nourishment for the drudge pitcher. The creature's body is then re-animated from the same necrotic slime that slew it, becoming a mindless undead creature that roams the jungles.

Viscous Reagent. The slime found in the pitchers of drudge pitchers can enhance any undead created by a potion or spell that uses the slime as a component. Few seekers survive drudge pitchers long enough to confirm this rumor, but many alchemists, wizards, and their agents visit the jungles to collect this necrotic slime.

DRUDGE PITCHER

Huge Plant, Unaligned

Armor Class 16 (natural armor)

Hit Points 168 (16d12 + 64)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (–1)	18 (+4)	5 (–3)	10 (+0)	3 (–4)

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing

Damage Immunities necrotic

Condition Immunities blinded, deafened, exhaustion

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10

Languages —

Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Undead Creator. When a creature dies while trapped inside a drudge pitcher's pitcher, the drudge pitcher regains 11 (2d10) hp, and the corpse of the creature rises as a zombie. This works like the *animate dead* spell, except the zombie stays under the drudge pitcher's control for 1d4 days. At the end of this duration or when the drudge pitcher is destroyed, the corpse melts into a puddle of necrotic slime.

Actions

Multiattack. The drudge pitcher makes five Vine Slam attacks. It can make one Pitcher Swallow attack in place of two Vine Slam attacks.

Vine Slam. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage.

Pitcher Swallow. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage plus 7 (2d6) necrotic damage. If the target is a Large or smaller creature, it must succeed on a DC 16 Dexterity saving throw or be scooped up into the pitcher. A creature scooped up into a pitcher is blinded and restrained, it has total cover against attacks and other effects outside the pitcher, and it takes 10 (3d6) necrotic damage at the start of each of the drudge pitcher's turns. The drudge pitcher has four pitchers, each of which can have only one creature scooped up at a time.

If the drudge pitcher takes 30 damage or more on a single turn from a creature inside one of its pitchers, the drudge pitcher must succeed on a DC 14 Constitution saving throw at the end of that turn or spill that creature out of the pitcher. The creature falls prone in a space within 5 feet of the drudge pitcher. If the drudge pitcher dies, a creature scooped up in a pitcher is no longer restrained by it and can escape from the pitcher using 15 feet of movement.



Ramnath Nanthakumar (Order - 375303805)

Dubius

Twisted horns sprout from the temples of this thin, hunched humanoid. Above its razor-sharp teeth, wide, stricken eyes dart about, taking in everything.

Dubius are spawned from a creature's doubt, self-pity, loathing, misery, and despair. A person who revels in dismay and misery may give form to a dubius, literally creating and feeding their own demons.

Base and Devious Creatures. Dubius never fight fair. They corner or trap a single victim to feed off of its raw emotions, turning the victim's emotions into powerful attacks; they transform sorrow and self-pity into weapons.

Birthed by Tragedy. At times, multiple dubius can spawn in situations where a populace suffers a great humiliation. A proud city that has never bowed to outside conquerors may find itself infested with dozens, possibly hundreds, of dubius when it falls to an enemy, or an enslaved village may give rise to one or two dubuis when taken away in chains.

DUBIUS

Small Fiend, Neutral Evil

Armor Class 14 (natural armor)
Hit Points 36 (8d6 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	15 (+2)	12 (+1)	10 (+0)	9 (–1)	16 (+3)

Skills Deception +5, Persuasion +5, Stealth +4
Damage Vulnerabilities radiant
Damage Resistances cold, fire, lightning
Damage Immunities poison, psychic
Condition Immunities charmed, poisoned
Senses darkvision 60 ft., passive Perception 9
Languages Abyssal, Common, Infernal, telepathy 120 ft.
Challenge 2 (450 XP) **Proficiency Bonus** +2

Memory of Shame. When a Humanoid that can see the dubius starts its turn within 30 feet of the dubius, the dubius can force it to make a DC 13 Wisdom saving throw if the dubius isn't incapacitated and can see the Humanoid. On a failed save, the Humanoid is frightened for 1 minute. The Humanoid can repeat the saving throw at the end of each of its turns, with disadvantage if the dubius is within line of sight, ending the effect on itself on a success. If a Humanoid's saving throw is successful or the effect ends for it, the Humanoid is immune to the dubius's Memory of Shame for the next 24 hours.

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

If a dubius sees itself reflected on a polished surface within 30 feet of it and in an area of bright light, the dubius, due to its unique creation, is affected by its own Memory of Shame.

Actions

Doubt. The dubius forces a creature it can see within 30 feet of it to recall all its doubts and fears. The target must make a DC 13 Wisdom saving throw, taking 14 (4d6) psychic damage on a failed save, or half as much damage on a successful one. A creature frightened by the dubius has disadvantage on the saving throw.

Loathing. The dubius sows distrust and loathing in one creature it can see within 30 feet of it. The target must make a DC 13 Wisdom saving throw. On a failure, the target loathes another creature of the dubius's choice within 30 feet of it and must make one attack against that creature on its next turn, moving to the creature if necessary. On a success, the target distrusts its allies and can't give or receive aid from them on its next turn, including spells and the Help action.

Reactions

Hesitation. When a creature the dubius can see attacks it, the dubius can force the creature to roll a d6, subtracting the result from the attack roll. If this causes the attack to miss, the attacker is stunned until the start of the dubius's next turn.

Self-Pity. If a creature the dubius can see within 30 feet of it regains hp, the dubius regains hp equal to half that amount.



Ramnath Nanthakumar (Order #375303305)

Dust Grazer



This creature is a massive, inchoate riot of flesh infested with slimy, fungal growths. It floats slowly through the air, trailing a mass of writhing tendrils that drip a foul liquid.

Dust grazers are abominations spawned in the blasted wastelands created by magical fallout. Once some natural creature of the wastelands, the first dust grazer was exposed to a magic-blasted fungus that altered the creature. A dust grazer does two things: eat everything in its reach and infect living creatures with fungal spores when it dies. The spores cause a painful transformation and eventually turn the creature into another dust grazer.

Danger to All. Dust grazers scour each area they visit until every last bit of once-living material has been devoured. The presence of a dust grazer is one of the few crises that can unite the residents of wastelands. Even bitter enemies temporarily set aside their differences to eliminate the danger.

Gorge and Grow. A dust grazer trails its tendrils over the land below it as it drifts, pulling up and devouring any organic material it finds, even sown seeds and insects buried in the topsoil. Dust grazers never stop growing, and some travelers have reported sightings of truly immense grazers in the deepest reaches of the wastes. Rumors often attribute sudden disappearances of entire settlements to such grazers.

DUST GRAZER

Large Aberration, Unaligned

Armor Class 12 (natural armor)
Hit Points 105 (10d10 + 50)
Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	7 (–2)	20 (+5)	2 (–4)	7 (–2)	2 (–4)

Damage Immunities poison
Condition Immunities poisoned
Senses blindsight 120 ft. (blind beyond this radius), passive Perception 8
Languages —
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Death Spores. When the dust grazer dies, it explodes, releasing a cloud of spores. Each creature within 20 feet of the dust grazer when it dies must succeed on a DC 14 Constitution saving throw or take 14 (4d6) poison damage and become infected with the *grazer spores* disease. Creatures immune to the poisoned condition are immune to this disease.

Until the disease is cured, the creature is poisoned and can't regain hp except by magical means. Every 24 hours that elapse, the target must succeed on a DC 14 Constitution saving throw or take 7 (2d6) poison damage, and its hp maximum is reduced by that amount. This reduction lasts until the target finishes a long rest after the disease is cured. The target dies if this effect reduces its hp maximum to 0. Two days after the creature dies, it rises as a dust grazer of its size, growing to Large over the course of a week.

Actions

Tendril. *Melee Weapon Attack:* +6 to hit, reach 15 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage plus 7 (2d6) acid damage. If the target is a creature, it is grappled (escape DC 14) if the grazer isn't already grappling a creature.

Absorb. The dust grazer makes one Tendril attack against a Medium or smaller creature it is grappling. If the attack hits, the target is also absorbed into the dust grazer's body, and the grapple ends. While absorbed, a creature is blinded and restrained, it has total cover against attacks and other effects outside the dust grazer, and it takes 7 (2d6) acid damage at the start of each of the dust grazer's turns. A dust grazer can have only one creature absorbed at a time.

If the dust grazer takes 10 damage or more on a single turn from the absorbed creature, the grazer must succeed on a DC 15 Constitution saving throw at the end of that turn or expel the creature, which falls prone in a space within 5 feet of the grazer. If the grazer is flying, the expelled creature takes falling damage, as normal. If the grazer dies, an absorbed creature is no longer restrained, but it has disadvantage on the saving throw against the grazer's Death Spores.

Ramnath Nanthakumar (Order #37530305)

Dwarf, Angler



A pale light bobs gently on the end of a long tendril affixed to the forehead of a gray-skinned dwarf. Saliva drips from an enormous maw filled with dagger-like teeth.

Long ago, a clan of dwarves broke away from its brethren, choosing to embrace the challenge of living in the deepest, darkest caverns of the world. In time, even the deepest-dwelling clans lost contact with this clan as it delved deeper with each generation.

Symbiotic Predators. Over millennia under the earth, the angler dwarves developed a symbiotic union with tiny elementals that now reside in the tendrils that grow from angler dwarves' heads. When hunting for food, an angler dwarf stands still, camouflaged by the magic of its symbiotic elemental and leaving only an orb of pale light visible. When a creature—whether a monster, lost miner, or unlucky adventurer—steps too close to the light, the angler dwarf surprises and attempts to consume it.

Remnants of the Clan. In their gradual transformation from dwarf to angler dwarf, the symbiotic predators retained some of the clan structures of their dwarvish ancestors. Angler dwarves are mostly solitary creatures, but they maintain a scattered sense of community and tend to dwell within a few miles of each other. If the angler dwarves perceive a great threat, they temporarily band together in large numbers in their ancestral caverns to drive it away.

Angler Dwarf

Medium Humanoid (Dwarf), Neutral Evil

Armor Class 15 (natural armor)

Hit Points 65 (10d8 + 20)

Speed 25 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	15 (+2)	9 (–1)	14 (+2)	7 (–2)

Skills Perception +4, Stealth +4

Damage Resistances poison

Senses blindsight 10 ft., darkvision 120 ft., passive Perception 14

Languages Dwarvish, Undercommon

Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Underworld Camouflage. The angler dwarf has advantage on Dexterity (Stealth) checks to hide in rocky underground terrain.

Actions

Multiattack. The angler dwarf makes two Bite attacks, or it makes one Bite attack and uses Blazing Beacon.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 17 (4d6 + 3) piercing damage.

Alluring Light. The angler dwarf causes the orb at the end of its lure to glow. The angler dwarf can extinguish the light as a bonus action. While the light is active, when a creature enters a space within 90 feet of the angler dwarf for the first time on a turn or starts its turn there and can see the light must make a DC 14 Wisdom saving throw or be charmed by the angler dwarf until the light is extinguished.

While charmed in this way, a creature is incapacitated and ignores the lights of other angler dwarves. If a charmed creature is more than 5 feet away from the dwarf, the creature must move on its turn toward the dwarf by the most direct route, trying to get within 5 feet. The charmed creature doesn't avoid opportunity attacks, but before moving into damaging terrain, such as lava or a pit, and whenever it takes damage from a source other than the angler dwarf, the creature can repeat the saving throw. A creature can also repeat the saving throw at the end of each of its turns. On a successful save, the effect ends on it, and the creature is immune to the alluring light of all angler dwarves for the next 24 hours.

Blazing Beacon. The angler dwarf summons a bright burst of light from its lure. Each creature that isn't an angler dwarf within 20 feet of the dwarf must make a DC 14 Dexterity saving throw. On a failure, a creature takes 9 (2d8) radiant damage and is blinded until the end of its next turn. On a success, a creature takes half the damage and isn't blinded.

Ramnath Nanthakumar (Order # 37530305)

Dwarf, Firecracker

A soot-covered dwarf with a wicked-eyed gleam and a smoking maul strides onto the field.

Dwarven firecrackers are dwarves with an affinity for fire and are a devastating force on the battlefield.

Reckless Fighters. These burly fanatics smash through the opposition and are all too willing to risk their own wellbeing in the process. Even when they are caught in their own blast, they do not falter. Fire, whether their foe's or their own, only propels them onward.

Fiery Mauls. Their mauls are hollow and composed of several parts that operate like a piston, slamming foes away with explosive force. Whether these marvelous weapons are fueled by sorcery or alchemy is a well-kept dwarven secret, and the mauls seem to work only in the hands of the firecrackers.

Firecracker

Medium Humanoid (Dwarf), Any Alignment

Armor Class 14 (scale mail)
Hit Points 68 (8d8 +32)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	18 (+4)	15 (+2)	9 (–1)	10 (+0)

Saving Throws Dex +2, Con +6
Skills Arcana +4, Intimidation +2
Damage Resistances fire, poison
Senses darkvision 60 ft., passive Perception 9
Languages Common, Dwarvish
Challenge 3 (700 XP) **Proficiency Bonus** +2

Dwarven Fleet Foot. When the firecracker takes fire damage, its speed increases by 10 feet until the end of its next turn. In addition, it can immediately reroll its initiative and choose to change its place in the initiative order in subsequent rounds to the result.

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

Actions

Multiattack. The firecracker makes two Wrecking Maul or Fire Blast attacks.

Wrecking Maul. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage plus 3 (1d6) fire damage. The target must succeed on a DC 13 Strength saving throw or be pushed up to 15 feet away from the firecracker and knocked prone.

Fire Blast. *Ranged Spell Attack:* +4 to hit, range 60 ft., one target. *Hit:* 12 (3d6 + 2) fire damage.

Combustion Wave (Recharge 5–6). The firecracker slams its massive hammer into the ground, battering itself and its foes with a fiery shockwave. Each creature within 20 feet of the firecracker, including itself, must make a DC 13 Constitution saving throw, taking 10 (3d6) fire damage and 10 (3d6) thunder damage on a failed save, or half as much damage on a successful one. Creatures behind cover have advantage on the saving throw.



Dwarven Firecracker Mercenaries

A mercenary group called the Firecrackers is headquartered in the dwarven mountain strongholds. Led by foreman and inventor Morko Gorlandsen, the Firecrackers' career began as prospectors who defended their stake with a large application of mining explosives. When raiders from a neighboring clanhold made an attempt on Morko's Mine, he and his crew enacted set off an explosion that rocked the local valley for miles and trapped the raiders between an enormous, ornamental anvil and a sheer rock face. Now the Firecrackers hire out their services as sappers and demolition experts. Armed with unique weapons designed and constantly tweaked by their industrious leader, the Firecrackers are a frightening force on the battlefield often precluded by loud bangs and wisps of dark smoke on the horizon.

Ramnath Nanthakumar (Order - 375303805)

Dwarf, Pike Guard



A heavily armored dwarf braces himself on one knee. A massive pike juts out ahead of him, warding off any who dare approach.

Anchoring the dwarven battle line, protecting besieged tunnels, and guarding its largest garrisons are the pike guards. Pike guards are dwarves armed with pikes, swathed in chain, and trained extensively in formation fighting. While not veterans, a mass of pike guards is a threat far greater than the sum of its parts. Massed pikes turn away arrows and spells as effectively as any shield, while their officers can inspire a unit to hold against even the most horrific adversary.

Stationary Guardians. A pike guard is trained to fight a defensive engagement, one where its slow speed and lack of ranged weapons doesn't work against it. When in battle, units of pike guards require support against ranged attackers or risk being picked apart by distant foes.

Veteran Officers. A pike guard formation is held together by a pike guard captain, a veteran dwarf who's survived untold battles over its long life. Such captains are key to their units, as they can ensure their subordinates focus their blows and don't rout. However, this can make a unit of pike guards fragile if its captain is killed.

Pike Guard

Medium Humanoid (Dwarf), Lawful Neutral

Armor Class 16 (chain mail)
Hit Points 30 (4d8 + 12)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	9 (–1)	16 (+3)	10 (+0)	13 (+1)	9 (–1)

Skills Intimidation +1, Perception +3
Damage Resistances poison
Senses darkvision 60 ft., passive Perception 13
Languages Common, Dwarvish
Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Forest of Pikes. If a pike guard is within 5 feet of at least one pike guard or pike guard captain, it has half cover against ranged attacks.

Actions

Pike. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

Reactions

Brace Pike. When a creature enters the pike guard's reach, the pike guard can brace its pike. If it does so, it has advantage on its next attack roll against that creature.

Pike Guard Captain

Medium Humanoid (Dwarf), Lawful Neutral

Armor Class 18 (plate)
Hit Points 93 (11d8 + 44)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	9 (–1)	19 (+4)	10 (+0)	13 (+1)	12 (+1)

Saving Throws Int +3, Wis +4
Skills Intimidation +4, Perception +4
Damage Resistances poison
Senses darkvision 60 ft., passive Perception 14
Languages Common, Dwarvish
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Forest of Pikes. As the pike guard.

Pike Mastery. As the pike guard.

Actions

Multiattack. The pike guard captain uses Not One Step Back, if it can. It then makes two Pike attacks.

Pike. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 14 (2d10 + 3) piercing damage.

Not One Step Back! (Recharge 5–6). The captain bellows an order, inspiring its subordinates to glory. Each creature of the captain's choice within 10 feet of it becomes immune to the charmed and frightened conditions for 1 minute. In addition, the captain grants one such creature the Bring It Down reaction for 1 minute, allowing the target to make an opportunity attack if a pike guard or the captain deals damage to a creature in the target's reach. The captain can share Bring It Down with only one creature at a time. If the captain shares Bring It Down with another, the effect on the previous target ends. These effects ends early if the captain is incapacitated.

Reactions

Brace Pike. When a creature enters the captain's reach, the captain can brace its pike. If it does so, it has advantage on its next attack roll against that creature.

Bring It Down. When a creature within the captain's reach takes damage from a pike guard or pike guard captain, the captain can make one opportunity attack against that creature.

Ramnath Nanthakumar (Order #37530305)

Elemental, Permafrost

Cracks in the earth form a furrowed brow, deep dimples, and wide mouth in this ice-coated earth elemental.

Hailing from the border between the elemental planes of earth and water, the permafrost elemental is composed of large intersecting pieces of frozen earth coated with thick, white ice. The permafrost elemental moves slowly and purposefully with the knowledge of eons concealed within its rocky form.

Primordial Traps. Many diseases from ancient times have been frozen in the permafrost soil. Those bold enough to burn the permafrost elemental—or foolish enough to let its corpse thaw—soon find themselves fighting maladies dating back to when the gods were young.

Permanent Hoarfrost. The permafrost elemental exudes an ancient cold that hangs heavy in the air and coats nearby ground with a slick of ice.

PERMAFROST ELEMENTAL

Large Elemental, Neutral

Armor Class 16 (natural armor)

Hit Points 133 (14d10 + 56)

Speed 20 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (–1)	18 (+4)	5 (–3)	15 (+2)	5 (–3)

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 12

Languages Terran

Challenge 6 (2,300 XP) **Proficiency Bonus** +3

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

Elemental Nature. The permafrost elemental doesn't require air, food, drink, or sleep.

Frigid Footprints. The ground within 10 feet of the permafrost elemental freezes over and is difficult terrain.

Plague Bearer. If the permafrost elemental takes more than 15 fire damage on a single turn, each creature within 10 feet of the elemental must succeed on a DC 14 Constitution saving throw or becomes infected with the *primordial plague* disease. Alternatively, the creature becomes infected with *sewer plague* or *cackle fever* (the elemental's choice) instead.

Primordial plague takes 1 minute to manifest in an infected creature. After 1 minute, the creature is poisoned until the disease is cured. Every 24 hours that elapse, the creature must repeat the saving throw, reducing its hp maximum by 5 (1d10) on a failure. The disease is cured on a success. This reduction lasts until the disease is cured. The creature dies if the disease reduces its hp maximum to 0.

ACTIONS

Multiattack. The elemental makes two Slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage plus 7 (2d6) cold damage.

Plague-Ridden Pound (Recharge 5–6). The permafrost elemental brings both of its fists down, striking the ground and sending shards of ice from its body flying at nearby creatures. Each creature on the ground within 20 feet of the elemental must make a DC 14 Dexterity saving throw. On a failure, a creature takes 10 (3d6) bludgeoning damage and 10 (3d6) cold damage, is knocked prone, and becomes infected with *primordial plague* (see the Plague Bearer trait). On a success, a creature takes half the damage and isn't knocked prone or infected.



Ramnath Nanthakumar (Order #37530305)

Elemental, Rockslide

Thousands of crimson and granite rocks swirl around, forming the familiar likeness of an earth elemental.

While most earth elementals are slow and methodical, the rockslide elemental harnesses the frenetic energy of a landslide.

Composite Form. A rockslide elemental consists of a collection of large rock fragments, with broad boulders and lumpy cobbles, in the shape of a humanoid. It can briefly separate these component parts to reposition itself for a better strike or to escape danger, rolling away and recombining into its humanoid shape.

Fiercely Territorial. Rockslide elementals relish destroying intruders. They fight any creature they find trespassing on their territory—even other rockslide elementals. They crash into their foes at speed, dealing deadly blows and bringing even the most boisterous creatures to the ground.

ROCKSLIDE ELEMENTAL

Large Elemental, Neutral

Armor Class 14 (natural armor)

Hit Points 147 (14d10 + 70)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	8 (–1)	20 (+5)	5 (–3)	10 (+0)	5 (–3)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., tremorsense 30 ft., passive Perception 10

Languages Terran

Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Charge. If the rockslide elemental moves at least 20 feet straight toward a target and then hits it with a Slam attack on the same turn, the target takes an extra 9 (2d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone. If the elemental used Nimble Separation before making this Slam attack, the target has disadvantage on the saving throw.

Elemental Nature. The rockslide elemental doesn't require air, food, drink, or sleep.

Stone Camouflage. The rockslide elemental has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

ACTIONS

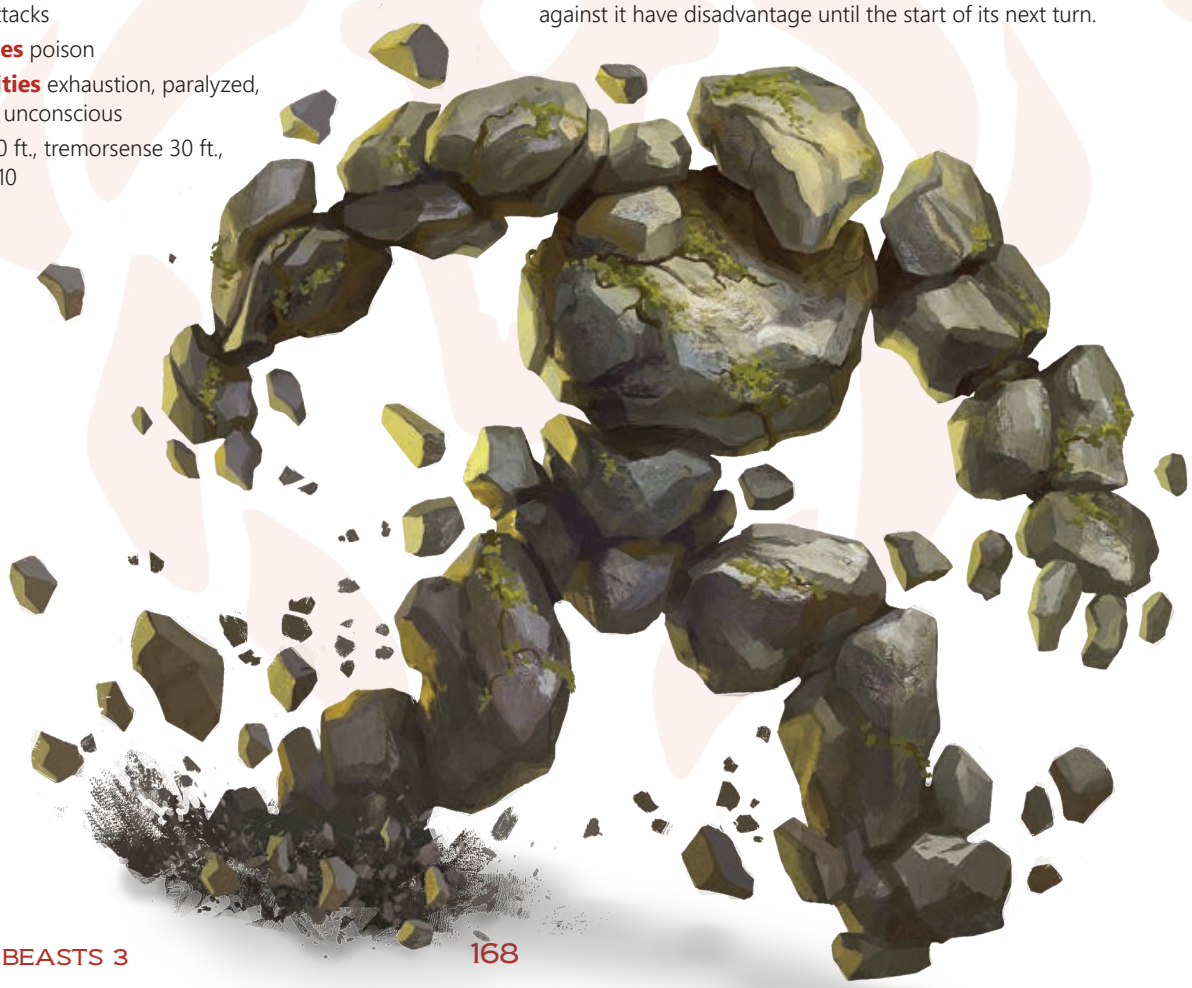
Multiattack. The rockslide elemental makes three Slam attacks, or it makes two Skipping Stone attacks.

Slam. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

Skipping Stone. *Ranged Weapon Attack:* +9 to hit, range 20/60 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage, and the stone bounces to another creature within 10 feet of the target. That creature must succeed on a DC 16 Dexterity saving throw or take 9 (2d8) bludgeoning damage.

BONUS ACTIONS

Nimble Separation. The rockslide elemental can briefly separate its components parts and take the Dash action. Opportunity attacks against it have disadvantage until the start of its next turn.



Ramnath Nanthakumar (Order #37530305)

Elf, Shadow Fey Executioner

A shadow fey with curled horns steps forward, cloaked in black clothing with a white cowl and paldrons. She holds a large axe at the ready, and severed heads dangle from her belt, tied by their hair.

Shadow fey executioners are a common sight in shadow fey courts. Any large event attended by fey attracts a few uninvited guests. Executioners keep the host's order and sever the head of anyone who breaks the host's rules.

Head of the Game. Executioners compete with one another, and wise hosts never invite multiple executioners to the same event. They gather to brag about their most recent beheadings, and any executioner attending without a new head to display is mercilessly shamed.

Not Quite Dead. Though they don't house the souls of the executioner's victims, each head retains a partial imprint of that creature's personality. The heads often complain when thrown or bicker amongst themselves.



Shadow Fey Executioner

Medium Humanoid (Elf), Lawful Evil

Armor Class 16 (breastplate)

Hit Points 172 (23d8 + 69)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	17 (+3)	10 (+0)	14 (+2)	14 (+2)

Saving Throws Str +8, Con +6

Skills Athletics +8, Perception +5, Insight +5, Survival +5

Condition Immunities charmed, frightened

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 15

Languages Common, Elvish, Umbral

Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Fey Ancestry. The executioner has advantage on saving throws against being charmed, and magic can't put it to sleep.

Necrotic Weapons. The executioner's weapon attacks are infused with the essences of all those the shadow fey has slain. When the executioner hits with any weapon, the weapon deals an extra 2d8 necrotic damage (included in the attack).

Relentless Hunter. The executioner is relentless in pursuit of its prey. It has advantage on any Wisdom (Perception) or Wisdom (Survival) check it makes to find a creature that shadow fey nobility have tasked it with capturing or killing.

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

Actions

Multiattack. The shadow fey executioner uses Animate Severed Head. It then makes two Bearded Axe attacks or two Throwing Axe attacks.

Bearded Axe. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage plus 9 (2d8) necrotic damage.

Throwing Axes. *Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 8 (1d6 + 5) slashing damage plus 9 (2d8) necrotic damage.

Animate Severed Head. The executioner pulls a head from its belt and commands the head to fly to a target the executioner can see within 30 feet. The animated severed head flies to the target and attaches to it by biting it. While an animated head is attached to a creature, that creature has vulnerability to necrotic damage and, at the start of each of the executioner's turns, each animated severed head that is attached to a creature deals 5 (2d4) piercing damage to that creature. A spellcaster with an animated severed head attached to it has disadvantage on Constitution saving throws to maintain its concentration. The executioner can have no more than four heads attached to creatures at one time. A creature, including the target, can use its action to detach the animated severed head. A detached head flies back to the executioner, flying up to 30 feet each round.

Bonus Actions

Recall Severed Head. The executioner commands all severed heads attached to creatures to detach and return to the executioner's belt.

Shadow Traveler (3/Day). While in shadows, dim light, or darkness, the executioner disappears into the darkness and reappears in an unoccupied space it can see within 30 feet. A tendril of inky smoke appears at the origin and destination when it uses this bonus action.

Ramnath Nanthakumar (Order - 375303805)

Ember Glider

The eyes of this large red squirrel crackle like campfire embers. Flames curl off its coat, especially from its tufted ears and bushy tail.

Due to their boundless curiosity and hope for an easy meal, squirrels explore any thinning boundary between planes. Without protective wards or stable portals, though, beasts that make such trips often absorb extraplanar energies. Most creatures eventually die from absorbing such energies, but occasionally, one is permanently altered by them instead. The ember glider is one such creature, a squirrel infused with energies from the Plane of Fire. Infused with this energy, these squirrels are larger and much more formidable than their mundane cousins, and the fire's chaotic influence makes them quick to challenge any interloper in their territory.

Arboreal No More. Given their increased size and the heat they emit, most ember gliders eschew trees and dwell in rocky outcroppings, cliffs, or hilltops. Explorers who enter an ember glider's territory may stumble upon the rodent's caches. Ember gliders unconsciously imbue acorns and other seeds with fire before eating them, and the gliders frequently bury these seeds, unwittingly creating fiery traps.

High-Maintenance. Efreeti nobles and minor elemental lords often keep ember gliders as pets. However, they are often released or abandoned, because of their habits of thieving and hoarding.

EMBER GLIDER

Medium Monstrosity, Unaligned

Armor Class 15 (natural armor)
Hit Points 44 (8d8 + 8)
Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (–2)	16 (+3)	13 (+1)	3 (–4)	11 (+0)	10 (+0)

Saving Throws Dex +5, Cha +2
Skills Acrobatics +5, Perception +2
Damage Resistances poison
Damage Immunities fire
Senses passive Perception 12
Languages —
Challenge 2 (450 XP) **Proficiency Bonus** +2

Fiery Nature. The ember glider is infused with elemental power, and it requires only half the amount of air, food, and drink that a typical Monstrosity of its size needs.

Glide. An ember glider has membranes between its fore and hind limbs that expand while falling to slow its rate of descent to 60 feet per round, landing on its feet and taking no falling damage. It can move up to 5 feet horizontally for every 1 foot it falls. The ember glider can't gain height with its gliding membranes alone. If subjected to a strong wind or lift of any kind, it can use the updraft to glide farther.

Glow. The ember glider sheds dim light in a 10-foot radius.

Heated Body. A creature that touches the ember glider or hits it with a melee attack while within 5 feet of it takes 4 (1d8) fire damage.

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

ACTIONS

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

Brimstone Acorn. *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 10 (2d6 + 3) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 3 (1d6) fire damage at the start of each of its turns.

Blazing Tail (Recharge 5–6). The ember glider lashes its tail, releasing an arc of fire. Each creature in a 15-foot cone must make a DC 13 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save, or half as much damage on a successful one. The fire ignites flammable objects in the area that aren't being worn or carried.



Ramnath Nanthakumar (Order #37530305)

Equitox

The prophecy foretold the Time of Thirst, when the horsebeast would gallop beneath the sun, wells and rivers would run dry, and men would drink only in dreams.

The equitox combines the shape of a white stallion and a mangy, horned wildebeest.

Harbinger of Plagues. Immortal, though perpetually dehydrated and diseased, the equitox roams the edges of water-dependent communities, spreading its illness and drying up water sources with its profane presence. Fearful fanatics sometimes devote themselves to the equitox in vain hopes of being spared during an apocalypse of drought or fire.



EQUITOX

Large Fiend, Chaotic Evil

Armor Class 15 (natural armor)

Hit Points 178 (17d10 + 85)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	20 (+5)	14 (+2)	12 (+1)	15 (+2)

Saving Throws Dex +6, Int +7, Wis +6, Cha +7

Skills Athletics +10, Deception +7, Perception +6, Religion +7

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

Damage Immunities necrotic, poison

Condition Immunities charmed, frightened, exhaustion, poisoned

Senses darkvision 60 ft., truesight 30 ft., passive Perception 16

Languages Abyssal, Celestial, Common, Infernal

Challenge 13 (10,000 XP) **Proficiency Bonus** +5

Befouling Aura. At the start of each of the equitox's turns, each creature within 30 feet of it must succeed on a DC 18 Constitution saving throw or have disadvantage on its next attack roll or ability check as the moisture within it becomes diseased. If a creature spends at least 1 minute in the equitox's aura or drinks water within the aura's area, it must succeed on a DC 18 Constitution saving throw or contract the *gullylung fever* disease (see the Gullylung Fever trait). Creatures immune to the poisoned condition are immune to this disease.

Gullylung Fever. A creature infected with this disease manifests symptoms 1d4 days after infection, which include difficulty breathing, dehydration, and water-themed nightmares. Until the disease is cured, at the end of each long rest, the infected creature must succeed on a DC 18 Constitution saving throw or its Strength score is reduced by 1d4. This reduction lasts until the creature finishes a long rest after the disease is cured. If the disease reduces the creature's Strength to 0, the creature dies. A creature that succeeds on two saving throws recovers from the disease.

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

Actions

Multiattack. The equitox makes two Gore attacks. If the equitox hits one creature with both attacks, the target must succeed on a DC 18 Constitution saving throw or contract the *gullylung fever* disease (see the Gullylung Fever trait).

Gore. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 18 (2d12 + 5) piercing damage plus 10 (3d6) necrotic damage.

Evaporation Wave (Recharge 6). The equitox exhales hot, dry breath in a 60-foot cone. Each creature in the area that isn't a Construct or Undead must make a DC 18 Constitution saving throw, taking 22 (5d8) fire damage and 22 (5d8) necrotic damage on a failed save, or half as much damage on a successful one. In addition, any water in the area that isn't being worn or carried evaporates.

Legendary Actions

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

Teleport. The equitox magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.

Gore (Costs 2 Actions). The equitox makes one Gore attack.

Withering Gaze (Costs 2 Actions). The equitox locks eyes with one creature within 60 feet that can see it. The target must succeed on a DC 18 Wisdom saving throw or be stunned by extreme thirst until the end of its next turn.

Ramnath Nanthakumar (Order #375303805)

Erina, Tussler

Sharp spines cover the back, shoulders, and arms of this hedgehog humanoid. Leather armor protects its underbelly as it adopts a fighting stance.

Some erina (see *Tome of Beasts*) relish close-quarters combat. These tusslers groom their spines to painful effect and bind their sturdiest quills onto their wrists, using them like punching daggers.

Fighting Dirty. Tusslers are notable (and somewhat suspect) in the erina communities for their fighting prowess and unconventional methods. Tusslers disregard the common erina tactic of ambushing opponents from below by burrowing; they prefer more upfront tactics such as punching wildly and sticking to foes like thorny briars.

Flying Spines. Tusslers take extra care to groom sharp spines along their arms, which they can fling at foes who are out of reach of their punches. When these flung spines stick to their targets they are quite painful, disrupting a creature's ability to counterattack.

ERINA TUSSLER

Small Humanoid (Erina), Neutral

Armor Class 14 (leather armor)
Hit Points 66 (12d6 + 24)
Speed 20 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	13 (+1)	12 (+1)	11 (+0)

Skills Athletics +5, Acrobatics +5, Perception +3
Senses darkvision 60 ft., passive Perception 13
Languages Sylvan
Challenge 3 (700 XP) **Proficiency Bonus** +2

Arm Spine Regrowth. The erina has twenty-four arm spines that it can use to make Throw Spine attacks. Used spines regrow when the erina finishes a long rest.

Expert Wrestler. The erina can grapple creatures two sizes larger than itself and can move at its full speed when dragging a creature it has grappled. If the erina grapples a Small or smaller creature, the target has disadvantage on its escape attempts. In addition, the erina has advantage on ability checks and saving throws made to escape a grapple or end the restrained condition.

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

Hardy. The erina has advantage on saving throws against poison.

Spines. A creature that touches the erina or hits it with a melee attack while within 5 feet of it takes 5 (2d4) piercing damage. In addition, a creature grappled by or grappling the erina takes 5 (2d4) piercing damage at the start of the erina's turn.

Actions

Multiattack. The erina tussler makes two Punching Spines or Throw Spine attacks. If the erina hits one creature with both Punching Spines attacks, the target is grappled (escape DC 13). The erina can grapple only one target at a time.

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

Throw Spine. *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 8 (2d4 + 3) piercing damage, and the spine sticks in the target until a creature uses an action to remove it. While the spine is stuck, the target has disadvantage on weapon attacks that use Strength.



Ramnath Nanthakumar (Order - 375303305)

Ettin, Kobold

A stout, scaly figure with two squabbling kobold heads walks among smaller kobolds, its brethren giving it considerable berth. Abruptly, the double heads stop arguing to cut loose with a double belch that shakes the cavern walls.

The origins of the first kobold ettin are a total mystery. Hags may have cursed two disruptive kobold minions to inhabit the same body as punishment. Or ettins bargained with dragons for power and received only boons that twisted their forms to resemble the kobolds they had bullied. Few who meet a kobold ettin consider their origins. While not as physically imposing as a true ettin, kobold ettins lack the kobold's craven streak, and adventurers who assume they are cowards have miscalculated, often with fatal results.

Miserable Company. Kobold ettins are famously argumentative. As outcasts, their spite borne from an existence without privacy and a shared stomach's constant hunger. Known for complaining, bickering, and insulting each other, kobold ettins are heard before they are seen, and savvy heroes exploit this weakness. Ettins and other giants avoid kobold ettins, but many kobold communities welcome their imposing brethren as laborers and protectors. Though kobold warrens are often cramped for the kobold ettin, they crave an audience for their grievances as much as food for their bellies and often tolerate the small spaces for the companionship.



KOBOLD ETTIN

Medium Giant (Kobold), Lawful Evil

Armor Class 12 (armor scraps)

Hit Points 34 (4d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	18 (+4)	6 (–2)	8 (–1)	7 (–2)

Senses darkvision 60 ft., passive Perception 9

Languages Common, Draconic

Challenge 1 (200 XP) **Proficiency Bonus** +2

Bickering Heads. A kobold ettin's constant bickering can be easily heard and proves a tough habit to disrupt. The kobold ettin has disadvantage on Dexterity (Stealth) checks to stay silent, but it has advantage on Wisdom (Perception) checks. In addition, it has advantage against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Might of Giants. Though squat by ettin standards, kobold ettins are as much giant as they are kobold. A kobold ettin is a Large Giant for the purpose of determining its carrying capacity.

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

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

Actions

Multiattack. The kobold ettin makes two Greatclub or Spear attacks.

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

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

Echoing Burps (Recharge 5–6). The kobold ettin tries to let loose double roar but instead sends forth a series of obnoxious, smelly belches in a 15-foot cone. Each creature in the area must make a DC 13 Constitution saving throw. On a failure, a creature takes 10 (4d4) thunder damage and is incapacitated until the end of its next turn. On a success, a creature takes half the damage and isn't incapacitated.

Ramnath Nanthakumar (Order #37530305)

Faux-Garou



A construct of carved bone and woven sinews lumbers forward. The mangy wolf pelt is draped across its head and shoulders, giving it the vague profile of a werewolf. It raises a clawed skeletal hand, ready to strike.

The product of a fringe order of druids, the faux-garou is fashioned from the remains of hunted animals. Bones are carved with Druidic runes, arranged in a roughly humanoid form, and draped with an animal hide. The druids imbue the final product with life under a full moon, when it rises prepared to hunt and kill.

Counterfeit Lycanthrope. A faux-garou's form resembles a lycanthrope in its hybrid form. To that end, the druidic magic within the construct also allows it to transform into the beast it resembles. Even in this form, it is obvious that it is not a living creature, but a facsimile.

Hunter and Guardian. The primary task of the faux-garou is to track and destroy those that hunted and killed the animals that make up its form. A faux-garou obeys the commands of anyone involved in the ritual that created it. Once its original prey is destroyed or run off—as determined during its creation—the faux-garou can hunt and kill other targets. The faux-garou can also serve as a guardian, patrolling the druid circle's territory and defending it against those that would hunt and despoil the wilderness.

FAUX-GAROU

Medium Construct, Unaligned

Armor Class 12 (natural armor)

Hit Points 93 (11d8 + 44)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	18 (+4)	4 (–3)	12 (+1)	5 (–3)

Skills Perception +4, Stealth +6, Survival +4

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

Damage Immunities poison, psychic

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

Senses darkvision 60 ft., passive Perception 14

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

Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Construct Nature. The faux-garou doesn't require air, food, drink, or sleep.

Druidic Vengeance. The faux-garou knows the scent and appearance of each creature it was created to kill. It has advantage on attack rolls against such creatures and on Wisdom (Perception) and Wisdom (Survival) checks to find and track them.

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

Magic Resistance. The faux-garou has advantage on saving throws against spells and other magical effects.

Necrotic Weapons. The faux-garou's weapon attacks are magical. When the faux-garou hits with any weapon, the weapon deals an extra 3d6 necrotic damage (included in the attack).

Actions

Multiattack. The faux-garou uses Frightening Gaze. It then makes two Claw attacks.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage plus 10 (3d6) necrotic damage.

Frightening Gaze. The faux-garou fixes its gaze on one creature it can see within 60 feet of it. The target must succeed on a DC 15 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the faux-garou's Frightening Gaze for the next 24 hours.

Bonus Actions

Change Shape. The faux-garou transforms into a Large or smaller Beast matching the type of lycanthrope it resembles, such as a wolf for a faux-garou that resembles a werewolf, or back into its true form. Its statistics, other than its size and speed, are the same in each form. While transformed, it retains a constructed appearance and claws at the end of its forelimbs. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Ramnath Nanthakumar (Order #37530305)

Fey Lady, Coral Queen

This regal, blue-skinned fey wears an ornate crown, fashioned from coral, on her head and a curious smile on her face. She is dressed in light, silvery scale mail and holds a gleaming trident.

Her Glittering Majesty Kirana, Coral Queen of the Seven Seas, Empress of the Undines, First Among Sea Elves, and Defender of the Dolphin Realms is the fey lady who rules over the warm seas of the fey lands. From her coral castle, the Anemone Palace, she presides over a domain of reefs and atolls inhabited by aquatic elves, merfolk, undines (see *Creature Codex*), and awakened sea creatures.

Avid Collector. Queen Kirana is a collector of interesting objects and has filled several caverns beneath the Anemone Palace with treasures and bizarre trinkets taken from shipwrecked vessels. The Coral Queen spends hours enjoying her vast collection and regularly sends her agents abroad in search of new items. Ships sailing the warm seas of the Material Plane sometimes inadvertently cross over to her realm at places where the border between worlds is thin. Often these ships run into the treacherous reefs surrounding the Anemone Palace and sink beneath the waves, never to be seen again. Their crews are rescued by the queen's undines, who curse the sailors with enchanted kisses and bring them before the Coral Queen. Captured sailors and other visitors who offer the queen something she has never seen before as a gift are allowed to leave her realm and return to the Material Plane. Those without gifts or who offer her something she already has in her collection become trapped in her realm, unless they are prepared to enter into a fey bargain.

Isolated Fey. The Coral Queen was once romantically involved with the River King (see *Tome of Beasts*) but became irked by his frequent dalliances with other fey. The two fey leaders are no longer on speaking terms, and the Coral Queen has since kept a cool distance physically and politically from most of the fey courts.

Warrior Queen. Queen Kirana is a graceful and accomplished fighter and spellcaster. She enjoys riding her seahorses into battle against the sahuagin warbands that sometimes plague her domain.

Coral Queen's Lair

The Coral Queen rules from the Anemone Palace, a coral castle and underwater cavern complex filled with brightly colored coral formations carved into the side of a barrier reef. It is home to her court of aquatic elves, undines, and awakened sea creatures. When encountered in her lair, the Coral Queen has a challenge rating of 22 (41,000 XP).

Lair Actions

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

- ***Churning Water.*** A cloud of sand swirls in a 30-foot radius sphere centered on a point in the water the Coral Queen can see within 120 feet of her. The cloud spreads around corners, and its area is heavily obscured. The cloud lasts until initiative count 20 on the next round.
- ***Conjured Coral.*** A wall of razor-sharp coral springs into existence on a solid surface the Coral Queen can see within 120 feet of her. The wall is 6 inches thick and is composed of ten 10-foot-by-10-foot sections. Each section must be contiguous with at least one other section. When the wall appears, each creature in its area must make a DC 20 Dexterity saving throw. A creature that fails the save takes 18 (4d8) piercing damage and is pushed 5 feet out of the wall's space, appearing on whichever side of the wall it wants. Furthermore, a creature in the wall's space must make a DC 20 Dexterity saving throw once each round it's in contact with the wall, taking 18 (4d8) piercing damage on a failed save, or half as much damage on a successful one. Each 10-foot section of wall has AC 10, 30 hit points, vulnerability to bludgeoning damage, resistance to piercing damage, and



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immunity to psychic damage. The wall sinks back into the ground when the Coral Queen uses this lair action again or when the Coral Queen dies.

- ***Summon Aid.*** The Coral Queen summons 2d4 giant octopuses, two killer whales, or one dire lionfish (see page 131) to defend her lair. The Beasts appear in unoccupied spaces the Coral Queen can see within 60 feet of her. The Beasts act immediately and on initiative count 20 on subsequent rounds. They remain for 1 minute, until the Coral Queen dies, or until the Coral Queen dismisses them as a bonus action. The Coral Queen can have any number of such Beasts under her control, provided the combined total CR of the Beasts is no higher than 6.

REGIONAL EFFECTS

The region surrounding the Coral Queen's court is warped by her magic, which creates one or more of the following effects:

- ***Extended Stay.*** Creatures who willingly enter the Coral Queen's Anemone Palace cannot leave her domain without her permission.
- ***Rough Waters.*** The sea within 10 miles of her lair is subject to treacherous currents. Ability checks to safely navigate or control a vessel moving through these waters are made with disadvantage.
- ***Sea Friend.*** The Coral Queen can communicate telepathically with and share the senses of any dolphins or sea turtles within 10 miles of her lair.

If the Coral Queen dies, these effects fade in 1d10 days.

CORAL QUEEN

Medium Fey, Chaotic Neutral

Armor Class 19 (natural armor)

Hit Points 263 (31d8 + 124)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	18 (+4)	16 (+3)	14 (+2)	24 (+7)

Saving Throws Dex +12, Con +11, Wis +9

Skills History +10, Nature +10, Perception +9, Survival +9

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

Damage Immunities fire, poison

Condition Immunities charmed, frightened, poisoned

Senses truesight 120 ft., passive Perception 19

Languages Aquan, Common, Elvish, Sylvan, telepathy 120 ft.

Challenge 21 (33,000 XP) **Proficiency Bonus** +7

Amphibious. The Coral Queen can breathe air and water.

Envenomed Weapons. The Coral Queen's weapon attacks are magical. When she hits with any weapon, the weapon deals an extra 4d8 poison damage (included in the attack).

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

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

ACTIONS

Multiattack. The Coral Queen makes three Trident or Water Blast attacks. She can replace one attack with a use of Spellcasting. If the Coral Queen hits one creature with two Queen's Trident attacks, the target must succeed on a DC 20 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Queen's Trident. *Melee or Ranged Weapon Attack:* +12 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage, or 9 (1d8 + 5) piercing damage when used with two hands to make a melee attack, plus 18 (4d8) poison damage.

Water Blast. *Melee or Ranged Spell Attack:* +14 to hit, reach 5 ft. or range 120 ft., one target. *Hit:* 25 (4d8 + 7) bludgeoning damage, and the target must succeed on a DC 20 Strength saving throw or be pushed up to 30 feet away from the Coral Queen and knocked prone.

Scalding Burst (Recharge 5–6). The Coral Queen superheats the water or air centered on a point she can see within 120 feet of her. Each creature within 20 feet of that point must make a DC 20 Dexterity saving throw, taking 70 (20d6) fire damage on a failed save, or half as much damage on a successful one. Being underwater doesn't grant creatures resistance to this damage.

Spellcasting. The Coral Queen casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 22):

At will: *freedom of movement*, *water breathing*, *water walk*

3/day each: *control water, dispel magic*

1/day each: *awaken, storm of vengeance*

BONUS ACTIONS

Watery Step. The Coral Queen disappears in a burst of bubbles and reappears in an unoccupied space she can see within 30 feet. A splash of bubbles and water appears at the origin and destination when she uses this bonus action.

LEGENDARY ACTIONS

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

Water Blast. The Coral Queen makes one Water Blast attack.

Cast a Spell (Costs 2 Actions). The Coral Queen uses Spellcasting.

Seal the Gills (Costs 2 Actions). The Coral Queen steals the breath from a water breathing creature she can see within 60 feet of her. The creature must make a DC 20 Constitution saving throw. On a failure, the creature begins to suffocate. A suffocating but conscious creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. On a success, the creature holds its breath but can't speak until the start of its next turn.

Ramnath Nanthakumar (Order #37530305)

Fey Lady, Countess of Garlands



A woman with regal bearing glides through the ballroom in a sublime evening gown, a living garland wrapped around her shoulders like a stole.

Lizbet Anthur, the Countess of Garlands, is a woman of piercing insight, extravagant taste, and noble authority. She is the Summer Lily, Madame d'Oléandre, and Lady Thornhand, and she holds dominion over gardens, holiday celebrations, and formal gatherings. Her courtly peers rely upon her to organize and outfit gatherings with her unique style and clever use of flower symbolism. Her adversaries know her for her mercurial temper, unforgiving sense of etiquette, and command of plant life.

Socialite and Courtier. The Countess of Garlands is well respected among the fey for her skills in courtly intrigue. Her signature invitation, a bouquet that conveys all it needs with arranged symbolism, delights most who receive one. Most fey nobles appreciate her tact in navigating the court's myriad complexities, though not all regard her so well. The countess and Mother Moth (see page 179) have no love for each other as Mother Moth considers the countess chiefly responsible for her ousting. The Rainforest King (see page 181) is another who vexes the countess. She dutifully invites the King to court events, as per custom, but he has yet to respond to an invitation.

The Countess of Garlands's Lair

The Countess of Garlands's lair is the Hollyhock Château, a masterfully decorated mansion of open-air rooms, sprawling ivy trellises, and hedge maze gardens. When encountered in her lair, the Countess of Garlands has a challenge rating of 15 (13,000 XP).

Lair Actions

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

- ***Grasping Garlands.*** The Countess of Garlands chooses up to two creatures she can see that are within 15 feet of a wall of her lair. Each target must succeed on a DC 18 Strength saving throw or be grappled (escape DC 18) by the vines and garlands that adorn the walls.
- ***Summon Plants.*** The Countess of Garlands magically calls 12 awakened shrubs or a Plant with a challenge rating 5 or lower to aid her. A called creature acts as an ally of the countess and obeys her mental commands. The creatures remain for 1 hour or until the countess uses this lair action again.
- ***Thorn Burst.*** A rosebush grows from a point on the ground the Countess of Garlands can see within 120 feet of her and explodes in a flurry of thorns. Each creature within 10 feet of that point must succeed on a DC 18 Dexterity saving throw or take 14 (4d6) piercing damage.

Regional Effects

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

- ***Dreams of Revelry.*** Humanoids and Fey who finish a long rest within 5 miles of the lair wake up to find themselves eager to celebrate anything and everything, no matter how small and insignificant. The revelry persists as long as an affected creature remains in the area or until it attends one of the Countess of Garlands's famous parties.
- ***Emotional Blooms.*** Within 1 mile of the Countess of Garlands's lair, flowers grow with supernatural speed in places where Humanoids or Fey have felt strong feelings or have had meaningful encounters. The symbolism of these flowers always corresponds to the emotion or situation that caused the flowers to grow.
- ***Hardy Plants.*** All plants grow especially lush and resilient within 10 miles of the lair. Plant creatures have resistance to poison damage and advantage on saving throws against poison and disease.

If the Countess of Garlands dies, these effects fade in 1d10 days.

Ramnath Nanthakumar (Order #375303805)

COUNTESS OF GARLANDS

Medium Fey, Chaotic Neutral

Armor Class 16 (natural armor)

Hit Points 169 (26d8 + 52)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	15 (+2)	18 (+4)	18 (+4)	21 (+5)

Saving Throws Dex +8, Con +7, Int +9, Wis +9

Skills Arcana +9, Deception +10, Insight +9, Nature +9, Persuasion +10

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks not made with cold iron weapons

Damage Immunities poison

Condition Immunities charmed, frightened, poisoned

Senses truesight 120 ft., passive Perception 14

Languages Common, Elvish, Sylvan, Umbral

Challenge 13 (10,000 XP) **Proficiency Bonus** +5

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

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

Speak with Plants. The Countess of Garlands can communicate with plants as if they shared a language.

Thorn-Wrapped Weapons. The Countess of Garlands's weapon attacks are magical. When she hits with any weapon, the weapon deals an extra 2d6 piercing damage (included in the attack).

Woodland Stride. Difficult terrain composed of magical or nonmagical plants doesn't cost the Countess of Garlands extra movement. In addition, she can pass through magical or nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard.

ACTIONS

Multiattack. The Countess of Garlands uses Blooms of Doom. She then makes two Pruning Blade or Bursting Bouquet attacks. She can replace one attack with a use of Spellcasting.

Pruning Blade. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage plus 7 (2d6) piercing damage.

Bursting Bouquet. *Ranged Spell Attack:* +10 to hit, reach 120 ft., one target. *Hit:* 12 (2d6 + 5) force damage, and the target must succeed on a DC 18 Strength saving throw or be knocked prone.

Blooms of Doom. The Countess of Garlands causes poisonous flowering vines to sprout in the space of a creature she can see within 30 feet of her. The creature must succeed on a DC 20 Dexterity saving throw or take 14 (4d6) piercing damage and become restrained by the vines for 1 minute. While restrained, a creature takes 14 (4d6) poison damage at the start of each of its turns. The target can repeat the saving throw at the end of each of its turns, ending the restrained condition on itself on a success.

Petty Petals (Recharge 5–6). The Countess of Garlands releases a shower of perfumed petals with an intoxicating scent. Each creature within 60 feet of the Countess of Garlands and that can smell the scent must succeed on a DC 18 Wisdom saving throw or become charmed until the end of its next turn. On its turn, a charmed target must move to within 5 feet of the nearest creature that isn't the countess and make one melee attack against that creature if the target ends its movement within reach of the creature. If no other creature is near enough to move to and attack, the target moves as close as it can then screams invectives at the nearest creature that isn't the countess until the end of its turn. Creatures immune to the poisoned condition are immune to this charm.

Spellcasting. The Countess of Garlands casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 18):

At will: *entangle, prestidigitation*

3/day each: *enthrall, plant growth, spike growth*

1/day each: *regenerate, mass suggestion, wall of thorns*

REACTIONS

Garland Parry. The Countess of Garlands adds 4 to her AC against one ranged attack that would hit her as her garland coils protectively around her. To do so, she must see the attacker and not be incapacitated.

LEGENDARY ACTIONS

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

Into the Thicket. The countess magically teleports, along with any equipment she is wearing or carrying, up to 60 feet to any unoccupied space she can see within an area of difficult terrain.

Life of the Party. The countess makes one Bursting Bouquet attack. Being within 5 feet of a hostile creature doesn't cause this attack to be made with disadvantage.

Cast a Spell (Costs 2 Actions). The countess uses Spellcasting.

THE HEDGE WITCH

The Countess of Garlands is also known as the Hedge Witch for her mastery of hedge magic. With dominion over plants and mastery of ceremonies, she incorporates the powerful effects found in magic plants in her most lavish, and private, events. Many have tried to win her over in hopes of studying the art of magic plant cultivation under her tutelage, though only a few are accepted each year and usually at high personal cost.

The countess is even more well known for her skill in floriography, the hidden language inherent in flower arrangements. Every detail in her attire, speech, and demesne has deeper meaning, and her signature bouquets are heavily coded in symbolism. Those who can decipher the meaning behind the countess's actions often win her favor.

For more information on hedge magic and magic plants, see the *Tome of Heroes*.

Ramnath Nanthakumar (Order - 37530305)

Fey Lady, Mother Moth



The matriarch's gossamer gown and shawl of shimmery wings float as she strides through the moonlit garden. Wherever the sparkling dust from her wings fell, moths gathered.

Duchess Calpe Belinapter, known by most as Mother Moth, is a regent with subjects but no kingdom. Ousted by the devious political machinations that are commonplace in the courts of the fey, she is bereft of all but her natural holdings. Though her status is in decline, Mother Moth still contends with her fey brethren with clever application of nature magic, an unassuming spy network of beasts and fey, and an abundance of patience.

Partisan Without a Parlor. Mother Moth, despite having lost many of her noble virtues, still retains several of her titles. Her subjects know her as Queen-Mother of Moondust and Starlight, Lady Lacewing, and Her Mottled Majesty, and deferring to her in this way is sure to earn her favor most of the time. She communicates to her followers and rivals via delivered letter and is well known for her mercurial and varied tones of address.

Monarch of Metamorphosis and Silk. Those who suffer lycanthropy in its many forms often seek out Mother Moth for her wisdom, compassion, and, sometimes, cure. Mother Moth's command and regal presence over moths, spiders, and other silk-producing creatures is so absolute that many often wonder if she is in fact an animal lord and not a fey lady. Any who present such questions before her or even within her realm provoke a swift and decisive rebuke.

The Mother's Lair

Mother Moth resides within the Silken Sanctuary, a mixed grove of young and elder trees cocooned in thick silk in the Plane of Shadow. The sanctuary is a small and modestly furnished place that travels as the Mother Moth sees fit, never venturing beyond the forest borders in which she currently resides. Beasts and fey with more neutral alignments are drawn to the lair, feeling a compulsion to protect it. When encountered in her lair, Mother Moth has a challenge rating of 12 (8,400 XP)

Lair Actions

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

- ***Censuring Letter.*** Mother Moth drafts a letter of condemnation, cursing a creature she can see within 60 feet of her. Choose one ability score. The cursed creature takes 7 (2d6) psychic damage each time it makes an attack roll, ability check, or saving throw using that ability until initiative count 20 on the next round.
- ***Moonlit Pools.*** Mother Moth creates up to three 10-foot radius pools of moonlight centered on any three points she can see within 120 feet of her. The light inside each pool is dim, while the light within 30 feet of each pool is reduced: bright light becomes dim light, and dim light becomes darkness. These pools last until Mother Moth uses this lair action again or until she dies.
- ***Webbed Ground.*** The ground within 60 feet of Mother Moth becomes sticky with webbing. Each creature that starts its turn in the webs or that enters them during its turn must succeed on a DC 17 Strength saving throw or be restrained by webbing. The webbing can be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage). The webs remain until she uses this lair action again or until she dies.

Regional Effects

The region containing the Mother Moth' lair is influenced by her nurturing presence, which creates one or more of the following effects:

- ***Dream Letters.*** Neutral humanoids and fey that finish a long rest within 5 miles of the lair wake up with a letter addressed to them, detailing their dreams and an according interpretation.

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- ***Moth Senses.*** While in her lair, Mother Moth can magically connect with any moth anywhere, including across planes, sensing through its senses and speaking telepathically with and through it.
- ***Verdant Flora.*** Foliage is healthier, growing dense enough that it becomes difficult terrain within 1 mile of Mother Moth's lair.

If Mother Moth dies, these effects fade in 1d10 days.

MOTHER MOTH

Medium Fey, Neutral

Armor Class 17 (Shimmering Defense)

Hit Points 105 (14d8 + 42)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	16 (+3)	18 (+4)	20 (+5)	17 (+3)

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

Skills Arcana +8, Nature +8, Perception +9

Damage Resistances acid; bludgeoning, piercing, and slashing from attacks not made with cold iron or cedarwood weapons

Damage Immunities cold, fire, poison

Condition Immunities charmed, frightened, poisoned

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 19

Languages Common, Druidic, Elven, Umbral, Sylvan, telepathy 120 ft.

Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Cedar Weapons. Mother Moth is vulnerable to weapons made from the wood of the cedar tree. When she is hit by a weapon made of cedarwood, Mother Moth takes damage as if the weapon was magical.

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

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

Rejuvenating Chrysalis. If killed while within a forest on the Plane of Shadow, a chrysalis appears within the confines of the forest, and Mother Moth emerges from it after 48 hours, regaining all her hp and becoming active again. Only the complete destruction of her chrysalis (AC 10, hp 30) prevents this trait from functioning.

Shimmering Defense. Mother Moth's wings emit a sparkling dust, giving her a slightly blurred appearance. Her AC includes her Wisdom modifier.

Silk Sovereignty. Mother Moth can communicate with all silk-producing beasts as if they shared a language. Silk-producing beasts cannot willingly attack Mother Moth, though they can be forced to do so through magical means. In addition, Mother Moth ignores movement restrictions caused by webbing and can't be restrained by webs or other silk-based material, such as a silk net.

ACTIONS

Multiattack. Mother Moth makes three Hornworm Scepter attacks or two Moon Bolt attacks. If she hits one creature with two Hornworm Scepter attacks, the target must succeed on a DC 17 Wisdom saving throw or lose its lowest-level available spell slot. Mother Moth then regains hp equal to four times the level of the lost spell slot.

Hornworm Scepter. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage plus 7 (2d6) radiant damage.

Moon Bolt. *Ranged Spell Attack:* +9 to hit, range 150 ft., one target. *Hit:* 16 (3d10) radiant damage. If the target is a creature in a form other than its natural form, it takes an additional 5 (1d10) radiant damage and must succeed on a DC 17 Charisma saving throw or revert to its natural form. When the moon bolt hits a target, moonlight glows in that space, shedding dim light until the start of Mother Moth's next turn.

Hundreds Dusting (Recharge 5–6). Mother Moth flaps her wings, creating a cloud of blinding powder around her. Each creature within 20 feet of her must make a DC 17 Constitution saving throw. On a failure, a creature takes 35 (10d6) poison damage and is blinded for 1 minute. On a success, a creature takes half the damage and isn't blinded. A blinded creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Spellcasting. Mother Moth casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability (spell save DC 17):

At will: *animal messenger* (moth only), *detect magic*, *druidcraft*, *faerie fire*, *mending*

3/day each: *cure wounds* (as a 5th-level spell), *dispel magic*, *lesser restoration*, *insect plague*

1/day each: *hallucinatory terrain* (as an action), *wall of thorns*

LEGENDARY ACTIONS

Mother Moth 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. Mother Moth regains spent legendary actions at the start of her turn.

Cantrip. Mother Moth casts a cantrip.

Moonlit Walk. While in dim light, Mother Moth teleports to an unoccupied space she can see within 100 feet of her. The space she chooses must be in dim light.

Cast a Spell (Costs 2 Actions). Mother Moth uses Spellcasting.

MOTHER MOTH IN THE SHADOW REALM

According to the shadow fey, Mother Moth is an outcast who has no claim of land or territory, having lost such entitlements long ago. She uses the shadow roads to travel between the densest forests the way a moth flutters amongst flowers. It is rumored that Mother Moth was once the mother of the Moonlit King. She has never confirmed nor denied these rumors, and the Moonlit King is busy building his new Court on the Plane of Shadow. Many believe that she now cavorts with Baba Yaga, tempering the Grandmother's wilder urges. The gnomes of the Wormwood have a special relationship with Mother Moth, often leaving offerings in webs and burst cocoons to seek her favor in hope of intervention with Baba Yaga's ire.

Ramnath Nanthakumar (Order #37530305)

Fey Lord, Rainforest King

This umber-skinned fey lord holds audience on a living throne of branches and vines. His clothing and adornments are made from leaves, reeds, and animal tusks and bones.

King Kashama, Lord Protector of the Rainforests, Oba of the Aziza, and Ancient Father of the Brownies is the fey lord of the fey lands' jungles. The Rainforest King rules over a domain of hot, steamy jungles inhabited by aziza (see page 49), brownies (see page 68), hags, rainforest ogres (see page 301), elves, trollkin and other fey who make their homes beneath the forest canopy.

Forest Protector. The Rainforest King has an affinity for all the creatures of the rainforest, from insects to apes, and for the abundant plant life that blankets his realm. Anyone damaging or threatening the forest incurs his wrath. He cares deeply for the jungles of the Material Plane coterminous with the fey lands. Stepping inside a giant kapok tree or entering a cave behind a waterfall might transport a wanderer to the Rainforest King's realm. He works to preserve both fey and mundane jungles from ax and fire, sending out his servants or calling upon druidic allies to safeguard its inhabitants. Sometimes, King Kashama himself may appear, reducing whole settlements to rubble and returning the land to fecund jungle.

Reclusive Fey. The Rainforest King attends gatherings of the fey lords and ladies only when he must. He respects the Lord of the Hunt (see *Tome of Beasts*) and finds Reynard the Fox Lord (see *Creature Codex*) mildly amusing, but he is largely indifferent to the other fey leaders. Kashama considers the Countess of Garlands (see page 177) very frivolous despite sharing an affinity for plants with her, ignoring her numerous party invitations, much to her chagrin.

Rainforest King's Lair

King Kashama's lair is a grove of 300-foot-tall mahogany trees, deep in the heart of the rainforest. His court is attended by tiny aziza and brownies, and fearsome rainforest ogres. His primary nobles are his vizier, an awakened male orangutan named Arhaa, and his royal steward, an awakened female chimpanzee named Mulunda. When encountered in his lair, the Rainforest King has a challenge rating of 22 (41,000 XP).

Lair Actions

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

- ***Exploding Fruit.*** Large, spherical fruits fall from trees in the lair, striking up to three creatures underneath that the Rainforest King can see within 120 feet of him. The Rainforest King makes one ranged attack roll (+11 to hit) against each target. On a hit, the target takes 7 (2d6) bludgeoning damage and the fruit explodes. The target and each creature within 5 feet of it must make a DC 20 Dexterity saving throw, taking 10 (3d6) fire damage on a failed save, or half as much damage on a successful one.
- ***Soporific Pollen.*** Flowers suddenly bloom from a point on the ground the Rainforest King can see within 120 feet of him, releasing a cloud of soporific pollen. Each creature within 20 feet of that point must succeed on a DC 20 Constitution saving throw or fall unconscious for 10 minutes. This effect ends for a creature if the creature takes damage or someone uses an action to wake it.
- ***Verdant Burst.*** Plants erupt in a 20-foot radius centered on a point on the ground the Rainforest King can see within 120 feet of him. That area becomes difficult terrain, and each creature that enters the area for the first time on a turn or starts its turn there must succeed on a DC 20 Dexterity saving throw or take 18 (4d8) poison damage and become restrained by vines. A creature can be freed if it or another



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creature takes an action to make a DC 20 Strength check and succeeds. The vines last until the Rainforest King uses this lair action again or he dies.

REGIONAL EFFECTS

The region surrounding the Rainforest King's lair is warped by his magic, which creates one or more of the following effects:

- ***Forest Awareness.*** Colorful birds, frogs, and flowering plants are prolific within 1 mile of the lair. The Rainforest King can choose to see or hear through the senses of any bird or frog or see or hear through the flowers of any flowering plant in this area.
- ***Plentiful Sustenance.*** Within 5 miles of the Rainforest King's lair, game animals and edible plants are plentiful, and frequent rainfall makes fresh water easy to find. Any checks to hunt or forage for food and water in the area are made with advantage.
- ***Rainy Season.*** Heavy rains are frequent within 20 miles of the lair. A downpour occurs at least twice each day and lasts up to three hours. The rains are so heavy that creatures moving overland travel at half normal speed.

If the Rainforest King dies, these effects fade in 1d10 days.

RAINFOREST KING

Medium Fey, Neutral Good

Armor Class 19 (natural armor)
Hit Points 266 (28d8 + 140)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	21 (+5)	15 (+2)	23 (+6)	19 (+4)

Saving Throws Dex +11, Con +12, Wis +13
Skills Nature +9, Perception +13, Survival +13
Damage Resistances fire
Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks not made with cold iron weapons
Condition Immunities charmed, frightened, poisoned
Senses darkvision 60 ft., passive Perception 23
Languages Common, Elvish, Sylvan
Challenge 21 (33,000 XP) **Proficiency Bonus** +7

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

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

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

Speak with Beasts and Plants. The Rainforest King can communicate with Beasts and plants as if they shared a language.

Tree Stride. The Rainforest King can use 5 feet of his movement to step magically into one living tree within his reach and emerge from a second living tree within 500 feet of the first tree, appearing in an unoccupied space within 5 feet of the second tree. Both trees must be Large or bigger.

Woodland Stride. Difficult terrain composed of magical or nonmagical plants doesn't cost the Rainforest King extra movement. In addition, he can pass through magical or nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard.

ACTIONS

Multiattack. The Rainforest King uses Blooms of Doom. He then makes three King's Spear attacks. He can replace one attack with a use of Spellcasting.

King's Spear. *Melee or Ranged Weapon Attack:* +12 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage, or 9 (1d8 + 5) piercing damage when used with two hands to make a melee attack, plus 27 (6d8) poison damage. If the Rainforest King makes a ranged King's Spear attack, the weapon flies back to his hand immediately after the attack.

Blooms of Doom. The Rainforest King causes poisonous flowering vines to sprout in the space of a creature he can see within 30 feet of him. The creature must succeed on a DC 20 Dexterity saving throw or take 14 (4d6) piercing damage and become restrained by the vines for 1 minute. While restrained, a creature takes 14 (4d6) poison damage at the start of each of its turns. The target can repeat the saving throw at the end of each of its turns, ending the restrained condition on itself on a success.

Animate Trees (1/Day). The Rainforest King magically animates two trees he can see within 60 feet of him. These trees use the statistics of a treant, except they have Intelligence and Charisma scores of 1, they can't speak, and they have only the Slam action option. They act as allies of the Rainforest King and obey his spoken commands. The trees remain animate for 8 hours, until the Rainforest King dies, or until he takes a bonus action to turn them back into inanimate trees.

Spellcasting. The Rainforest King casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability (spell save DC 21):

At will: *druidcraft*, *entangle*

3/day each: *dominate beast*, *plant growth*

1/day each: *wall of thorns*

REACTIONS

Leaf Shield. When the Rainforest King or a friendly creature he can see is hit by an attack, he can creature a magical barrier of leaves to disrupt the attack. The target halves the damage from the attack.

LEGENDARY ACTIONS

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

Blooms of Doom. The Rainforest King uses Blooms of Doom.

Tree Stride. The Rainforest King moves up to his speed, stepping through at least one tree with his Tree Stride trait. This movement doesn't provoke opportunity attacks.

Cast a Spell (Costs 2 Actions). The Rainforest King uses Spellcasting.

Ramnath Nanthakumar (Order #37530305)

Fiend Lord, Abhaddanayla

This imperious archfiend has five heads–that of a mustachioed, blue-skinned demon, a tiger, a crocodile, a vulture, and an ape-and six arms, each ending in an unsettling backward-facing paw. Dressed in elegant clothes of the finest silk, he is seated on an ornate golden throne.

In a magnificent palace, perched precariously on a high mountaintop, lives Abhaddanayla, the Rakshasa Maharajah, a greater rakshasa (see *Creature Codex*) so ancient he has been reincarnated seven times, growing in evil and power with each incarnation. He is revered–and feared–by his lesser brethren as the Lord of All Rakshasas.

Rakshasa Gathering. Once a year, Abhaddanayla summons all the world's rakshasas to his palace to instruct them in the parts they are to play in his schemes across the world. This sinister conference culminates in a grotesque and bloody feast for the guests, in which dozens of humanoid captives are devoured.

Master of Schemes and Magic. Abhaddanayla is a master of illusion, enchantment, and dark rakshasa magic he has acquired through centuries of studying loathsome tomes. He rarely leaves his palace, preferring to act through his many cat's paws. Abhaddanayla's spies and agents are everywhere, steering the rulers of cities and nations in the direction he wants them to go and eliminating those that stand in his path.

Simian Scorn. Over the centuries, Abhaddanayla has clashed many times with the Monkey King (see *Creature Codex*), who delights in wrecking the rakshasa lord's schemes. The first of these conflicts occurred when the Monkey King's army of apes and monkeys stopped an invading force of human soldiers acting under secret orders from Abhaddanayla. Later, when he was captured by the rakshasa lord, the Monkey King set fire to Abhaddanayla's palace with his tail and escaped. Abhaddanayla's hatred for the Monkey King leads him to delight in magic that depicts simian suffering.

Abhaddanayla's Lair

Abhaddanayla's lair is Sky Peak Palace, a magnificent building decorated with gold, marble, and jade and built on a mountaintop. The steep trail leading to the palace is treacherous and plagued by heavy snow, belying the dangers inside. Abhaddanayla can call upon a variety of rakshasa servants, and the palace is riddled with deadly traps. When encountered in his lair, Abhaddanayla has a challenge rating of 23 (50,000 XP).

Lair Actions

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

- ***Bewildering Vapor.*** A sweetly scented invisible vapor fills the halls of the lair. Each Humanoid in the lair must succeed on a DC 21 Wisdom saving throw or have disadvantage on saving throws against enchantment spells until initiative count 20 on the next round.
- ***Mesmeric Designs.*** A psychedelic, twisting pattern of colored shapes appears in the air at a point Abhaddanayla can see within 120 feet of him. Each creature that isn't a rakshasa and that can see the pattern must succeed on a DC 21 Wisdom saving throw or become incapacitated with a speed of 0 until initiative count 20 on the next round.
- ***Sinister Mist.*** Magical fog fills a 60-foot radius sphere centered on a point Abhaddanayla can see within 120 feet of him. The fog spreads around corners, and its area is lightly obscured. Each creature within the fog is cloaked in an illusion that makes it resemble another creature that is also in the fog, determined randomly. The changes fail to hold up to physical inspection. Otherwise, a creature must take an action to visually inspect a cloaked creature and succeed on a DC 21 Intelligence (Investigation) check to discern that the creature is disguised.



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REGIONAL EFFECTS

The region surrounding Abhaddanayla's lair is warped by his magic, which creates one or more of the following effects:

- ***Haunting Dreams.*** A creature hostile to Abhaddanayla can't recover from exhaustion after a long rest while within 1 mile of his lair, as its sleep is haunted by bothersome dreams.
- ***Hidden Traps.*** Abhaddanayla's presence cloaks the traps protecting his lair with clever illusions. Intelligence (Investigation) and Wisdom (Perception) checks to detect traps within Sky Peak Palace are made with disadvantage while Abhaddanayla is in the palace.
- ***Wintry Weather.*** Blizzards are common within 6 miles of Abhaddanayla's lair, making it easy to get lost, and deep snow covers most surfaces in the area.

If Abhaddanayla dies, these effects fade in 1d10 days.

ABHADDANAYLA, LORD OF RAKSHASAS

Medium Fiend, Lawful Evil

Armor Class 19 (natural armor)
Hit Points 229 (27d8 + 108)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	18 (+4)	21 (+5)	19 (+4)	23 (+6)

Skills Arcana +12, Deception +13, Insight +11, Persuasion +13
Damage Vulnerabilities piercing from magic weapons wielded by good creatures
Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, frightened
Senses truesight 120 ft., passive Perception 14
Languages Common, Infernal, telepathy 120 ft.
Challenge 22 (41,000 XP) **Proficiency Bonus** +7

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

Limited Magic Immunity. Abhaddanayla can't be affected or detected by spells of 8th level or lower unless he wishes to be. He has advantage on saving throws against all other spells and magical effects.

Puppet Master. When Abhaddanayla casts the *charm person* spell, he can target up to seven creatures. When he casts the *dominate person* spell, the spell's duration is concentration, up to 8 hours. When he casts the *mass suggestion* spell, the spell's duration is 30 days.

ACTIONS

Multiattack. Abhaddanayla makes six Claw attacks or three Serpent Bow attacks. He can replace one attack with a use of Spellcasting. If Abhaddanayla hits one creature with two Serpent Bow attacks, a swarm of snakes appears in the target's space, acting as an ally of Abhaddanayla and obeying his telepathic commands. The swarm remains for 1 minute, until Abhaddanayla dies, or until he dismisses it as a bonus action. He can have no more than four swarms active at a time.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage plus 7 (2d6) psychic damage, and the target is cursed if it is a creature. The magical curse takes effect whenever the target takes a short or long rest, filling the target's thoughts with horrible images and dreams. The cursed target gains no benefit from finishing a short or long rest. The curse lasts until it is lifted by a *remove curse* spell or similar magic.

Serpent Bow. *Ranged Weapon Attack:* +11 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 18 (4d8) poison damage.

Burning Monkey Cloud (Recharge 5–6). Abhaddanayla conjures a cloud of quasi-real burning, screaming monkeys in a 30-foot-radius sphere centered on a point he can see within 60 feet of him. Each creature in the area must make a DC 21 Wisdom saving throw. On a failure, a creature takes 38 (11d6) fire damage and 38 (11d6) psychic damage and becomes frightened for 1 minute. On a success, a creature takes half the damage and isn't frightened. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Spellcasting. Abhaddanayla casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 21):

At will: *charm person, detect magic, detect thoughts, mage hand, minor illusion*

3/day each: *banishment, fly, invisibility, major image, suggestion*
1/day each: *dominate person, geas* (as an action), *mass suggestion, plane shift, true seeing*

BONUS ACTIONS

Duplicitous Disguise. Abhaddanayla covers himself and anything he is wearing or carrying with a illusion that makes him look like a Small or Medium Humanoid. The illusion ends if he takes a bonus action to end it or if he dies. The changes wrought by this effect fail to hold up to physical inspection. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 21 Intelligence (Investigation) check to discern that Abhaddanayla is disguised.

REACTIONS

Sacrificial Monkey (3/Day). When Abhaddanayla is hit by a melee attack, a withered monkey composed of shadow appears and throws itself into the path of the attack, halving the damage Abhaddanayla takes before vanishing.

LEGENDARY ACTIONS

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

Attack. Abhaddanayla makes one Claw or Serpent Bow attack.

Cast a Spell (Costs 2 Actions). Abhaddanayla uses Spellcasting.

Misleading Escape (Costs 2 Actions). Abhaddanayla becomes invisible at the same time that an illusory double of himself appears where he is standing. After the double appears, Abhaddanayla can move up to his speed. Both effects last until the start of his next turn, but the invisibility ends early if Abhaddanayla attacks or casts a spell.

Ramnath Nanthakumar (Order #37530305)

Fiend Lord, Malaabit

The glossy black fur coating the fiend's bullish body changes to a shock of crimson just above his hooves. Three heads top his muscular humanoid torso: a ram's head on his right, a bull's head in the center, and a male human head on his left.

Malaabit is the fiendish master of the past, present, and future, according to himself at least, and he is happy to share his knowledge—for a small price. Each of Malaabit's heads sees the truth of whatever he observes. His ram head sees the past, his bull head sees the present, and his human head sees the future. He allows news of his oracular abilities to spread far and wide, and as a result, many ambitious people seek him out, hoping to accomplish great deeds in their lifetime. Once a deal for his services is reached—and the requester has made the appropriate sacrifice—Malaabit keeps his end of the deal. And he never, ever lies about what he sees.

Small Sacrifices. Unlike many fiends, Malaabit isn't interested in anything as tawdry and ephemeral as mortal souls. Instead, he requires a blood sacrifice of his choosing before he will tell a person what the future holds for them, or how their past has come to inform their present. When he is asked for a reading, he informs the petitioner exactly who has to die for them to get what they want. The deaths Malaabit orders are never morally reprehensible to the specific petitioner. He asks holy warriors to slay murderers and despots; he asks blackguards to murder innocents. When they investigate the person they have been asked to slay, prophecy seekers find they are just as repugnant or virtuous as the fiend told them.

Master of Nothing. Malaabit desires nothing less than the utter destruction of reality. The executions he requests all serve his ultimate goal of bringing about the end of everything, one insignificant-seeming death at a time.

Chimeric Appearance. Those who encounter Malaabit sometimes assume he is a unique form of chimera due to his tripartite appearance. Malaabit does not make such claims, nor does he represent himself as such a creature, but he secretly revels in the ability of mortals to deceive themselves.



Malaabit in Southlands

Malaabit allows mortals to view him as a herald of Thoth-Hermes, though he never claims the title directly. He makes his home in the Mbazha Mountains of the Southlands, though in a nomadic way: He frequently moves from one cave complex to another, to prevent too many petitioners from approaching him in too short a period of time.

Ramnath Nanthakumar (Order #37530305)

MALAABIT'S LAIR

Malaabit doesn't have a den on the Lower Planes, instead making his home exclusively on the Material Plane. He moves frequently to avoid being too easily locatable, but he favors the ruins of ancient places that were suffused in magic or deep cave complexes that hold arcane radiation. When encountered in his lair, Malaabit has a challenge rating of 14 (11,500 XP).

LAIR ACTIONS

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

- ***Enthralling Surge.*** Malaabit's past and future platitudes rumble barely intelligible through his lair. Each creature that isn't a Construct or Undead within 60 feet of Malaabit must succeed on a DC 18 Wisdom saving throw or be charmed by Malaabit until initiative count 20 on the next round.
- ***Psychic Distress.*** The anguished cries of past and future sacrifices to Malaabit's schemes pour from a point Malaabit can see within 120 feet of him. Each creature within 15 feet of that point must make a DC 18 Charisma saving throw, taking 10 (3d6) psychic damage on a failed save, or half as much damage on a successful one.
- ***Psychic Squall.*** The psychic chatter of past and future supplicants surrounds Malaabit. Each spellcaster concentrating on a spell within 30 feet of Malaabit must succeed on a DC 18 Intelligence saving throw or lose concentration.

MALAABIT

Large Fiend, Neutral Evil

Armor Class 18 (natural armor)
Hit Points 178 (17d10 + 85)
Speed 40 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	13 (+1)	21 (+5)	18 (+4)	22 (+6)	21 (+5)

Saving Throws Con +10, Wis +11, Cha +10
Skills History +9, Insight +11, Perception +11, Persuasion +10
Damage Vulnerabilities psychic damage from good creatures
Damage Resistances cold, fire, lightning, poison; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities blinded, charmed, frightened
Senses darkvision 120 ft., passive Perception 21
Languages Abyssal, Celestial, Common, Infernal
Challenge 13 (10,000 XP) **Proficiency Bonus** +5

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

Three Heads. Malaabit has three heads. He has advantage on Wisdom (Perception) checks and on saving throws against being deafened, stunned, and knocked unconscious.

Reactive Precognition. Malaabit gets two extra reactions that can be used only for Prescient Defense or Tactical Foresight.

Unquenchable Voice. Malaabit's voice can't be quieted or silenced by any means.

ACTIONS

Multiattack. Malaabit makes three Slam or Psychic Blast attacks. If Malaabit hits one creature with two Slam attacks, the target must succeed on a DC 18 Strength saving throw or be knocked prone.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 23 (4d8 + 5) bludgeoning damage.

Psychic Blast. *Ranged Spell Attack:* +10 to hit, range 120 ft., one target. *Hit:* 22 (5d6 + 5) psychic damage.

Allegorical Apologue (Recharge 5–6). Malaabit recites a short moral story about animals, choosing one of the following options:

- **Oracular Fortune.** Malaabit's fable fills the listeners' minds with the hope of future success. Each creature of Malaabit's choice within 20 feet of him and that can hear him gains 10 (3d6) temporary hp and has advantage on the next attack roll, ability check, or saving throw it makes before the start of Malaabit's next turn.
- **Sins of the Past.** Malaabit's parable brings forth a torrent of bad memories. Each creature of Malaabit's choice within 20 feet of him and that can hear him must make a DC 18 Charisma saving throw. On a failure, a creature takes 35 (10d6) psychic damage and has disadvantage on attack rolls, ability checks, and saving throws until the start of Malaabit's next turn. On a success, a creature takes half the damage and doesn't have disadvantage on attack rolls, ability checks, or saving throws.

Travel the Planes (1/Day). Malaabit transports himself to a different plane of existence. This legendary action works like the *plane shift* spell, except he can affect only himself and can't use it to banish an unwilling creature.

REACTIONS

Prescient Defense. When a creature scores a critical hit against Malaabit, the hit becomes a normal hit.

Tactical Foresight. When Malaabit fails an attack roll, he can reroll the die and must use the new roll.

LEGENDARY ACTIONS

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

Foretell Favor. Malaabit foretells fortune for one creature he can see within 30 feet of him. The target can roll a d6 and add the number rolled to the next attack roll or saving throw it makes. Once Malaabit has used this legendary action on a creature, he can't use it on that creature again until he has used it on another creature.

Move. Malaabit moves up to his speed without provoking opportunity attacks.

Pronounce Doom. Malaabit pronounces doom upon one creature he can see within 30 feet of him. The target must succeed on a DC 18 Charisma saving throw or roll a d6 and subtract the number rolled from the next attack roll or saving throw it makes. Once Malaabit has used this legendary action on a creature, he can't use it on that creature again until he has used it on another creature.

Ramnath Nanthakumar (Order - 375303805)

Forgotten Regent

A dwarf sits on a stone throne caked in a layer of ice, her skin a pale blue and her countenance haunted. She carries a maul made of ice etched with glowing blue runes, and a tarnished golden crown sits upon her head. The ghostly dwarf's eyes glow a bright blue as she glares around her throne room, the sounds of mournful dead echoing around her.



Long ago, a kingdom in the frozen north had a ruler who was too young to lead a kingdom. A regent was appointed to guide the land until the rightful ruler came of age. Unfortunately, the regent's actions brought a terrible tragedy to the land, leading to the death of the rightful ruler and many of the kingdom's people. Though the kingdom fell, the regent remained after death, cursed to lead the damned souls of the people as punishment for failing to protect them in life.

Ally of the Damned. The forgotten regent has been cursed to lead a kingdom of the damned in the frozen reaches of the world. The kingdom's people have risen as undead creatures that follow the regent. Though its subjects are now undead, the regent takes its job as leader and protector as seriously as when its subjects were alive. It reacts with violence against intruders and with diplomacy toward those requesting a meeting. During times of great need, heroes and villains have been known to seek the aid of the forgotten regent. The regent's undead army could turn the tide of any battle, but the regent doesn't send its citizens to battle carelessly.

Cursed Ruler. The curse upon the kingdom is tied to the regent. Should the regent be defeated, the curse lifts, allowing the souls of the kingdom's people to seek eternal rest, and allowing the kingdom to fully fade into history as the remaining structures crumble. Some regents long for this end, knowing it is the only way to truly save their people, while others fight it, knowing their continued existence is the only thing keeping the kingdom's legacy alive.

Forgotten Regent's Lair

Forgotten regents inhabit ruined forts and castles deep in the frozen reaches of the arctic or high in rugged, cold mountains. A perpetual wind in and around the lair chills the living, ensuring the regent's solitude, and the outskirts of the lair features the remains of a great kingdom, such as ruined buildings, fallen sculptures, broken cobblestones, or similar remnants.

Lair Actions

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

- ***Freezing Wind.*** A blistering cold wind blows through the lair near the forgotten regent. Each creature within 60 feet of the regent that isn't Undead must succeed on a DC 16 Constitution saving throw or take 7 (2d6) cold damage. Gases and vapors are dispersed by the wind, and unprotected flames are extinguished. Protected flames, such as lanterns, have a 50 percent chance of being extinguished.
- ***Ghostly Grasp.*** The ghostly arms of dozens of citizens of the regent's former kingdom briefly reach up from the ground and drag up to two creatures the regent can see within 60 feet of it closer to the regent. Each target must succeed on a DC 16 Strength saving throw or be pulled up to 20 feet closer to the regent.

Ramnath Nanthakumar (Order #37530305)

- ***Icy Ground.*** Ice rimes the ground in a 20-foot radius centered on a point the regent can see within 60 feet of it. The area becomes difficult terrain, and each creature there must succeed on a DC 16 Dexterity saving throw or be knocked prone. When a creature enters the area for the first time on a turn or ends its turn there, that creature must succeed on a DC 16 Dexterity saving throw or fall prone. The ice melts away when the regent uses this lair action again or when the regent dies.

REGIONAL EFFECTS

The region containing a forgotten regent's lair suffers just as much from its curse as it does, which creates one or more of the following effects:

- ***Ghostly Reflection.*** The kingdom's cursed souls haunt the land. Occasionally, when a Humanoid looks at a sheet of ice while within 1 mile of the regent's lair, the Humanoid sees the ghostly face of one of the kingdom's cursed citizens instead of their own.
- ***Haunted Fog.*** A chilly fog lightly obscures the land within 3 miles of the regent's lair. Voices in the fog whisper to travelers, warning them to turn back from the lair.
- ***Historical Nightmares.*** Whenever a creature with an Intelligence of 5 or higher sleeps within 6 miles of the regent's lair, the creature suffers nightmares of the events surrounding the fall of the regent's kingdom.

If the Forgotten Regent dies, these effects fade in 1d10 days.

FORGOTTEN REGENT

Medium Undead, Lawful Neutral

Armor Class 17 (natural armor)
Hit Points 187 (22d8 + 88)
Speed 30 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	18 (+4)	13 (+1)	14 (+2)	21 (+5)

Saving Throws Dex +4, Wis +6
Skills Perception +6, Insight +6, Intimidation +9
Damage Resistances acid, cold, fire, lighting, thunder; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons
Damage Immunities cold, necrotic, poison
Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 60 ft., passive Perception 16
Languages any languages it knew in life
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Frozen Reign. When a friendly Undead within 30 feet of the regent hits with any weapon, the weapon deals an extra 4 (1d8) cold damage.

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

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

Turning Defiance. The regent and any Undead within 30 feet of it have advantage on saving throws against effects that turn Undead.

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

ACTIONS

Multiattack. The forgotten regent makes two Frozen Rune Maul or Frost Blast attacks.

Frozen Rune Maul. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning plus 7 (2d6) cold damage.

Frost Blast. *Ranged Spell Attack:* +9 to hit, range 120 ft., one target. *Hit:* 19 (4d6 + 5) cold damage.

Glacier Imprisonment (Recharge 6). One creature the regent can see within 60 feet of it must make a DC 16 Constitution saving throw. If the saving throw fails by 5 or more, the creature is instantly petrified in a block of magical ice. Otherwise, a creature that fails the saving throw begins to freeze and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified in a block of magical ice on a failure or ending the effect on a success. The petrification lasts until the creature is freed by the *greater restoration* spell or other magic. Alternatively, the ice block can be attacked and destroyed (AC 15; hp 30; vulnerability to fire damage; immunity to poison and psychic damage), freeing the creature. When the ice block takes damage that isn't fire, the petrified creature takes half the damage dealt to the ice block.

Frozen Citizenry (1/Day). The forgotten regent magically calls 2d4 skeletons or zombies (the regent's choice) or two glacial corruptors (see *Tome of Beasts 2*). The called creatures arrive in 1d4 rounds, acting as allies of the regent and obeying its spoken commands. The Undead remain for 1 hour, until the regent dies, or until the regent dismisses them as a bonus action.

LEGENDARY ACTIONS

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

Army of the Damned. The regent raises an arm into the air, sending out a chill wind that empowers Undead allies. Each friendly Undead within 30 feet of it gains 10 temporary hp.

Frozen Rune Maul (Costs 2 Actions). The regent makes one Frozen Rune Maul attack.

Teleport (Costs 2 Actions). The regent magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

FORGOTTEN REGENTS IN MIDGARD

Forgotten regents can be found in any remote, arctic location or cold mountaintop with enough land for a small fallen kingdom's fort, castle, or former seat of power. Locations like the Duchy of Domovogrod, where Thursir giants have sacked and conquered territory, or the forgotten halls of ancient clans of the Northlands, such as those found in and around Aurvang, Issedon, or Nordheim, make perfect locations for a forgotten regent.

Ramnath Nanthakumar (Order #375303805)

Frostjack



This spiteful fey is lithe and tall with icy blue skin and icicle hair. As it passes by a window, frosty fern-like patterns stretch across the glass.

Wicked servants of the Snow Queen (see *Tome of Beasts*), frostjacks are sent from her icy castle to cause mayhem. The Snow Queen can call upon a variety of allies, but she prefers the self-sufficiency of the frostjacks.

Icy Tricksters. Frostjacks like nothing better than terrorizing villages in the frozen reaches where the borders between the mortal world and the fey realms are thin. They often travel with a pack of winter wolves, sending the wolves into the settlement first to sow panic. Meanwhile, the frostjacks sneak inside the houses in search of valuables as tribute for their queen and freeze the fingers and toes of the houses' inhabitants. The devious fey try to trick the occupants into revealing hidden family heirlooms. Those who fail to cooperate are frozen or fed to the winter wolves.

FROSTJACK

Medium Fey, Neutral Evil

Armor Class 17 (natural armor)

Hit Points 135 (18d8 + 54)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	16 (+3)	11 (+0)	17 (+3)	13 (+1)

Saving Throws Con +7, Cha +5

Skills Deception +5, Perception +7, Sleight of Hand +8, Stealth +8

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical attacks not made with cold iron weapons

Damage Immunities cold

Condition Immunities exhaustion

Senses darkvision 60 ft., passive Perception 17

Languages Common, Elvish, Giant, Sylvan

Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Chilling Presence. At the start of each of the frostjack's turns, each creature within 15 feet of it must succeed on a DC 16 Constitution saving throw or take 5 (2d4) cold damage. For each minute a creature spends within 15 feet of the frostjack, it must succeed on a DC 16 Constitution saving throw or suffer one level of exhaustion from cold exposure. Unprotected, nonmagical flames within 15 feet of the frostjack are extinguished. Any spells of 3rd level or lower that provide resistance to cold damage and that are within 15 feet of the frostjack immediately end. Water freezes if it remains within 15 feet of the frostjack for at least 1 minute.

Ice Walk. The frostjack can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

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

Actions

Multiattack. The frostjack makes two Ice Blade attacks and one Winter's Touch attack.

Ice Blade. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 14 (4d6) cold damage.

Winter's Touch. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) slashing damage plus 7 (2d6) cold damage, and the target must make a DC 15 Constitution saving throw. On a failure, the creature begins to freeze and has disadvantage on weapon attack rolls or ability checks that use Strength or Dexterity. It must repeat the saving throw at the end of its next turn, becoming incapacitated and unable to move or speak as it freezes solid on a failure or ending the effect on a success. The creature remains frozen until it spends at least 12 hours in a warm area thawing out, or until it takes least 10 fire damage.

Icicle Barrage (Recharge 5–6). The frostjack launches icicles from its hand in a 30-foot cone. Each creature in that area must make a DC 16 Dexterity saving throw, taking 17 (5d6) piercing damage and 17 (5d6) cold damage on a failed save, or half as much damage on a successful one.

Reactions

Hoarfrost Warding (3/Day). When the frostjack takes fire damage, it gains resistance to fire damage, including against the triggering attack, until the end of its next turn.

Ramnath Nanthakumar (Order - 375303805)

Fungi, Duskwilt

This dark blue, walking mushroom is covered in purple and green protrusions and darkens the area with its very presence.

This ambulatory fungus is a relative of myconids and often found in their colonies. The presence of duskwilts is considered a favorable thing, as their ability to absorb light gives myconids a tactical advantage against surface dwellers.

Defensive Fungi. As part of a myconid colony, the duskwilt provides a first line of defense. They are sent in against creatures with light sources to impede their vision and progress, moving close enough to absorb light attack intruders at range. If intruders persist and close with the duskwilts, they release their spores and fight hand to hand until reinforcements arrive.

Companions to Ghouls. Like the deathcap myconids (see *Tome of Beasts*), duskwilts sometimes ally with ghouls and the darakhul (see *Tome of Beasts*). A duskwilt may be assigned to a particular troop or patrol, bolstering the ghouls with their spores.

DUSKWILT

Small Plant, Lawful Neutral

Armor Class 15 (natural armor)

Hit Points 97 (15d6 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	16 (+3)	10 (+0)	13 (+1)	14 (+2)

Skills Perception +3, Stealth +6

Damage Vulnerabilities radiant

Damage Resistances necrotic, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 13

Languages understands Common and Undercommon but can't speak, telepathy 120 ft. (with other fungi only)

Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Light Absorption. Light within 60 feet of the duskwilt is reduced. Bright light in the area becomes dim light and dim light in the area becomes darkness.

Actions

Multiattack. The duskwilt makes three Slam or Nether Bolt attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) bludgeoning damage plus 3 (1d6) necrotic damage.

Nether Bolt. *Ranged Spell Attack:* +4 to hit, range 60 ft., one target. *Hit:* 9 (2d6 + 2) necrotic damage.

Necrotizing Spores (3/Day). Each creature within 15 feet of the duskwilt and that isn't a Construct or Undead must make a DC 14 Constitution saving throw. On a failure, a creature takes 15 (6d4) poison damage and is poisoned for 1 minute. On a success, a creature takes half the damage and isn't poisoned. The poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. In addition, each Undead within 15 feet of the duskwilt gains 7 (2d6) temporary hp.



Ramnath Nanthakumar (Order - 375303805)

Fungi, Mulcher

The large orange flower reveals a tall, blue stalk. The petals clamp on a swarm of insects, showing their fleshy, tooth-like nature.

A voracious fungus, the mulcher hides within topsoil, waiting to trap oblivious creatures.

Hidden Danger. This massive fungus is as sweeping and bulky as a dragon turtle. It uses the ground as cover, where it can ambush prey that travels above it. Alternatively, it can trigger pit traps beneath its prey, impaling the falling creatures on its spike-like mycelium. Once prey has been impaled, the fungus drinks in the victim's blood as greedily as groundwater.

Weak Spot. When injured or when it fails to capture sufficient food, the mulcher pushes its fragile central stalk to the surface, releasing insect-attracting pheromones to gain some quick nutrients from the meager prey.



Mulcher

Gargantuan Plant, Unaligned

Armor Class 15 (natural armor)

Hit Points 139 (9d20 + 45)

Speed 10 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	6 (–2)	20 (+5)	4 (–3)	10 (+0)	1 (–5)

Skills Perception +3, Stealth +4

Condition Immunities blinded, deafened, frightened, prone

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 13

Languages —

Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Central Stalk Weakness. The mulcher's central stalk lies hidden within the mulcher's fungal mass. When exposed, the central stalk can be attacked and destroyed (AC 13; hp 50; vulnerability to acid, cold, and fire damage). If the central stalk is destroyed, the mulcher has disadvantage on attack rolls and can't use Expose Stalk until it regrows a new central stalk at the end of its next long rest.

Disturbed Soil (Exposed Stalk Only). The ground within 20 feet of the mulcher is difficult terrain.

Mulcher Pit. If the mulcher burrows at least 20 feet straight toward a creature, it can dig a 10-foot diameter, 20-foot-deep pit beneath the creature. Each Large or smaller creature in the pit's area must succeed on a DC 15 Dexterity saving throw or fall into the mycelium-lined pit and land prone, taking 14 (4d6) piercing damage from the spiked mycelium in addition to any falling damage. The mulcher can make one Mycelium Spike attack against a prone creature in the pit as a bonus action.

Stalk Regeneration (Exposed Stalk Only). The mulcher gains 15 hp at the start of its turn if it has at least 1 hp.

Actions

Multiattack. The mulcher makes two Mycelium Spike attacks.

Mycelium Spike. *Melee Weapon Attack:* +7 to hit, reach 15 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage, and the target must succeed on a DC 15 Strength saving throw or be grappled (escape DC 15) if the mulcher doesn't have two other creatures grappled.

Excavate. While underground, the mulcher creates a 20-foot square cover on the ground over itself and lurks just below the surface. The cover is identical to the ground around it. When a creature enters the cover's space, the mulcher can make one Mycelium Spike attack against the creature as a reaction, destroying the cover. The target has disadvantage on the saving throw to avoid being grappled.

Bonus Actions

Expose Stalk. The mulcher exposes its central stalk above the ground until the end of its next turn or until it ends the effect as a bonus action. While the central stalk is exposed, the mulcher can't burrow.

Rapid Burrow. The mulcher burrows up to 60 feet. Opportunity attacks against it are made with disadvantage when the mulcher burrows out of an enemy's reach in this way. Creatures grappled by it are freed before it burrows.

Reactions

Emergent Stalk. When the mulcher is reduced to below half its hp maximum or when a creature scores a critical hit against it, the mulcher immediately uses Expose Stalk.

Ramnath Nanthakumar (Order #375303305)

Fungi, Mush Marcher

A hulking red and white mushroom stomps forward. As it patrols, the gills beneath its cap taste the air for any sign of movement.

When a ritual is performed on a patch of moondrop agaricus on the night of a full moon, the fruiting bodies of these rare mushrooms begin a slow transformation. By the next full moon, between one and three of these mushrooms sprout to a great size, uprooting themselves with three thick legs and patrolling the nearby area, awaiting orders.

Loyal Minions. Mush marchers are friendly and loyal to their grower, following their orders almost instinctively. If its grower is especially neglectful or cruel, a mush marcher abandons them, setting out to find a new purpose in life, becoming hostile to its grower only as a last resort. While obscure, the ritual to create mush marchers overlaps many disciplines, and druids, alchemists, and wizards might stumble across the ritual needed to create them. Thus, mush marchers can be found in druidic groves, wizard towers, priestly caverns, or hidden laboratories in cities and villages.

MUSH MARCHER

Large Plant, Neutral

Armor Class 13 (natural armor)
Hit Points 85 (10d10 + 30)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	7 (–2)	14 (+2)	3 (–4)

Skills Perception +4
Damage Vulnerabilities thunder
Condition Immunities blinded
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 14
Languages understands Common, plus one language known by its grower, but can't speak
Challenge 3 (700 XP) **Proficiency Bonus** +2

Keen Hearing. The mush marcher has advantage on Wisdom (Perception) checks that rely on hearing.

Partial Echolocation. The mush marcher's blindsight is reduced to 10 feet while deafened.

Actions

Multiattack. The mush marcher makes two Spore-Laced Claw attacks or one Mycelial Harpoon attack and one Spore-Laced Claw attack.

Mycelial Harpoon. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 15/30 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage, and the harpoon sticks in the target if it is a Medium or smaller creature. While the harpoon is stuck, the target takes 7 (2d6) piercing damage at the start of each of its turns, the mush marcher can't make Mycelial Harpoon attacks against other targets, and the target and mush marcher can't move further than 30 feet away from each other. A creature, including the target, can take its action to detach the harpoon by succeeding on a DC 13 Strength check. Alternatively, the mycelial thread connecting the mush marcher to the harpoon can be attacked and destroyed (AC 12; hp 10; vulnerability to thunder damage; immunity to bludgeoning, poison, and psychic damage), dislodging the harpoon into an unoccupied space within 5 feet of the target and preventing the mush marcher from using Recall Harpoon.

Spore-Laced Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage plus 9 (2d8) poison damage.

Slowing Spores (Recharge 5–6). The mush marcher releases spores from its cap. Each creature within 20 feet of the mush marcher must make a DC 13 Constitution saving throw. On a failure, a creature takes 18 (4d8) poison damage and is poisoned. On a success, a creature takes half the damage and isn't poisoned. While poisoned in this way, a creature's speed is halved. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Bonus Actions

Recall Harpoon. The mush marcher pulls on the mycelial threads connecting it to its harpoon, returning the harpoon to its empty hand. If the harpoon is stuck in a creature, that creature must succeed on a DC 13 Strength saving throw or be pulled up to 15 feet toward the mush marcher.



Ramnath Nanthakumar (Order # 37530305)

Fungi, Void



A purple glow emanates from the translucent caps of a lavender fungus with pale strands dangling from it. The largest batch of the fungus moves, its dark mycelium reaching up beckoningly.

Void fungus is a semi-sentient cluster of phosphorescent mushrooms that psychically assault living creatures. Once their prey is helpless, they feast on their vital fluids through a fibrous mycelium network.

Mobile Fungus. Once a cluster of void fungus has been fed ample blood, one or more swollen mushrooms undergo a metamorphosis, breaking apart from the rest as a creature with enhanced power and mobility. These ambulatory Void fungi collect prey for the colony.

Alien Origins. Originating from some long-forgotten corner of the Void, the Void fungus resembles a sinister, otherworldly version of the pixie's parasol mushroom. How their spores spread across the planes is a subject of esoteric debate. This eldritch fungus has been known to turn up in the nightmares of spellcasters, usually alongside even greater threats.

VOID FUNGUS

Medium Plant, Chaotic Neutral

Armor Class 14 (natural armor)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

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

Skills Perception +5, Stealth +4, Survival +5

Damage Vulnerabilities radiant

Damage Resistances cold, fire

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, poisoned

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 15

Languages understands Common and Void Speech but can't speak, telepathy 60 ft.

Challenge 3 (700 XP) **Proficiency Bonus** +2

False Appearance. While the Void fungus remains motionless, it is indistinguishable from a patch of glowing fungus.

Illumination. The Void fungus sheds dim light in a 10-foot radius.

ACTIONS

Multiattack. The Void fungus makes two Poisonous Mycelium or Psychic Blast attacks. If the Void fungus hits one creature with both Psychic Blast attacks, the target must succeed on a DC 13 Charisma saving throw or be charmed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Poisonous Mycelium. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage plus 7 (2d6) poison damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned until the end of its next turn.

Psychic Blast. *Ranged Spell Attack:* +5 to hit, range 60 ft., one target. *Hit:* 12 (2d8 + 3) psychic damage.

Consume Energy. The hair-like tendrils dangling from the Void fungus's cap briefly flash as it draws psychic energy from a creature it can see within 30 feet of it. The target must make a DC 13 Charisma saving throw, taking 18 (4d8) psychic damage on a failed save, or half as much damage on a successful one. The fungus regains hp equal to the damage dealt.

ENVIRONMENTAL HAZARD: VOID FUNGUS

Clusters of non-ambulatory Void fungi are encountered in dark places, growing in 5-foot square patches. A patch sheds dim light in a 10-foot radius. A creature that starts its turn within 30 feet of a patch must succeed on a DC 13 Charisma saving throw or be charmed for 1 minute. While charmed, the creature must move on its turn toward the fungus patch by the safest available route, trying to enter the patch's space. Whenever the creature takes damage from a source other than a Void fungus, the creature can repeat the saving throw.

A creature can also repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

If a creature's saving throw is successful or the effect ends for it, the creature is immune to this patch's charm for the next 24 hours.

A creature that starts its turn in the same space as the fungus loses 9 (2d8) hp due to blood loss. A patch of non-ambulatory Void fungi is instantly destroyed by radiant damage or sunlight.

Ramnath Nanthakumar (Order - 375303305)

Garmvvolf

The bestial canine stands atop the outcropping, its three heads snarling as one. Broad, thick muscles ripple under its coarse hide, and foul saliva drips from all its jaws.

An elephant-sized hound, the garmvvolf is a striking sight with its rough pelt and many heads. The garmvvolf frequently appears with three heads;, heroes fortunate enough to sever one swiftly find that more maws sprout from the wound. With a triply keen sense of smell and an ever-watchful disposition, the garmvvolf makes for an exceptional, if terrifying, guardian.

Mighty Bloodlines. Legends involving the garmvvolf are rich and varied. Among the trollkin they suggest the beast was created by a regenerating troll's nightmare, while an orcish story claims that the garmvvolf was spawned by even more terrible monsters. Gods of death and the underworld keep garmvvolves as faithful companions, stalwart guard dogs, and tenacious hunting companions. Elvish stories say the bite of a garmvvolf carries all the pain and disease of the poor souls it has bitten before.

GARMVVOLF

Huge Monstrosity, Unaligned

Armor Class 14 (natural armor)
Hit Points 189 (18d12 + 72)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	19 (+4)	5 (–3)	12 (+1)	7 (–2)

Skills Perception +5, Stealth +6
Senses darkvision 60 ft., passive Perception 15
Languages —
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

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

Multiple Heads. The garmvvolf has three heads. While it has more than one head, the garmvvolf has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Whenever the garmvvolf takes 25 or more damage in a single turn, one of its heads dies. If all its heads die, the garmvvolf dies.

At the end of its turn, the garmvvolf grows two heads for each of its heads that died since its last turn, unless it has taken fire damage since its last turn. The garmvvolf regains 10 hp for each head regrown in this way.

Trampling Charge. If the garmvvolf moves at least 20 feet straight toward a creature and then hits it with a Bite attack on the same turn, that target must succeed on a DC 16 Strength saving throw or be knocked prone. If the target is prone, the garmvvolf can make one Bite attack against it as a bonus action.

Wakeful. While the garmvvolf sleeps, at least one of its heads is awake.

Actions

Multiattack. The garmvvolf makes as many Bite attacks as it has heads.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage plus 10 (3d6) poison damage.

Tripartite Howl (Recharge 5–6). The garmvvolf's heads exhale a three-part howl, one filled with poisonous spittle, one a thunderous bellow, and one a frightful bay, in a 30-foot cone. Each creature in that area must make a DC 16 Dexterity saving throw. On a failure, a creature takes 17 (5d6) poison damage and 17 (5d6) thunder damage and becomes frightened for 1 minute. On a success, a creature takes half the damage and isn't frightened. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



Ramnath Nanthakumar (Order #37530305)

Gearmass

A cacophony of banging metal and burbling pops echoes down the corridor before a pile of metal junk encased in a greasy bubble turns the corner and seeps down the hall.

A gearmass appears as a shambling ooze full of metal junk. It collects and carries discarded bits left by tinkers, machinists, and dead constructs, slowly feeding off the rust its acid promotes in the metal. Gearmasses are not stealthy, nor quiet in the least, a saving grace for dungeon delvers encountering them. However, all too often, the metal clanging racket is so confusing that by the time curious adventurers recognize their quarry, it is too late.

Lazy Mages are the Worst. The first gearmass was crafted by a wizard who wanted the cleaning power of a gelatinous cube combined with the scouring potential of a rust monster. Unfortunately, the oddball creation escaped during an impromptu encounter with some zealous heroes. Unchecked and uncaged, the first gearmass quickly proliferated. A few daring wizards have since captured and trained the offspring, but the risks of keeping such creatures in laboratories and workshops quickly become apparent as the creatures devour all nearby metal.



GEARMASS

Large Ooze, Unaligned

Armor Class 15 (natural armor)

Hit Points 115 (11d10 + 55)

Speed 20 ft., swim 20 ft.

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

Damage Vulnerabilities cold

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities acid, fire

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages —

Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Amorphous. The gearmass can move through a space as narrow as 1 foot wide without squeezing.

Clanging Mass. The gearmass is filled with metal objects that clang, scrape, and clink together as it moves. When it moves, it has disadvantage on Dexterity (Stealth) checks to stay silent until the start of its next turn.

Ooze Nature. The gearmass doesn't require sleep.

Rust Metal. Any nonmagical weapon made of metal that hits the gearmass corrodes. After dealing damage, the weapon takes a permanent and cumulative –1 penalty to damage rolls. If its penalty drops to –5, the weapon is destroyed. Nonmagical ammunition made of metal that hits the gearmass is destroyed after dealing damage.

ACTIONS

Multiattack. The gearmass makes two Gear Slam or Cog Toss attacks. If it hits one creature with both Gear Slam attacks, the target is grappled (escape DC 14), and the gearmass uses Engulf on the target.

Gear Slam. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one creature. *Hit:* 12 (2d8 + 3) bludgeoning damage.

Cog Toss. *Ranged Weapon Attack:* +6 to hit, reach 20/60 ft., one creature. *Hit:* 12 (2d8 + 3) bludgeoning damage, and the target must succeed on a DC 14 Strength saving throw or be knocked prone.

Engulf. The gearmass engulfs a Medium or smaller creature grappled by it. The engulfed target is blinded, restrained, and unable to breathe, and it must succeed on a DC 14 Constitution saving throw at the start of each of the gearmass's turns or take 14 (4d6) acid damage.

Any nonmagical ferrous metal armor, weapons, or other items the target is wearing corrode at the start of each of the gearmass's turns. If an object is either metal armor or a metal shield being worn or carried, it takes a permanent and cumulative –1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed. If an object is a metal weapon, it rusts as described in the Rust Metal trait.

If the gearmass moves, the engulfed target moves with it. The gearmass can have only one creature engulfed at a time.

Ramnath Nanthakumar (Order #37530305)

Ghost Knight Templar

Ghost knights were once living creatures who accepted the blessing of undeath and rose through the ranks of their dark kingdom's armies.

Some orders of knighthood require service after death; ghost knights templar are one such group. Both the willing and the conscripts entering the order as living men and women, and those who serve bravely and loyally for five years or more are "raised up" into the ranks of the undead by their undead lords. They become fully-fledged ghost knights (see *Tome of Beasts*) and are given an undead warhorse and a lance.

Champions of Evil. When a ghost knight makes its 113th kill with its lance, the slain victim's spirit fuses to the weapon. In a ceremony to promote the ghost knight to a templar, the order's priests and priestesses break the lance over an altar. The ghost knight and its horse then absorb the victim's spirit from the lance, transforming them into powerful creatures.

Flying Mounts. Ghost knight templars ride flying undead warhorses into battle. Their steeds are unusually intelligent and unwaveringly loyal to the templars. The magical bond between them allows the templar to summon or dismiss the mount whenever it needs.

Ghost Knight Templar

Medium Undead, Lawful Evil

Armor Class 18 (plate)

Hit Points 127 (17d8 + 51)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	19 (+4)	16 (+3)	13 (+1)	16 (+3)	15 (+2)

Saving Throws Wis +7, Cha +6

Skills Athletics +9, Animal Handling +7, Perception +7, Stealth +8

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

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 17

Languages Common

Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Charge. If the ghost knight templar is mounted and moves at least 20 feet straight toward a creature and then hits it with a shadow blade attack on the same turn, the target takes an extra 10 (3d6) slashing damage.

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

Turning Defiance. The ghost knight templar and any undead within 30 feet of it have advantage on saving throws against effects that turn undead.

Undead Nature. The ghost knight templar doesn't require air, food, drink, or sleep.

Actions

Multiattack. The ghost knight templar makes three Shadow Blade attacks.

Shadow Blade. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage plus 10 (3d6) necrotic damage.

Stride of Damnation (Recharge 5–6). The ghost knight templar moves up to its speed through its enemies. This movement doesn't provoke opportunity attacks. Each creature through which the templar passes must make a DC 16 Dexterity saving throw, taking 35 (10d6) cold damage on a failed save, or half as much damage on a successful one. The templar can't use this action while mounted.

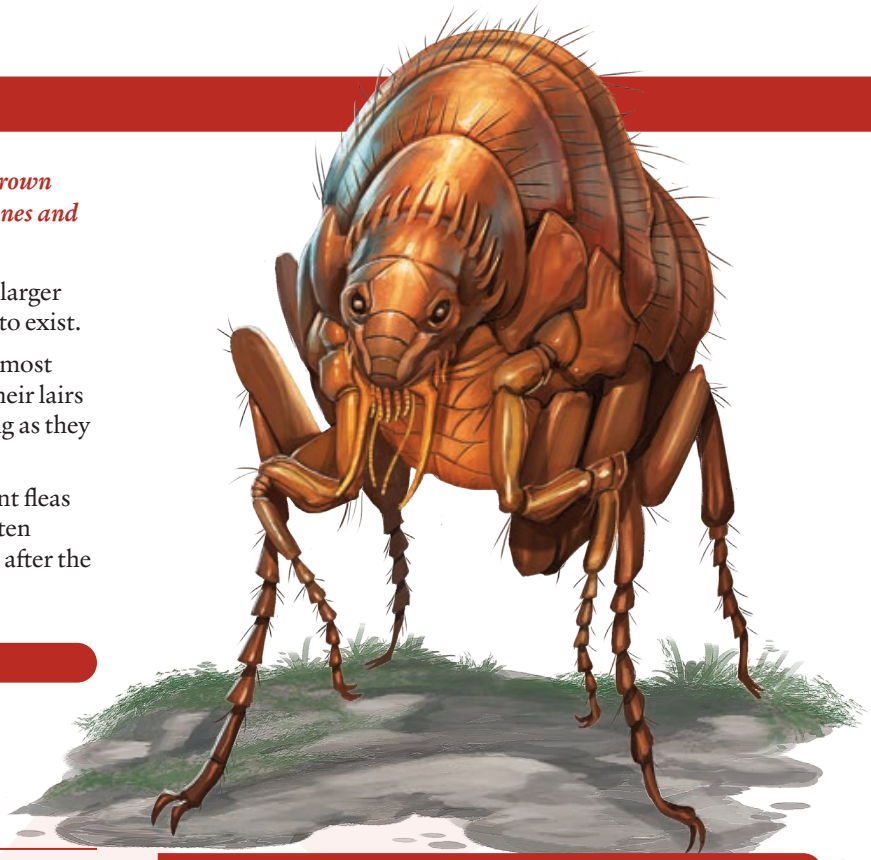
Bonus Actions

Ghostly Mount. The ghost knight templar can summon or dismiss a ghostly mount, mounting or dismounting it as part of this bonus action without spending movement. The mount uses the statistics of a warhorse skeleton, except it has the Incorporeal Movement trait, a flying speed of 60 feet, 40 hit points, and resistance to cold and necrotic damage and bludgeoning, piercing, and slashing damage from nonmagical attacks. If the mount is slain, it disappears, leaving behind no physical form, and the templar must wait 1 hour before summoning the mount again.



Ramnath Nanthakumar (Order - 375303805)

Giant Flea



This large insect has a narrow body covered in a shiny, brown carapace. Its long, multi-jointed legs sport numerous spines and clawed feet.

A giant flea is about the size of a small halfling, though larger specimens living on truly immense beasts are rumored to exist.

Megafauna Parasites. Giant fleas are found on the most enormous of beasts, such as rocs or mammoths, or in their lairs or nests. They can be found in nearly any climate, so long as they have creatures large enough to provide a food source.

Hematophage. Rare compared to common fleas; giant fleas feed on the blood of other creatures. Swarms of fleas often accompany giant fleas, feeding on the blood left behind after the giant flea has taken its fill.

GIANT FLEA

Small Beast, Unaligned

Armor Class 14 (natural armor)
Hit Points 27 (5d6 +10)
Speed 30 ft., climb 20 ft.

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

Damage Resistance bludgeoning
Senses blindsight 60 ft., passive Perception 10
Languages —
Challenge 1/4 (50 XP) **Proficiency Bonus** +2

Blood Sense. The giant flea can pinpoint, by scent, the location of creatures that have blood within 60 feet of it.

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

Standing Leap. The giant flea's long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage, and the flea attaches to the target. While attached, the flea doesn't attack. Instead, at the start of each of the flea's turns, the target loses 4 (1d4 + 2) hp due to blood loss.

The flea can detach itself by spending 5 feet of movement. It does so after draining 12 hp of blood from the target or the target dies. A creature, including the target, can take its action to detach the flea by succeeding on a DC 11 Strength check.

BONUS ACTIONS

Leaping Escape. The giant flea leaps up to 15 feet without provoking opportunity attacks.

SWARM OF FLEAS

Medium Swarm of Tiny Beasts, Unaligned

Armor Class 14 (natural armor)
Hit Points 58 (9d8 + 18)
Speed 30 ft., climb 20 ft.

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

Damage Resistance bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
Senses blindsight 60 ft., passive Perception 10
Languages –
Challenge 2 (450 XP) **Proficiency Bonus** +2

Blood Sense. The giant flea can pinpoint, by scent, the location of creatures that have blood within 60 feet of it.

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

Ravenous. When a creature that doesn't have all of its hp starts its turn in the swarm's space, that creature must succeed on a DC 12 Dexterity saving throw or lose 5 (2d4) hp from blood loss.

Standing Leap. The swarm's long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

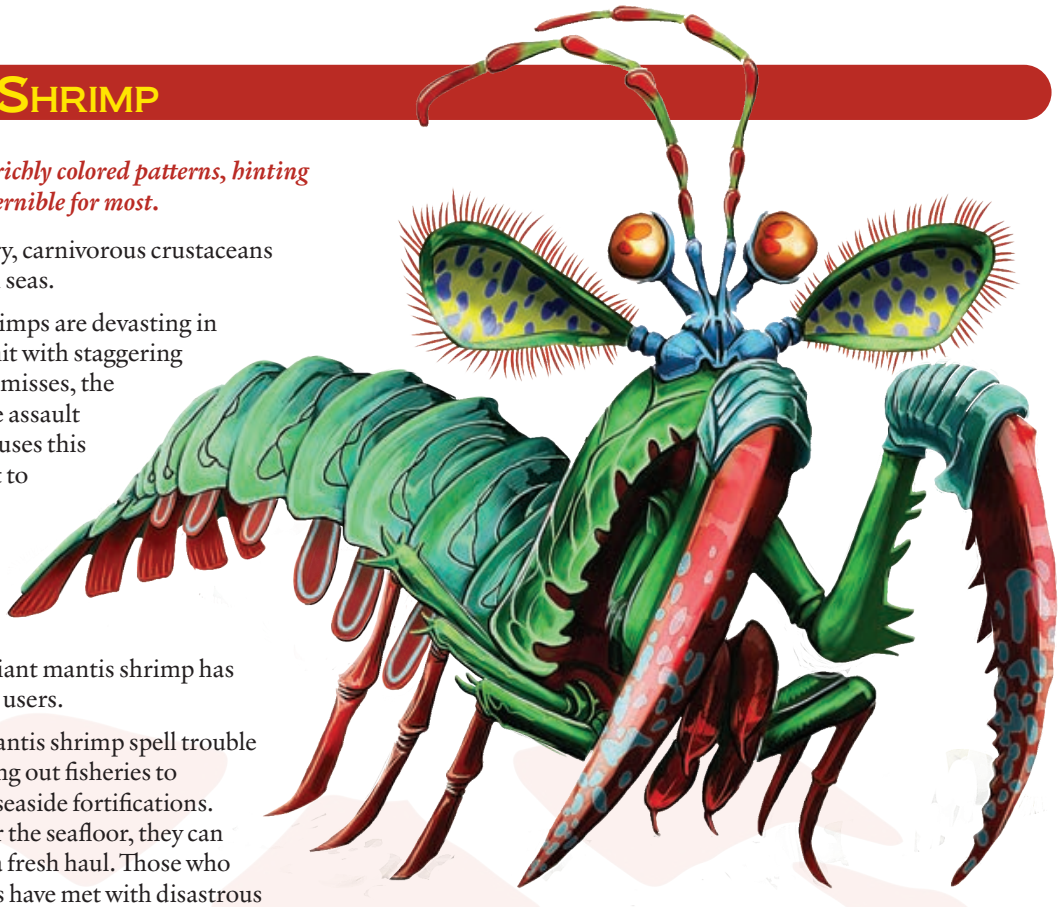
Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny flea. The swarm can't regain hp or gain temporary hp.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 14 (4d6) piercing damage, or 7 (2d6) piercing damage if the swarm has half its hp or fewer.

Ramnath Nanthakumar (Order - 375303305)

Giant Mantis Shrimp



The giant crustacean coruscates in richly colored patterns, hinting at additional colors that are indiscernible for most.

Giant mantis shrimps are predatory, carnivorous crustaceans that live in tropical and subtropical seas.

Sonic Assault. Giant mantis shrimps are devasting in close-range combat. Their strikes hit with staggering speed, and even if the initial attack misses, the resulting shock wave created by the assault may finish off a target. The shrimp uses this attack to stun prey before tearing it to shreds and devouring the pieces.

Magical Eyes. These creatures have remarkable vision, able to discern colors and details most other creatures can't. Between its sonic attack and its vision, the giant mantis shrimp has inspired both engineers and magic users.

Coastal Nightmares. Giant mantis shrimp spell trouble for coastal inhabitants, from clearing out fisheries to destroying piers, levees, and other seaside fortifications. Though they tend to stay on or near the seafloor, they can pursue fishing boats docking with a fresh haul. Those who have tried to domestic the creatures have met with disastrous ends, as the shrimp destroy their encasements and a swathe of homes or vessels on their way out.

GIANT MANTIS SHRIMP

Large Beast, Unaligned

Armor Class 14 (natural armor)

Hit Points 110 (13d10 + 39)

Speed 15 ft., burrow 15 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	16 (+3)	1 (–5)	12 (+1)	8 (–1)

Skills Intimidation +2, Perception +4, Stealth +4

Senses truesight 60 ft., passive Perception 13

Languages —

Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Fluorescing Challenge. The giant mantis shrimp has advantage on Charisma (Intimidation) checks while agitated, as its natural fluorescence flashes in a disorienting array.

ACTIONS

Multiattack. The giant mantis shrimp makes two Sonic Claw attacks.

Sonic Claw. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage. The target is grappled (escape DC 14) if it is a Medium or smaller creature and the giant mantis shrimp doesn't have another creature grappled. Whether or not the attack hits, the target must succeed on a DC 14 Constitution saving throw or take 5 (1d10) thunder damage and be deafened and stunned until the end of its next turn.

BONUS ACTIONS

Water Jet. Each creature within 5 feet of the shrimp must succeed on a DC 14 Dexterity saving throw or be blinded until the start of its next turn. The shrimp then swims up to half its swimming speed without provoking opportunity attacks.

SIEGE MANTIS SHRIMP

Some giant mantis shrimp wield claws that resemble clubs more than spears. These mantis shrimp are especially devastating to terrain and structures, and are sometimes enchanted to serve deep ones or sahuagin. A siege mantis shrimp gains the following additional trait:

Siege Monster. The mantis shrimp deals double damage to objects and structures.

In addition, the giant mantis shrimp has the following action option in place of Multiattack and Sonic Claw:

Sonic Smash. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 18 (4d6 + 4) bludgeoning damage. In addition, either nonmagical armor or a nonmagical shield worn or carried by the target (the shrimp's choice) is partly destroyed and takes a permanent and cumulative –1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed. Whether or not the attack hits, the target and any creature within 5 feet of it, other than the shrimp, must succeed on a DC 14 Constitution saving throw or take 11 (2d10) thunder damage and be deafened and stunned until the end of its next turn.

Ramnath Nanthakumar (Order : 375303305)

Giant Mole Lizard

An enormous, stubby head breaches the dirt, beady black eyes the size of a human's fist blinking in the light. Enormous, shovel-like claws pull the bulk of the creature up and out of the ground, revealing a wormlike body with light pink scales.

The giant mole lizard is the massive cousin of the mole lizard. These worm-like lizards have no rear legs, are mostly blind, and their claws are enormously powerful. They live underground and in moist environments, especially swamps, where they can keep cool. Above ground, they pull themselves slowly along with their claws, undulating in a manner reminiscent of a very slow snake. Below ground, they use their claws to dig while their entire body pushes against the dirt around them, letting them move more naturally and rapidly. They can sense vibrations in the earth, which pairs with their sense of smell to locate food and detect threats.

Opportunistic Omnivore. Giant mole lizards are singularly undiscriminating omnivores. The lizard eats anything that fits in its mouth and doesn't resist. Rotten food, waste, and even corpses are all fair game. Though not aggressive, a giant mole lizard rends a perceived threat with its claws or crushes the threat in its massive coils. If the threat was an edible creature, it then eats the threat.

Beast of Burden. Giant mole lizards are partially domesticated, and lizardfolk, derro, goblins, and other humanoids yoke them as beasts of burden in underground cities or deep swamps where they're a convenient alternative to oxen and mules. They pull wagons, turn mills, and carve tunnels where other animals can't. The lizards' prodigious strength lets them pull carts and sleds straight through swamps that would mire a horse-drawn wagon, while their digging ability makes them invaluable for transport between underground settlements where cave-ins and shifting earth are a constant concern. However, giant mole lizards are slow and can become sick if exposed to direct sunlight too often, limiting where they can be taken. Conscientious owners keep buckets of mud and water on hand, drenching their steed regularly if forced into the sun.

Giant Mole Lizard

Large Beast, Unaligned

Armor Class 14 (natural armor)
Hit Points 75 (10d10 + 20)
Speed 15 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	5 (–3)	14 (+2)	1 (–5)	8 (–1)	5 (–3)

Skills Athletics +8
Damage Resistances acid
Condition Immunities prone
Senses blindsight 10 ft., tremorsense 60 ft., passive Perception 9
Languages —
Challenge 3 (700 XP) **Proficiency Bonus** +2

Beast of Burden. The giant mole lizard is considered to be a Huge Beast for the purpose of determining its carrying capacity.

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

Actions

Multiattack. The lizard makes two Claw attacks. It can replace one attack with a use of Constricting Tail.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Constricting Tail. A Large or smaller creature within 5 feet of the lizard must succeed on a DC 12 Dexterity saving throw or be grappled (escape DC 14). Until this grapple ends, the target is restrained, can't breathe, and begins to suffocate, and the giant mole lizard can't use Constricting Tail on another target.



Bonus Actions

Mass Shove. Each Large or smaller creature within 10 feet of the giant mole lizard and that isn't grappled by it must succeed on a DC 14 Strength saving throw or be pushed up to 15 feet away from the lizard and knocked prone.

Ramnath Nanthakumar (Order #37530305)

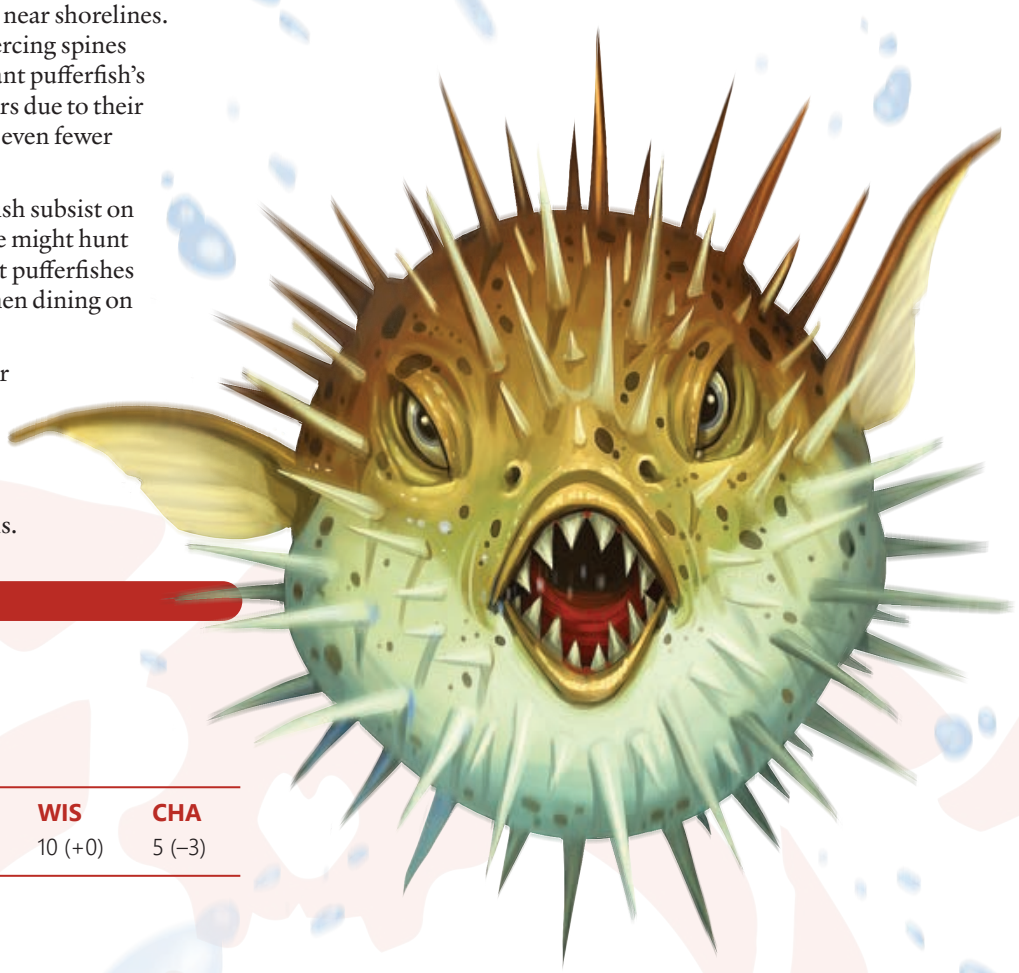
Giant Pufferfish

When this colossal puffer fish floats at the sea's surface, the sun glints off its golden skin and sharp spikes.

Giant pufferfishes live in brackish waters near shorelines. Their gold and silver skin sports long, piercing spines that are coated in potent poisons. The giant pufferfish's smaller cousins have few natural predators due to their toxic organs, and the giant versions have even fewer predators.

Carnivorous Glutton. Most pufferfish subsist on algae and small invertebrates, while some might hunt clams, mussels, and other shellfish. Giant pufferfishes reach their great size by poisoning and then dining on fish, small sharks, and sailors.

Expanding Danger. Like their smaller cousins, giant pufferfish can fill its stomach with air or water when threatened or agitated. When it does so, it nearly doubles in size, and most creatures give it a wide berth until it calms.



GIANT PUFFERFISH

Small Beast, Unaligned

Armor Class 13 (natural armor)
Hit Points 52 (8d8 + 16)
Speed 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	15 (+2)	2 (–4)	10 (+0)	5 (–3)

Skills Perception +2
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 12
Languages —
Challenge 2 (450 XP) **Proficiency Bonus** +2

Spiny Body. A creature that touches the giant pufferfish or hits it with a melee attack while within 5 feet of it takes 2 (1d4) piercing damage. While the pufferfish is puffed up, this damage increases to 5 (2d4).

Water Breathing. The giant pufferfish can breathe only underwater.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (2d8 + 3) piercing damage, or 12 (2d8 + 3) piercing damage while puffed up.

Spine. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage, or 8 (2d4 + 3) piercing damage while puffed up. The target must make a DC 13 Constitution saving throw, taking 5 (2d4) poison damage on a failed save, or half as much damage on a successful one. If the target fails the saving throw by 5 or more, it takes 2 (1d4) poison damage at the end of its next turn.

Bonus Actions

Burst of Speed (Recharges 5–6). The giant pufferfish takes the Dash action.

Puff Up (Recharges after a Short or Long Rest). For 1 minute, the giant pufferfish increases in size by filling its stomach with air or water. While puffed up, the pufferfish is Medium, doubles its damage dice on Bite and Spine attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. If the pufferfish lacks the room to become Medium, it attains the maximum size possible in the space available.

Ramnath Nanthakumar (Order #37530305)

Giant Walking Stick

The fallen tree suddenly springs from the forest floor on six long, spindly legs. The creature rears up on its four hind legs and threateningly swing its front legs, which end in sharp spines.

Giant walking sticks are forest-dwelling herbivores with remarkable camouflage.

Forest Grazers. Giant walking sticks are peaceful denizens of the forest, where they live out their entire lives. To ensure they are left alone, they've evolved to resemble a part of the forest—a small tree, a large branch, or a fallen log. Some varieties take this even further, sprouting branch-like growths studded with what appear to be leaves or flowers (these greatly annoy bees). Because giant walking sticks remain motionless for long periods, they eventually gather a layer of other organisms, like lichens, fungus, epiphytes, and parasitic vines, further adding to the camouflage. Some giant walking sticks even sway from side to side in time to the breeze to better blend into their environment.

Capable Herbivores. Though the giant walking stick is a peaceful herbivore, it can defend itself should offenders prove too persistent. This passivity has led many to claim the walking sticks are favored mounts of druids and peaceful forest fey, but none have ever seen proof of these claims.

GIANT WALKING STICK

Large Beast, Unaligned

Armor Class 14 (natural armor)
Hit Points 76 (9d10 + 27)
Speed 30 ft., climb 40 ft., fly 15 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	16 (+3)	1 (–5)	10 (+0)	4 (–3)

Skills Stealth +4
Damage Resistances bludgeoning, piercing
Senses tremorsense 30 ft., passive Perception 10
Languages —
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

False Appearance. While the giant walking stick remains motionless, it is indistinguishable from normal forest vegetation, such as a small tree or a large branch.

Forest Camouflage. The giant walking stick has advantage on Dexterity (Stealth) checks made to hide in forested terrain.

Trampling Charge. If the giant walking stick moves at least 20 feet straight toward a creature and then hits it with a Ram attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the walking stick can make one Spine attack against it as a bonus action.

Actions

Multiattack. The giant walking stick makes two Spine attacks or one Ram attack and one Spine attack.

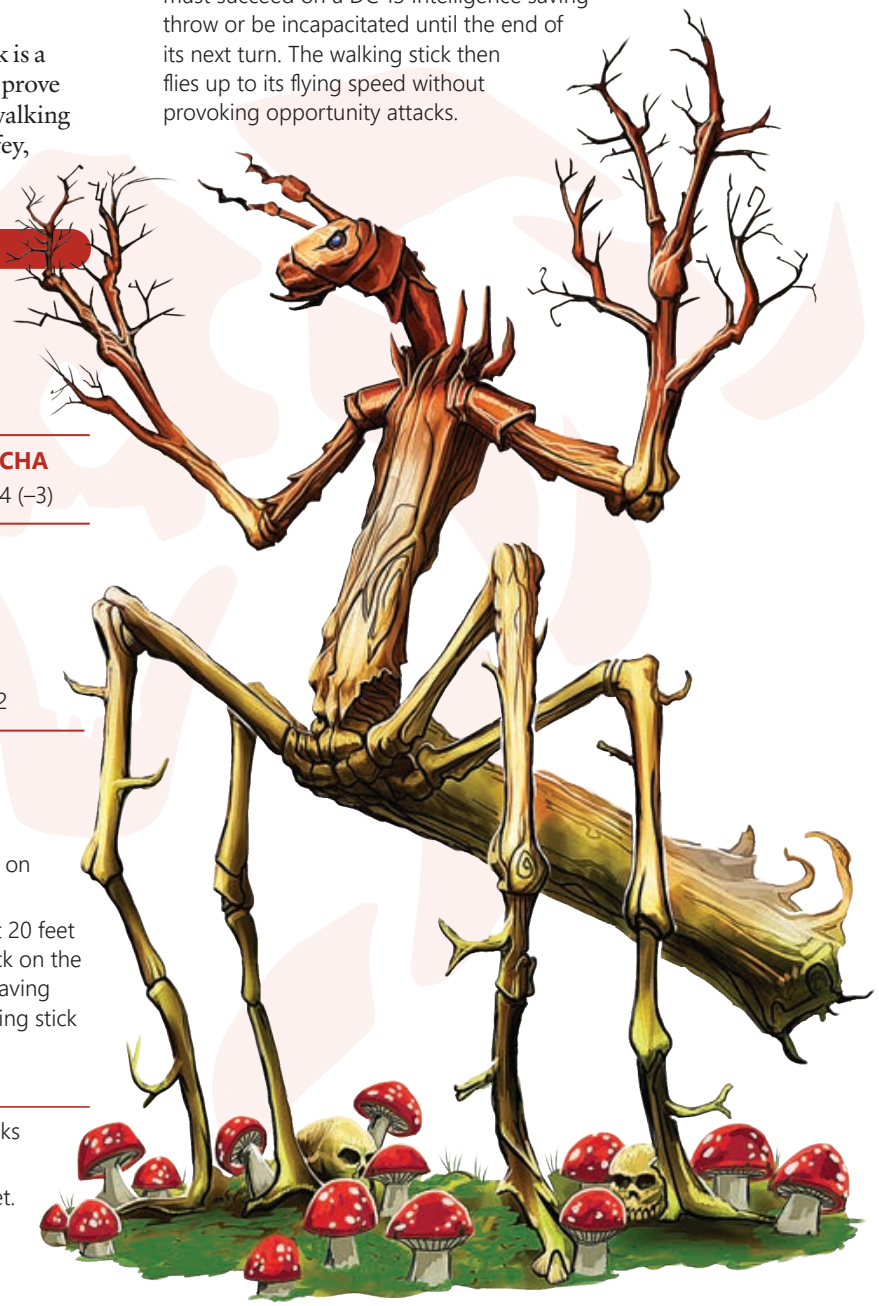
Ram. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 14 (2d10 + 3) bludgeoning damage.

Spine. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 7 (2d6) poison damage.

Deadfall (Recharge 5–6). If the giant walking stick is at least 15 feet off the ground, it can fall to the ground, landing on its feet in a space it can see within 20 feet of it that contains one or more other creatures. Each of those creatures must make a DC 13 Dexterity saving throw. On a failure, a creature takes 21 (6d6) bludgeoning damage and is knocked prone. On a success, a creature takes half the damage, isn't knocked prone, and is pushed 5 feet out of the walking stick's space into an unoccupied space of the creature's choice. In addition, each creature within 10 feet of the walking stick when it lands must succeed on a DC 13 Dexterity saving throw or take 10 (3d6) bludgeoning damage and be knocked prone.

Bonus Actions

Startling Display. Each creature within 5 feet of the walking stick must succeed on a DC 13 Intelligence saving throw or be incapacitated until the end of its next turn. The walking stick then flies up to its flying speed without provoking opportunity attacks.



Ramnath Nanthakumar (Order - 375303305)

Giant, Firestorm

The huge giant with a wedge-shaped head snarls and extends a hand. A geyser of molten lava bursts out from the ground as the gesture ends.

Firestorm giants originated with the rare offspring of a frost giant and a fire giant. Now their own people, firestorm giants maintain their distance from both sides of their heritage, living and celebrating their own unique culture.

Quake Walkers. Firestorm giants dwell in cold and arctic climates, and they instinctively follow fault lines and glacial valleys as their clans migrate. Occasionally, a clan settles near a volcano or large hot spring.

Natural Protectors. The fire and ice swirling through firestorm giants' veins war constantly within them, and they find solace in the rhythmic chaos of the natural world, particularly geologically active areas. Because of this, they viciously protect nature from destruction and despoilment. They harbor a deep hatred of magical winters, poisonous mine waters, dam construction, and other disruptions to nature.

Unexpected Hospitality. Firestorm giants understand the dangers of their arctic and volcanic homes and are often sympathetic to outsiders braving such dangers. Their sympathy and hospitality last only so long as the outsiders don't cause magical or unnatural disruptions to the giants' homes.

Firestorm Giant

Huge Giant, Neutral

Armor Class 14 (hide armor)
Hit Points 149 (13d12 + 65)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	20 (+5)	12 (+1)	16 (+3)	9 (–1)

Saving Throws Dex +5, Con +8, Wis +6
Skills Perception +6, Stealth +5
Damage Immunities cold, fire
Senses passive Perception 16
Languages Giant
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Actions

Multiattack. The firestorm giant makes two Obsidian Axe or Firestorm Bolt attacks.

Obsidian Axe. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 19 (3d8 + 6) slashing damage plus 3 (1d6) cold damage and 3 (1d6) fire damage.

Firestorm Bolt. *Ranged Spell Attack:* +6 to hit, range 120 ft., one target. *Hit:* 13 (3d6 + 3) fire damage plus 10 (3d6) cold damage.

Lava Geyser (Recharge 5–6). The firestorm giant gestures at a point on the ground it can see within 60 feet of it. A fountain of molten rock erupts from that point in a 10-foot-radius, 40-foot-high cylinder. The area is difficult terrain for 1 minute. Each creature in the cylinder must make a DC 16 Dexterity saving throw. On a failure, a creature takes 24 (7d6) fire damage and is coated in hardened lava. On a success, a creature takes half the damage and isn't coated in hardened lava. A creature coated in hardened lava has its speed halved while it remains coated. A creature, including the coated creature, can take its action to break and remove the hardened lava, ending the effect.



Firestorm Giants in Midgard

Firestorm giants dwell on the frozen glaciers of the Northlands where their migrations follow subterranean ley lines. Most of the clans view the God of the North Wind as a perversion of the natural order, actively working against Boreas and his frost giant clans. A few follow Loki as a figure of conjoined frost and flame, rather different than the human view.

Ramnath Nanthakumar (Order #37530305)

Giant, Hellfire



Clad in a golden breastplate, a stone-skinned giant holds a ball of crackling green eldritch energy in the palm of its hand.

Hellfire giants were once stone giants who were enslaved by fiends. These powerful soldiers eventually rose against their masters and escaped their hellish prison. Hellfire giants now take brutal reprisals against anyone they deem allies to fiends.

Rune Powered. To empower their giant slaves, fiends etched malachite runes into the stony skin of the giants. Though these runes gave the giants new power, it also marked them with a hellish taint. Hellfire giants often take great pleasure in using their runic powers against fiends.

Vengeful Hunters. Feeling removed from their stone giant brethren, many hellfire giants have become wanderers who pursue lives as bounty hunters. However, even the most dedicated bounty hunting hellfire giant will abandon or delay its bounties if it believes it can strike at fiends.

Fiendish Bloodline. Much to the dismay of the first hellfire giants, the hellish traits and runes pass along to the giants' offspring. Seeing their power as a curse, many of the surviving giants choose not to have children, while others teach their children the importance of utilizing the fell power for the good of giantkind. Most hellfire giants have mixed opinions on tieflings. Some despise them, viewing them as the fell children of their former masters, while others feel a kinship with the tieflings. After all, like the giants, they were altered against their will by the machinations of fiends.

HELLFIRE GIANT

Huge Giant, Neutral Good

Armor Class 16 (breastplate)
Hit Points 168 (16d12 + 64)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	19 (+4)	10 (+0)	12 (+1)	17 (+3)

Saving Throws Dex +5, Con +6, Wis +4
Skills Athletics +10, Perception +5, Survival +5
Damage Resistances fire
Senses darkvision 60 ft., passive Perception 15
Languages Giant, Infernal
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Death Malison. When the hellfire giant dies, the runes on its body flash a bright green then turn to mundane malachite. Each creature within 20 feet of the giant must succeed on a DC 16 Constitution saving throw or be cursed for 7 days or until it is lifted by a *remove curse* spell or similar magic. While cursed, the creature has disadvantage on saving throws and on the first attack roll it makes on each of its turns. Fiends have disadvantage on the saving throw.

Rune-Powered Weapons. The hellfire giant's weapon attacks are magical. When the giant hits with any weapon, the weapon deals an extra 2d8 fire damage (included in the attack).

Stone Camouflage. The giant has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Actions

Multiattack. The giant makes two Greatclub or Runic Blast attacks.

Greatclub. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage plus 9 (2d8) fire damage.

Runic Blast. *Ranged Spell Attack:* +7 to hit, range 60 ft., one target. *Hit:* 25 (4d10 + 3) force damage, and the target must succeed on a DC 16 Constitution saving throw or its speed is halved until the end of its next turn. Fiends have disadvantage on the saving throw.

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

Reactions

Runic Shield. The hellfire giant adds 4 to its AC against one attack that would hit it as green runes encircle the giant. To do so, the giant must see the attacker and can't be invisible.

Ramnath Nanthakumar (Order #375303305)

Giant, Lantern

A ghostly bobbing light illuminates a towering figure clad in the weathered ruins of a sunken ship's rigging.

Lantern giants are massive bipedal humanoids with rust-red skin that walk along the bottom-most depths of the ocean floor. A tendril hangs from the giant's forehead, tipped by a nodule that glows with a ghostly light.

Helpful Hermits. Lantern giants are one of the few creatures intimately familiar with the deepest reaches of the sea, and they are willing to act as guides or scouts to travelers.

Treasure Seekers. Few lantern giants remain, but each patrols the darkest depths of the ocean floor, searching ruins and wrecks for something to bolster their dying kingdom. Lantern giants are incredibly secretive, never revealing what they are seeking. Still, they are more than happy to align themselves with travelers eager to plumb the ocean depths—as long as the travelers don't ask too many questions.



LANTERN GIANT

Huge Giant, Neutral

Armor Class 16 (natural armor)

Hit Points 225 (18d12 + 108)

Speed 40 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	12 (+1)	22 (+6)	15 (+2)	16 (+3)	17 (+3)

Saving Throws Con +10, Wis +7, Cha +7

Skills Investigation + 6, Nature +6, Perception +7, Survival +7

Damage Immunities cold

Condition Immunities blinded

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 17

Languages Common, Giant, Primordial

Challenge 12 (8,400 XP) **Proficiency Bonus** +4

Limited Amphibiousness. The lantern giant can breathe air and water, but it needs to be submerged at least once every 4 hours to avoid suffocating.

Hypnotic Luminescence. The tendril on the lantern giant's head sheds bright light in a 60-foot radius and dim light for an additional 60 feet. When a creature that can see the light starts its turn within 60 feet of the giant, the creature must succeed on a DC 18 Charisma saving throw or become charmed for 24 hours, regarding the giant as a friendly acquaintance. If the giant or one of its allies harms the charmed creature, this effect ends. If the creature's saving throw is successful or the effect ends for it, the creature is immune to the giant's Hypnotic Luminescence for the next 24 hours.

At the start of its turn, the lantern giant chooses whether this light is active.

Speak with Aquatic Creatures. The lantern giant can communicate with Beasts and Monstrosities that have a swimming speed as if they shared a language.

Actions

Multiattack. The lantern giant makes three Trident attacks. It can replace one attack with a use of Spellcasting.

Trident. *Melee or Ranged Weapon Attack:* +12 to hit, reach 10 ft. or range 20/60 ft. one target. *Hit:* 18 (3d6 + 8) piercing damage, or 21 (3d8 + 8) piercing damage if used with two hands to make a melee attack.

Crush of the Deep (Recharge 5–6). The lantern giant subverts the environment to summon the pressure of the deepest ocean depths in a 40-foot cube of water centered on a point it can see within 120 feet of it. Each creature in the cube must make a DC 17 Constitution saving throw as the pressure increases, taking 44 (8d10) bludgeoning damage on a failed save, or half as much damage on a successful one.

Spellcasting. The lantern giant casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 15):

At will: *detect magic, identify* (as an action)

3/day each: *control water, freedom of movement, water breathing*

Ramnath Nanthakumar (Order #37530305)

Giant, Shire

This hill giant wears a massive, home-spun tunic and hefts a pitchfork as large as itself. It is less bulky but visibly healthier than its nomadic kin.

Long ago, shire giants were hill giants who settled into a rough, agricultural lifestyle. Now, they assemble sprawling barn-houses, till fields of crops, and keep livestock in small family units on large farmsteads. While more settled than their nomadic cousins, they are no less dangerous. A shire giant's conceptions of "livestock" and "property" are expansive to creatures smaller than themselves, and their punishment for trespassing is almost universally death and consumption.

Aggressive Agriculturalists. Shire giants require an enormous amount of food to feed them and their kin, and they tend to be indiscriminate about what, exactly, they farm. Fields of tubers or wheat abut wastelands of basically-edible weeds, while sheep share pastures with mammoths, sauropods, or wooly rhinoceroses. Even intelligent creatures aren't immune to the shire giants' will, as the giants occasionally declare a village part of their livestock, extracting regular tribute in treasure, goods, or food. These tributes aren't always one-sided, and many shire giant farmsteads send these villages surplus goods or goods they can't use or don't want. Shire giants will trade with outsiders, offering wool, lumber, and monster-guts they no longer need for worked goods they can't make on their own, but they prefer to get such goods via trade with or tribute from villages in their territory when possible.

Territorial. Shire giants are fiercely protective of their sprawling farms. Fenceposts, stacks of rocks, and the corpses of previous trespassers—often marked with runes promising death to trespassers—mark the boundaries of their territory. Monsters, bandits, and even lesser giants are treated as glorified guard dogs, set to controlling the giants' livestock and killing lesser intruders. More dangerous, or more brazen, trespassers may draw the giants' personal attention.

Straightforward Brawlers. In combat, shire giants are straightforward combatants. They lumber into battle, impaling smaller opponents with their pitchforks while grabbing and flinging tougher foes away from themselves or into their allies. They order any monsters or subordinates into the fight ahead of them, allowing the giants to remain relatively safe in combat. Shire giants rarely fight to the death; retreating to their homestead, or finding a new home entirely, is greatly preferable to death.

Shire Giant

Huge Giant, Lawful Evil

Armor Class 14 (natural armor)

Hit Points 138 (12d12 + 60)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (–1)	20 (+5)	9 (–1)	10 (+0)	9 (–1)

Skills Animal Handling +3, Athletics +7, Intimidation +2, Survival +3

Languages Common, Giant

Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Actions

Multiattack. The giant makes three Pitchfork attacks, or it makes one Pitchfork attack then uses Grab and Throw. Alternatively, it can make one pitchfork attack then use Grab and Throw.

Pitchfork. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 20 (3d10 + 4) piercing damage.

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

Grab. The shire giant reaches out and grabs a Medium or smaller creature it can see within 10 feet of it. The target must succeed on a DC 15 Dexterity saving throw or be grappled (escape DC 15) by the giant. Until this grapple ends, the target is restrained.

Throw. The shire giant throws a creature it is grappling at a space it can see within 30 feet of it. The thrown creature takes 14 (4d6) bludgeoning damage and must succeed on a DC 15 Dexterity saving throw or land prone. If the target space is occupied by another creature, that creature must succeed on a DC 15 Dexterity saving throw or take 14 (4d6) bludgeoning damage and be knocked prone.



Ramnath Nanthakumar (Order #375303805)

Giant, Thursir Armorer



The red-bearded giant wears mismatched metal plates, and it wields a massive battle axe in one hand and a shield in the other. Both match the style of the armor, with various metal plates smelted together. Dwarven skulls carved with runes decorate the giant's belt.

Dwarven Hatred. The thursir giants' animosity toward dwarves comes from an ancestral rivalry in the blacksmithing arts. The thursir go out of their way to bring misery to any dwarves in their path. Armorers accomplish this by forging their armor and weapons from those of dwarven warriors they slay.

Soul Collectors. Armorers keep the skulls of their greatest dwarven kills on their belts, displayed to intimidate dwarves and to brag to other thursir. The skulls are inscribed with a thursir rune that keeps a portion of the fallen dwarf's soul connected, giving the giant access to a measure of the dwarf's knowledge.

Honored Smiths. Armorers are renowned within thursir giant enclaves for the quality of their craftsmanship. Obsessed with repurposing dwarven equipment in a way that is effective yet still clearly dwarven, armorers never become leaders of their communities, as their focus on their work blinds them to the ambitions and happenings of their communities.

THURSIR ARMORER

Large Giant, Lawful Evil

Armor Class 19 (splint, shield)

Hit Points 138 (12d10 + 72)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (–1)	23 (+6)	12 (+1)	15 (+2)	9 (–1)

Saving Throws Con +9

Skills Athletics +8, Perception +5

Senses darkvision 60 ft., passive Perception 15

Languages Common, Dwarven, Giant

Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Forged Forgery. Thursir armorers wear armor that has been forged from dwarven armor and shaped to resemble dwarven armor. Skilled blacksmiths can recognize and exploit this design quirk. When a creature proficient with smith's tools scores a critical hit against the thursir armorer, the armorer's armor breaks, reducing the armorer's Armor Class by 5 until the thursir armorer repairs the armor. If the thursir armorer is critically hit by any creature while its armor is broken, its armor shatters and is destroyed, reducing the armorer's Armor Class to 12.

Actions

Multiattack. The thursir armorer uses Flinging Smash, if available. It then makes two Battleaxe attacks or one Battleaxe attack and one Shield Bash attack.

Battleaxe. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage, or 16 (2d10 + 5) slashing damage if used with two hands.

Shield Bash. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. *Hit:* 10 (2d4 + 5) bludgeoning damage, and the target must succeed on a DC 16 Strength saving throw or be knocked prone.

Flinging Smash (Recharge 5–6). The armorer makes a sweeping strike with its shield. Each creature within 10 feet of the armorer must succeed on a DC 16 Strength saving throw or be pushed up to 15 feet away from the armorer and knocked prone.

Runic Armor (3/Day). The armorer can inscribe the thurs rune on its armor. When a creature hits the armorer with a melee weapon attack while the rune is active, the creature takes 4 (1d8) lightning damage and can't take reactions until the start of its next turn. The rune lasts for 1 minute.

Bonus Actions

Harness Dwarven Soul. The thursir armorer draws on the soul fragment trapped in one of the dwarven skulls on its belt. The armorer has advantage on ability checks when using smith's tools and on attack rolls using a battleaxe, handaxe, light hammer, or warhammer until the start of its next turn. The armorer carries six skulls on its belt.

Ramnath Nanthakumar (Order - 375303805)

Giant, Thursir Hearth Priestess

The giant woman with braided red hair wears vestments made of polar bear and mammoth pelts and wields a metal staff etched with glowing runes. As she chants, the runes on the staff flare brighter.

Though thursir giants (see *Tome of Beasts*) often treat the females of their enclaves as lower than males, spellcasting, a trait found almost exclusively in their women, is held in high regard. Such spellcasters are respected, and they often act in an advisory role to an enclave's chieftain.

Messengers of the Gods. Male thursir giants believe their own actions determine outcomes, not prayers to any god, but hearth priestesses know better. These giant women perform rituals and prayers to gods on behalf of their clans, ensuring the future of the clan.

Hearth and Forge Magic. Hearth priestesses worship gods of the forge and war, and use their magic to enhance the weaponry and smithing of their male counterparts. Despite the disrespect thursir males feel about thursir females, no warrior goes into battle without the blessing of the clan's hearth priestess.

Thursir Hearth Priestess

Large Giant, Lawful Evil

Armor Class 14 (hide armor)
Hit Points 85 (10d10 + 30)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	17 (+3)	11 (+0)	16 (+3)	14 (+2)

Saving Throws Wis +5, Cha +4
Skills Arcana +4, Persuasion +4, Religion +4
Senses darkvision 60 ft., passive Perception 13
Languages Common, Dwarven, Giant
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

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

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

Protect the Hearth. When the priestess is hit by a weapon attack, up to two friendly creatures within 60 feet of her that can see her can use their reactions to move up to their speed toward the hearth priestess.

Actions

Multiattack. The hearth priestess uses Hearth Blessing, then makes two Runic Staff attacks.

Runic Staff. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage and 4 (1d8) fire damage.

Hearth Blessing. The hearth priestess calls upon her deity and connection with the hearth to enhance her allies. The priestess empowers one friendly creature she can see within 30 feet of her with one of the following options until the start of her next turn.

- **Hearth's Burn.** The target's weapon ignites, and when the target hits with the weapon, the weapon deals an extra 3 (1d6) fire damage.
- **Hearth's Comfort.** If the target is charmed or frightened, the condition immediately ends. In addition, the target gains 5 (1d10) temporary hp.
- **Hearth's Protection.** The target's Armor Class increases by 2, and its armor is immune to spells and effects that target or affect the armor, such as the *heat metal* spell or a rust monster's antennae.

Spellcasting. The hearth priestess casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 13):

At will: *mending*, *spare the dying*, *thaumaturgy*
3/day each: *cure wounds*, *heat metal*
1/day: *haste*



Ramnath Nanthakumar (Order #37530305)

Gigantura

An enormous fish with huge, telescoping eyes and jaws filled with dozens of razor-sharp teeth swims rapidly upwards from the depths toward its unsuspecting prey.

Living deep in the world's oceans at between 1,500 feet and 6,000 feet below the surface, gigantura are nightmarish underwater predators that few landlubbers have seen—and fewer still have lived to tell the tale. The gigantura's physical appearance is said to be so horrific that it can stun its prey with one glance.

Indiscriminate Predators. Although they live in the darkest, deepest ocean trenches, gigantura come to shallower water to feed, observing their prey with their tubular eyes from far below before striking. Gigantura favor large undersea creatures, such as sharks, giant octopuses, and whales, as their primary food source, but they will happily eat merfolk, muraenids (see page 281), sahuagin, and even aboleth if given the chance. Because of the way their astonishing jaw apparatus works, a gigantura can swallow some of the largest denizens of the oceans, folding its prey inside its expandable stomach.

GIGANTURA

Gargantuan Monstrosity, Unaligned

Armor Class 16 (natural armor)

Hit Points 248 (16d20 + 80)

Speed 0 ft., swim 60 ft.

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

Saving Throws Con +10, Wis +8, Cha +2

Skills Perception +8, Stealth +8

Damage Resistances cold

Condition Immunities stunned

Senses darkvision 120 ft., passive Perception 18

Languages understands Aquan and Deep Speech, but can't speak

Challenge 13 (10,000 XP)

Proficiency Bonus +5

Telescoping Eyes. The gigantura has advantage on Wisdom (Perception) checks that rely on sight, and magical darkness doesn't impede the gigantura's darkvision. In addition, it has disadvantage on ability checks and saving throws against being blinded.

Water Breathing. The gigantura can breathe only underwater.

Actions

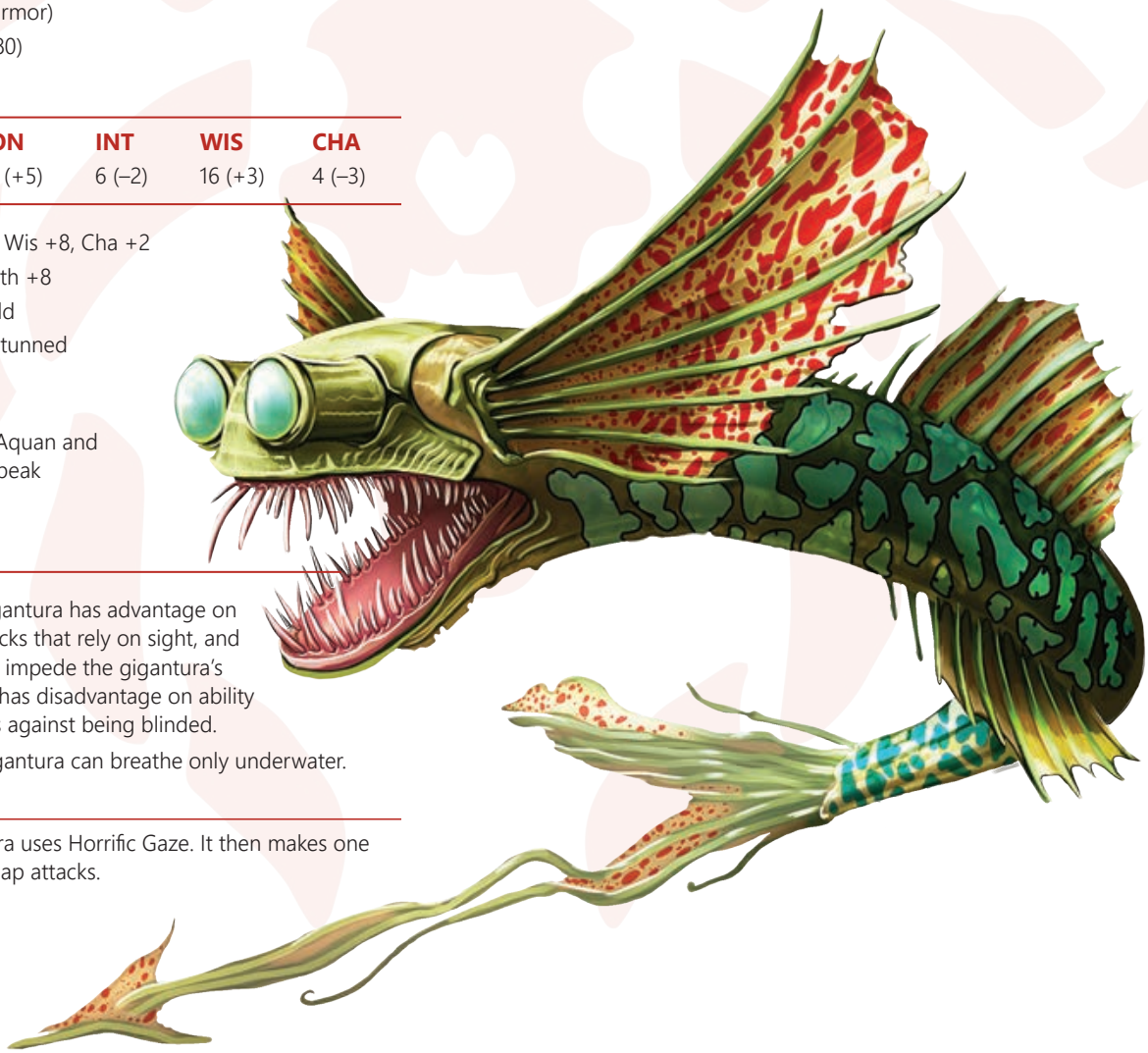
Multiattack. The gigantura uses Horrific Gaze. It then makes one Bite attack and two Tail Slap attacks.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 25 (3d12 + 6) piercing damage. If the target is a Huge or smaller creature, it must succeed on a DC 18 Dexterity saving throw or be swallowed by the gigantura. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the gigantura, and it takes 21 (6d6) acid damage at the start of each of the gigantura's turns. The gigantura can have up to two Huge, four Large, six Medium, or eight Small creatures swallowed at one time.

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

Tail Slap. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 17 (2d10 + 6) bludgeoning damage.

Horrific Gaze. The gigantura's telescoping eyes swirl disconcertingly in the direction of one creature it can see within 60 feet of it. If the target can see the gigantura, the target must succeed on a DC 18 Constitution saving throw or be stunned until the end of its next turn. A target that successfully saves is immune to this gigantura's Horrific Gaze for the next 24 hours.



Ramnath Nanthakumar (Order - 375303805)

Glacial Crawler



This pale, slithering, wormlike creature drags itself through the snow with four clawed limbs. Its eyeless head displays rows of dagger teeth.

This predator has a thin, segmented body that tapers to a spiked tail. Four pointed limbs extend from its body, and its head is an eyeless, wedge-shaped mass of flesh with a maw full of dagger-like teeth.

Prehistoric Predation. Peoples of cold regions whisper fireside-tales of a monster that has plagued the lands since their progenitors first settled there. It is a nightmare with many names, all bearing the same mien: "whale-worm," "follower-under-the-ice," or, "walrus-worm". Most call it the glacial crawler.

Burrowing Carnivore. Glacial crawlers are hunters of the icepacks and frigid, deep-water coastlines. In the ocean, they seek whatever prey they can, preferring large, warm-blooded creatures, such as polar bears, narwhals, and walruses. When aquatic prey becomes scarce, they venture inland, tunneling through glacial-flows and icefields to hunt. The crawler's body exudes a superheated, acidic mucus that helps it dig through the ice. Whether in icy water or on land, it prefers to hide with only its tail visible, pouncing when its prey takes a bite of the wiggling tail.

From the Depths. The glacial crawler is a creature of the deep ocean. Spawned in the lightless depths, it makes its way to more abundant food near the surface. When sightings of a glacial crawler cease for a time, the creature has returned to the deeps to spawn more of its kind.

GLACIAL CRAWLER

Huge Aberration, Unaligned

Armor Class 17 (natural armor)

Hit Points 207 (18d12 + 90)

Speed 30 ft., burrow 30 ft., climb 20 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	21 (+5)	3 (–4)	10 (+0)	5 (–3)

Saving Throws Str +9, Con +9

Skills Perception +8, Stealth +7

Condition Immunities blinded, prone

Damage Immunities acid, cold, fire

Senses blindsight 60 ft. (blind beyond this radius), tremorsense 60 ft., passive Perception 18

Languages —

Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Acidic Coating. A creature that touches the glacial crawler or hits it with a melee attack while within 5 feet of it takes 9 (2d8) acid damage.

Amphibious. The glacial crawler can breathe air and water.

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

Tunneler. The glacial crawler can burrow through ice, snow, and permafrost, and leaves a 5-foot-diameter tunnel in its wake.

ACTIONS

Multiattack. The glacial crawler makes two Bite attacks and one Tail Spike attack, or it makes three Superheated Acid Spit attacks.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one creature. *Hit:* 16 (2d10 + 5) piercing damage plus 9 (2d8) acid damage.

Tail Spike. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one creature. *Hit:* 19 (4d6 + 5) piercing damage. The target is grappled (escape DC 17) if it is a Large or smaller creature and the crawler doesn't have another creature grappled.

Superheated Acid Spit. *Ranged Weapon Attack:* +7 to hit, range 60 ft., one creature. *Hit:* 12 (2d8 + 3) acid damage plus 9 (2d8) fire damage.

Acidic Spray (Recharge 5–6). The glacial crawler spews superheated digestive juices in a 30-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw. On a failure, a creature takes 18 (4d8) acid and 18 (4d8) fire damage and is coated in heated acid. On a success, a creature takes half the damage and isn't coated in acid. A creature coated in heated acid takes 4 (1d8) acid damage and 4 (1d8) fire damage at the start of each of its turns. A creature, including the coated target, can take its action to wash or scrub off the acid, ending the effect.

Ramnath Nanthakumar (Order - 375303805)

Gnyan

Brilliant white with a translucent turquoise mane, this icy lion bursts from snow drifts, catching its prey unaware. It leaves no pawprints as it slinks over the snowbanks.

The gnyan is an icy, lion-like elemental that roams mountain peaks and secluded valleys.

Snowy Benefactor. The gnyan detests those who would defile natural beauty and guards pilgrims to mountaintop shrines. The gnyan can create healing milk from snow, and it embodies fearless strength and the power of glaciers. Because bandits and would-be warlords often attempt to capture gnyans to force the elementals to create their healing milk, many gnyans warily follow and study travelers before approaching them.

Mountain Steward. Folk tales speak of gnyans rescuing those lost in blizzards or striking at loggers from seemingly mundane piles of snow. Some stories tell of gnyans who raised worthy young souls who later became renowned heroes. In these stories, the gnyan nourishes and tutors these otherwise abandoned children, teaching them how to care for the weak and strike down the immoral and cruel.

GNYAN

Large Elemental, Neutral Good

Armor Class 14

Hit Points 90 (12d10 + 24)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	19 (+4)	15 (+2)	12 (+1)	16 (+3)	18 (+4

Saving Throws Dex +6, Con +4

Skills Perception +5, Stealth +6, Survival +5

Damage Vulnerabilities fire

Damage Immunities cold, poison

Condition Immunities exhaustion, frightened, poisoned, prone

Senses darkvision 60 ft., passive Perception 15

Languages Common

Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Aura of Hope. The gnyan is surrounded by an aura of uplifting courage. Each friendly creature within 30 feet of the gnyan has advantage on saving throws against being frightened.

Glorious Milk. A gnyan can spend 1 minute slowly drinking from a bowl of melted ice water. When it stops, the bowl is filled with a pale milk. A creature that drinks the milk regains 7 (2d6) hit points, and its exhaustion level is reduced by up to two levels. After a gnyan's milk has restored a total of 20 hit points or reduced a total of four exhaustion levels in creatures, the gnyan can't create milk in this way again until it finishes a long rest.

Pounce. If the gnyan moves at least 20 feet straight toward a creature and then hits it with a Claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the gnyan can make one Bite attack against it as a bonus action.

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

Snow Strider. The gnyan can move across icy surfaces without needing to make an ability check, and difficult terrain composed of ice or snow doesn't cost it extra movement. In addition, it leaves no tracks or other traces of its passage when moving through snowy terrain.

Actions

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

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage plus 3 (1d6) cold damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage plus 3 (1d6) cold damage.

Avalanche's Roar (Recharge 6). The gnyan looses a terrible blasting roar of ice and snow in a 30-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw. On a failure, a creature takes 21 (6d6) cold damage and is restrained until the end of its next turn as frost and snow coats its limbs. On a success, a creature takes half as much damage and isn't restrained.

Bonus Actions

Snow Step. The gnyan teleports, along with any equipment it is wearing or carrying, up to 30 feet to an unoccupied space it can see. The origin and destination spaces must contain snow.



Ramnath Nanthakumar (Order #37530305)

Goblin Siege Engine

Six segmented, insect-like limbs support a body resembling a squat, wooden tower surrounded by a steel parapet. Goblinoid riders within the armored turret take aim with their crossbows as the spidery metallic construct expertly navigates the crowded battlefield. The awful sound of the device's mechanical stride is almost as disconcerting as the unhinged taunts from its riders.

Goblin siege engines were pioneered by derro engineers to aid their goblinoid allies. A siege engine faultlessly performs the commands of its creator or possessor and cannot do much more than defending itself if left without direction. The madcap versatility of a goblin siege engine makes it a valuable addition to any army or warband on the move, but these rare constructs can also protect derro and goblin settlements from more industrious aggressors.

Ambulant Bunker. The fortified turret of a goblin siege engine offers its riders limited protection from outside attacks, serving as a mobile blockhouse. Riders wield ranged weapons, and warlords, spellcasters, or other persons of interest command battles from its advantageous heights. Cosmetic alterations and unique weapon replacements have been seen on individual siege engines.

Ready to Rumble. In addition to its six mechanical legs, a goblin siege engine can often be recognized by the radial acid jet beneath its turret, which allows it to handily dispatch enemies en masse. Other main armaments exist, however, from the relative banality of heavy ballistae to the splendor of arcane cannons.



GOBLIN SIEGE ENGINE

Huge Construct, Unaligned

Armor Class 20 (natural armor)

Hit Points 178 (17d10 + 85)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	20 (+5)	3 (–4)	11 (+0)	1 (–5)

Damage Resistances acid, fire

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

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

Senses darkvision 120 ft., passive Perception 10

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

Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Adaptable Locomotion. Moving through difficult terrain doesn't cost the siege engine extra movement. In addition, it has advantage on ability checks and saving throws made to escape a grapple or end the restrained condition.

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

Defensive Mount. The siege engine can serve as a mount for one Large creature, up to four Medium creatures, or up to six Small or smaller creatures. While mounted, creatures riding in the siege engine's turret gain half cover.

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

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

Siege Monster. The siege engine deals double damage to objects and structures.

ACTIONS

Multiattack. The siege engine makes three Slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 6) bludgeoning damage.

Acid Jet (Recharge 5–6). The siege engine sprays a jet of acid in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 17 Dexterity saving throw, taking 40 (9d8) acid damage on a failed save, or half as much damage on a successful one.

Ramnath Nanthakumar (Order #37530305)

Godslayer

A vast pattern of glowing magical runes covers the surface of the metal warrior. It holds a glaive of crackling energy in one hand while its other hand produces a disc-shaped magical glyph.

Godslayers are massive constructs created to find and destroy divine beings. Though the cultures who first designed them have long since vanished, the knowledge of their construction lingers. Once built, godslayers follow their singular directive without regard to any orders from their creators, though some occasionally ally themselves with those they find useful.

Challenging Construction. Building a godslayer requires the finest materials, such as adamantine, mithral, and other more exotic metals. A stylus carved from a diamond must be used to engrave the runes on the metal plates of the godslayer's body. The crafter must also imbue the godslayer's shell with the energy from a recently slain celestial being of great power.

Solitary Sentinel. When not actively hunting or fighting its divine prey, a godslayer tends to stand motionless, waiting for its long-reaching senses to detect its next target. This has led to many mistaking a godslayer for an ornate statue or nonfunctional construct.



GODSLAYER

Huge Construct, Unaligned

Armor Class 24 (natural armor)
Hit Points 580 (40d12 + 320)
Speed 50 ft., fly 60 ft. (hover), swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	14 (+2)	27 (+8)	16 (+3)	30 (+10)	15 (+2)

Skills Insight +19, Perception +19, Survival +19
Saving Throws Con +17, Int +12, Wis +19, Cha +11
Damage Resistances acid, cold, fire, lightning, thunder
Damage Immunities necrotic, poison, psychic, radiant; bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantine weapons
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, prone
Senses truesight 120 ft., passive Perception 29
Languages understands all languages but can't speak
Challenge 30 (155,000 XP) **Proficiency Bonus** +9

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

Divine Sense. The godslayer can pinpoint the location of Celestials, Fiends, divine avatars, and deities within 120 feet of it and can sense the general direction of such creatures within 1 mile of it. This sense extends into the Ethereal and Shadow Planes.

Divine Slayer. The godslayer's attacks affect immortal beings, such as gods. Celestials, Fiends, divine avatars, and deities don't have resistance to the damage from the godslayer's attacks. If such a creature would normally have immunity to the damage from

Ramnath Nanthakumar (Order #37530305)

the godslayer's attacks, it has resistance instead. If the godslayer reduces a Celestial, Fiend, divine avatar, or deity to 0 hp, it absorbs the target's divine energy, preventing the target from reviving or being resurrected until the godslayer is destroyed.

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

Inscrutable. The godslayer is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain the godslayer's intentions or sincerity have disadvantage.

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

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

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

ACTIONS

Multiattack. The godslayer uses Arcane Lexicon. It then makes three Energy Glaive or Rune Discus attacks.

Energy Glaive. *Melee Weapon Attack:* +19 to hit, reach 15 ft., one target. *Hit:* 48 (7d10 + 10) force damage.

Rune Discus. *Ranged Spell Attack:* +19 to hit, range 80/320 ft., one target. *Hit:* 41 (7d8 + 10) force damage, and the target must succeed on a DC 25 Wisdom saving throw or spells and magical effects are suppressed on the target and the target can't cast spells for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Arcane Lexicon. Glyphs on the godslayer's body cast ghostly copies into the air, forming into eldritch incantations. The godslayer chooses up to three creatures it can see within 90 feet of it, choosing one of the following options for each target. A creature can't be targeted by more than one effect at a time, and the godslayer can't use the same option on more than one target.

- **Death Glyph**. The target must succeed on a DC 25 Wisdom saving throw or be marked for death until the start of the godslayer's next turn. While marked for death, the target takes an extra 11 (2d10) force damage each time the godslayer hits the target with an Energy Glaive attack.
- **Glyph of Despair**. The target must succeed on a DC 25 Charisma saving throw or be overwhelmed with despair for 1 minute. While overwhelmed with despair, the target has disadvantage on ability checks and attack rolls.
- **Glyph of Pain**. The target must succeed on a DC 25 Constitution saving throw or be incapacitated until the end of its next turn as it is overwhelmed by pain. This glyph has no effect on Undead or Constructs.
- **Glyph of Summoning**. The target must succeed on a DC 25 Wisdom saving throw or be magically teleported to an unoccupied space within 15 feet of the godslayer.
- **Retributive Glyph**. The target must succeed on a DC 25 Dexterity saving throw or be marked with a retributive glyph until the end of its next turn. While marked, the creature takes 9 (2d8) force damage each time it hits a creature with a weapon attack.
- **Stupefying Glyph**. The target must succeed on a DC 25 Constitution saving throw or be blinded and deafened until the end of its next turn.

BONUS ACTIONS

Hunting Step. The godslayer magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space within 15 feet of a Celestial, Fiend, divine avatar, or deity it senses with Divine Sense, magically shifting from the Material Plane to the Ethereal or Shadow Planes or vice versa. The godslayer has advantage on the next attack roll it makes against the target before the start of its next turn. Glowing glyphs appear at the origin and destination when it uses this bonus action.

REACTIONS

Parry Spell. If the godslayer succeeds on a saving throw against a spell of 8th level or lower that targets only the godslayer, the spell has no effect. If the godslayer succeeds on the saving throw by 5 or more, the spell is reflected back at the spellcaster, using the slot level, spell save DC, attack bonus, and spellcasting ability of the caster.

LEGENDARY ACTIONS

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

Arcane Word. The godslayer uses one glyph from its Arcane Lexicon on a target it can see within 90 feet of it.

Attack. The godslayer makes one Energy Glaive or Rune Discus attack.

Move. The godslayer moves up to its speed without provoking opportunity attacks.

Rejuvenating Repair (Costs 2 Actions). The godslayer regains 65 (10d12) hp.

USING A GODSLAYER IN YOUR GAME

At CR 30, the godslayer is designed to be an unstoppable force that splatters all opposition and makes gods tremble. The godslayer is a living weapon and a force of divine destruction. It can be a puzzle for the characters to solve or a force for the characters to point in the right direction to avoid calamity.

While most adventures involving a godslayer could revolve around literally slaying a divine being, there are other directions that might serve your campaign better. Consider the following concepts for using a godslayer in your game:

- Heroes must activate a godslayer to fight against a recently ascended deity that is disrupting the balance of cosmic power.
- Heroes must deactivate a godslayer with corrupted directives that has arrived and crushed the imperial palace, believing the mortal rulers are angels and devils in disguise.
- A lich seeks to destroy a dormant godslayer that acts as prison for a great evil that was banished from the land eons ago.
- Heroes accidentally activate a godslayer, and a young deity key to the rejuvenation of a dying faith is now in danger. They must guide the godslayer away from the young deity to safeguard the future of the faith.
- The gods charge the heroes with activating a godslayer to turn back a demon invasion.
- An order of paladins seeks to activate a godslayer to destroy an army using fiendish troops—but cannot control it.
- One of the characters' deities or patrons was recently slain by a godslayer built by an opposing faction, and that entity's essence is trapped within the construct, unable to support the faithful until the godslayer is destroyed.

Ramnath Nanthakumar (Order #375303805)

Golem, Barnyard

The flesh of a dozen birds has been sewn together into an unsightly amalgam bird with several sections plucked of feathers.

A barnyard golem is a foul amalgamation of domesticated and farmland birds. Wings, legs, breasts and thighs of chickens, turkeys, ducks, ravens, geese, and even vultures are knit together into a warped form.

Flesh-Eating Fowl. Unlike its component parts, the barnyard golem is carnivorous, though it doesn't eat to sustain itself. The creatures it consumes are stored in a hollow organ within the golem and ground into a ghastly paste that it later ejects in a blast of decayed, poisonous goop.

Poor Man's Flesh Golem. Barnyard golems are relatively inexpensive for wizards to create, as poultry is much easier to obtain than humanoid flesh. Hardier than lesser golems (see *Creature Codex*), barnyard golems don't fall apart within days of their creation, but the use of birds instead of humanoids leaves them more unpredictable. A barnyard golem might complete its creator's assigned task, or it might peck at the ground, hunting worms as if it was still a living bird. Similarly, the golems can become easily distracted. Still, for wizards on a budget or who live in remote areas where a few missing people would be noticed much faster than missing birds, the barnyard golem is the most favorable option.

Harbingers of Starvation. Barnyard golems cause of local food shortages as their creators collect and use a significant portion of the local poultry population. Fortunately, fresh barnyard golems can often be cooked and consumed after being defeated, solving the same hunger problems their creation causes.

BARNYARD GOLEM

Medium Construct, Unaligned

Armor Class 9

Hit Points 75 (10d8 + 30)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (–1)	16 (+3)	1 (–5)	10 (+0)	4 (–3)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantine weapons

Damage Immunities lightning, poison

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

Senses darkvision 60 ft., passive Perception 10

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

Challenge 3 (700 XP) **Proficiency Bonus** +2

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

Easily Distracted. The barnyard golem has disadvantage on Wisdom (Perception) checks. In addition, a creature that the barnyard golem can see or hear and that is within 30 feet of it can attempt to distract the golem as a bonus action. The golem must succeed on a DC 10 Wisdom saving throw or spend its next turn moving up to its speed toward the creature, using its available actions on that creature.

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

Lightning Absorption. Whenever the barnyard golem is subjected to lightning damage, it takes no damage and instead regains a number of hp equal to the lightning damage dealt.

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

ACTIONS

Multiattack. The barnyard golem makes one Bite attack and one Wing Slap attack.

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

Wing Slap. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) bludgeoning damage, and the target must succeed on a DC 13 Strength saving throw or be knocked prone.

Chymus Expulsion (Recharge 5–6). The barnyard golem exhales semi-digested, decayed meat and vegetation in a 15-foot cone. Each creature in that area must make a DC 13 Constitution saving throw, taking 14 (4d6) poison damage on a failed save, or half as much damage on a successful one.



Ramnath Nanthakumar (Order - 375303305)

Golem, Chain

A mass of tangled, rusty chains rattles its barbed links. As it rises and moves, it takes on a vaguely humanoid form, like a figure draped in a hooded cloak made of chains.



Chain golems are native to infernal regions and created by chain devils. The creation process involves several chain devils participating in a ritual, each devil shedding one or more chains from its body and giving a sliver of its life force. The mass of chains can then be commanded by any chain devil involved in its creation.

Infernal Hunters. Chain golems are created by chain devils to hunt down particular quarry and returning the creature to its infernal creators. The quarry may be an escaped soul, a creature that betrayed the devils, or an enemy in retreat. Once set on the trail, a chain golem pursues relentlessly until it catches the creature or is destroyed.

Servile. If the chain devils that created the golem die, the golem attempts to seek out others. If one or more chain devils reenact the ritual that initially created the golem, adding a chain from their own bodies to the golem, it becomes theirs to command.

CHAIN GOLEM

Large Construct, Unaligned

Armor Class 16 (natural armor)

Hit Points 119 (14d10 + 42)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	5 (–3)	11 (+0)	1 (–5)

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

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

Senses darkvision 60 ft., passive Perception 10

Languages understands Infernal but can't speak

Challenge 8 (3,900 XP) **Proficiency Bonus** +3

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

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

Infernal Tetanus. A creature infected with this disease manifests symptoms 2d4 days after infection, which include fever, headache, sore throat, and muscle aches. This disease affects the nervous system, causing painful, debilitating muscle spasms that eventually inhibit mobility, speech, and breathing. Until the disease is cured, at the end of each long rest, the infected creature must make a DC 16 Constitution saving throw. On a failure, the creature's Dexterity score is reduced by 1d4 and it is paralyzed for 24 hours. This reduction lasts until the creature finishes a long rest after the disease is cured. If the disease reduces the creature's Dexterity to 0, the creature dies. On a successful save, the infected creature instead suffers one level of exhaustion, and, until the disease is cured or the exhaustion is removed, it must succeed on a DC 16 Constitution saving throw to cast a spell with a verbal component. A creature that succeeds on three saving throws recovers from the disease.

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

Magic Weapons. The chain golem's attacks are magical.

ACTIONS

Multiattack. The chain golem makes two Chain attacks.

Chain. *Melee Weapon Attack:* +7 to hit, reach 15 ft., one target. *Hit:* 18 (4d6 + 4) slashing damage, and the target must succeed on a DC 16 Constitution saving throw or contract the *infernal tetanus* disease (see the Infernal Tetanus trait). The target is grappled (escape DC 14) if it is a Large or smaller creature and the golem doesn't have another creature grappled.

Imprison. The chain golem creates a prison of chains around a Medium or smaller creature grappled by it. While imprisoned, the creature is restrained and takes 14 (4d6) piercing damage at the start of each of its turns. The imprisoned creature or a creature within 5 feet of the golem can take an action to free the imprisoned creature. Doing so requires a successful DC 16 Strength check, and the creature making the attempt takes 7 (2d6) piercing damage.

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Golem, Ice

This barrel-chested humanoid has metal straps leading from its shoulders to legs made from the same metal. The metal in its torso holds a block of ice in place.

Created to incapacitate and capture creatures on behalf of its controller, an ice golem follows the target assigned to it until it captures its quarry and returns its controller.

Icy Hunters. Ice golems operate best in cold climates or during winter. While their creation allows them to withstand some heat, they can't carry out their tasks effectively in constant temperatures above 100 degrees Fahrenheit.

Rogue Golems. Uncontrolled ice golems continue following their main directive, but they focus on capturing whenever they have an empty chest cavity. These golems kidnap their victims and deposit their captives relatively unharmed in a location they have declared as their home bases. Fortunately, the golems have no concept of concealing their movement, making them and their targets easy to track.

ICE GOLEM

Large Construct, Unaligned

Armor Class 16 (natural armor)
Hit Points 114 (12d10 + 48)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	18 (+4)	3 (–4)	10 (+0)	1 (–5)

Skills Perception +3, Survival +3
Damage Immunities cold, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantine weapons
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 13
Languages understands the languages of its creator but can't speak
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

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

Ice Cavity. The ice golem's torso is a block of ice that it can liquefy and refreeze, trapping and preserving creatures inside it. If the golem takes 15 fire damage or more on a single turn, the cavity liquefies if it was frozen.

When the cavity is frozen, a creature that touches the golem or hits it with a melee attack while within 5 feet of it takes 9 (2d8) cold damage.

When the cavity is liquefied, a creature within 5 feet of the golem can take an action to pull a petrified creature out of the golem, if the golem has one inside it. Doing so requires a successful DC 16 Strength check, and the creature making the attempt takes 9 (2d8) cold damage.

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

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

Actions

Multiattack. The ice golem makes two Slam attacks, or it makes one Slam attack and uses Preserve Creature.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) bludgeoning damage plus 9 (2d8) cold damage. The target is grappled (escape DC 16) if it is a Medium or smaller creature and the golem doesn't have another creature grappled.

Preserve Creature. The ice golem preserves a Medium or smaller creature grappled by it. The preserved creature can't breathe and is restrained as it starts to freeze. The restrained creature must make a DC 16 Constitution saving throw at the end of its next turn. On a failure, it takes 18 (4d8) cold damage, becomes petrified in ice in the golem's Ice Cavity, and has total cover from attacks and other effects outside the golem. If this damage reduces a creature to 0 hp, the creature automatically becomes stable. A petrified creature removed from the golem's Ice Cavity thaws, ending the petrification, in 1d4 rounds or immediately after taking fire damage.

On a success, the creature takes half the damage and is ejected, landing prone in an unoccupied space within 5 feet of the golem.

If the golem moves, the preserved creature moves with it. The golem can have only one creature preserved at a time. The golem can't use Preserve Creature if its Ice Cavity is frozen.

Reactions

Freeze or Liquefy Cavity. The ice golem freezes or liquefies its Ice Cavity.



Ramnath Nanthakumar (Order : 375303305)

Golem, Origami



A vellum tapestry tears away from its wall mounts, then folds itself into the form of a paper dragon the size of a horse.

Origami golems are exquisitely crafted from fine textiles, such as paper, vellum, papyrus, or starched silks. Origami golems serve well as hidden sentries, appearing as expensive, but innocuous screens, wall hangings, artwork, or floor-coverings until they attack.

Murderous Masterworks. Some creators have a more sinister role in mind for the origami golem. These creatures use the golems as assassins, sneaking the creatures into areas where the intended victim will be, or delivering it as a gift. The golems then attack when opportunity allows.

Origami Golem

Large Construct, Unaligned

Armor Class 15 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 30 ft., fly 40 ft. (in dragon or swan form)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	18 (+4)	5 (–3)	10 (+0)	5 (–3)

Skills Perception +3, Stealth +5

Damage Vulnerabilities fire

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

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

Senses darkvision 60 ft., passive Perception 13

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

Challenge 7 (2,900 XP) **Proficiency Bonus** +3

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

False Appearance (Unfolded Form Only). While the golem remains motionless, it is indistinguishable from an ordinary paper screen, tapestry, or similar flat paper or fabric artwork.

Immutable Form. The golem is immune to any spell or effect that would alter its form, except Fold.

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

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

Standing Leap (Frog Form Only). The golem's long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

Actions

Multiattack. The origami golem makes three Lacerating Strike or Wing Buffet attacks.

Lacerating Strike. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 16 (3d8 + 3) slashing damage.

Wing Buffet (Dragon or Swan Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (3d6 + 3) bludgeoning damage, and the target must succeed on a DC 15 Strength saving throw or be knocked prone.

Hazardous Hop (Frog Form Only). If the golem jumps at least 15 feet as part of its movement, it can then use this action to land on its feet in an unoccupied space it can see. Each creature within 10 of the golem when it lands must make a DC 15 Dexterity saving throw. On a failure, a creature takes 33 (6d10) bludgeoning damage and is knocked prone. On a success, it takes half the damage and isn't knocked prone.

Shredded Breath (Dragon Form Only, Recharge 5–6). The golem exhales a spray of paper fragments in a 30-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw. On a failure, a creature takes 31 (9d6) slashing damage and is blinded until the end of its next turn. On a success, a creature takes half the damage and isn't blinded.

Trumpeting Blast (Swan Form Only, Recharge 5–6). The golem emits a trumpeting blast in a 30-foot cone. Each creature in that area must make a DC 15 Constitution saving throw. On a failure, a creature takes 31 (7d8) thunder damage and is deafened until the end of its next turn. On a success, a creature takes half the damage and isn't deafened.

Bonus Actions

Fold. The golem can fold and reshape its papery body to resemble a Large dragon, a Large swan, or a Medium frog. It can use this bonus action again to unfold into a Large, flat piece of decorative fabric or paper. Its statistics, other than its size, are the same in each form. It reverts to its unfolded form if it dies.

Ramnath Nanthakumar (Order #375303805)

Golem, Tar

Hot, steaming tar rises from a barrel into a roughly humanoid shape with a menacing posture.

There are two basic types of tar golems. The first is made from wood tar, rendered from the wood and roots of pine trees, while the second is made from naturally occurring asphalt, as that found in tar pits or rendered from coal. Other than the source of the tar, both types of golems are identical, with some creators preferring the more floral scent of the wood tar.

Seaside Constructs. Tar golems are typically found aboard ships or on docks, where tar used in waterproofing ships is plentiful. In combat situations, a tar golem can be a surprise defense against boarders and can help stop the spread of fire. Military ships and well-to-do pirates often catapult the golems onto enemy ships to wreak havoc in advance of boarding parties.

Creature of Utility. While a tar golem is of great use in battle, on most ships it has a role in day-to-day life. The golem can waterproof sails and seal planks on the deck or in the hull. A ship's doctor may use a golem to apply tar to a wound to prevent infection or to kill a fungal infection. Its magical nature allows a golem to replenish itself over time, provided it isn't used excessively for such duties.

TAR GOLEM

Medium Construct, Unaligned

Armor Class 14 (natural armor)

Hit Points 119 (14d8 + 56)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	9 (–1)	18 (+4)	7 (–2)	10 (+0)	5 (–3)

Damage Vulnerabilities cold

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

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

Senses darkvision 60 ft., passive Perception 10

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

Challenge 7 (2,900 XP) **Proficiency Bonus** +3

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

Fire Hazard. When the tar golem takes fire damage, it bursts into flame. The golem continues burning until it takes cold damage, is immersed in water, or it uses Quench. A creature that touches the burning golem or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage. While burning, the golem's weapon attacks deal an extra 5 (1d10) fire damage on a hit.

Hardened Tar. If the tar golem takes cold damage in the same round it is reduced to 0 hp, it is paralyzed for 1 minute, remaining alive. If it takes fire damage while paralyzed, it regains a number of hp equal to the fire damage dealt. Otherwise, it dies when the condition ends.

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

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

Magic Weapons. The tar golem's weapon attacks are magical.

Noxious Smoke (Burning Only). While the tar golem is burning, it gives off poisonous fumes. A creature that starts its turn within 5 feet of the burning golem must succeed on a DC 13 Constitution saving throw or be poisoned as long as it remains within 5 feet of the golem and for 1 round after it leaves the area.

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

ACTIONS

Multiattack. The tar golem makes three Slam attacks.

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

BONUS ACTIONS

Draw Flames. The tar golem can extinguish up to a 10-foot cube of nonmagical fire within 5 feet of it, drawing the fire into itself and activating its Fire Hazard trait.

Quench (Burning Only). The tar golem extinguishes any fire on it, deactivating its Fire Hazard trait.



Ramnath Nanthakumar (Order : 375303305)

Gremlin, Bilge

The blue-skinned creature hangs from the rigging, cackling with glee through pointed teeth as it flaps its fin-like ears.

These aquatic fey resemble goblins with scaly, blue skin. When confronted, they use whatever is at hand to defend themselves.

Sinister Stowaways. Bilge gremlins can be found anywhere ships drop anchor, sneaking aboard and making themselves at home. They eat shipboard vermin, but this benefit is outweighed by their cruel pranks and the uncanny failure of mechanical devices in their presence.

Vile and Verminous. Sensing others of their kind, bilge gremlins often board infested ships passing through ports or over reefs. Disease, mishaps, and sabotage can lead crews to abandon ship, leaving the vessel adrift until someone investigates and unknowingly provides the gremlins with a new home.

Gremlin Leaders. If a population of bilge gremlins grows large enough, one bilge gremlin increases in size and power. These bosuns become the de facto leaders.



Bilge Gremlin

Tiny Fey, Chaotic Evil

Armor Class 13
Hit Points 36 (8d4 + 16)
Speed 20 ft., climb 10 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
7 (–2)	17 (+3)	14 (+2)	10 (+0)	9 (–1)	12 (+1)

Skills Sleight of Hand +5, Stealth +5
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 9
Languages Aquan, Sylvan
Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Amphibious. The bilge gremlin can breathe air and water.

Aura of Mechanical Mishap. The bilge gremlin's presence interferes with nonmagical objects that have moving parts, such as clocks, crossbows, or hinges, within 20 feet of it. Such objects that aren't being worn or carried malfunction while within the aura, and, if in the aura for more than 1 minute, they cease to function until repaired. If a creature in the aura uses a nonmagical object with moving parts, roll a d6. On a 5 or 6, weapons such as crossbows or firearms misfire and jam, and other objects cease to function. A creature can take its action to restore the malfunctioning object by succeeding on a DC 13 Intelligence check.

Filth Dweller. The bilge gremlin is immune to disease.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or contract the *sewer plague* disease.

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

Bilge Gremlin Bosun

Small Fey, Neutral Evil

Armor Class 15 (natural armor)
Hit Points 60 (11d6 + 22)
Speed 30 ft., climb 20 ft., swim 30 ft.

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

Skills Sleight of Hand +6, Stealth +6
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 10
Languages Aquan, Sylvan
Challenge 2 (450 XP) **Proficiency Bonus** +2

Amphibious. The bilge gremlin can breathe air and water.

Aura of Mechanical Mishap. As the bilge gremlin, except an object malfunctions on a roll of 4, 5, or 6.

Filth Dweller. The bilge gremlin is immune to disease.

Actions

Multiattack. The bilge gremlin bosun makes one Bite attack and two Makeshift Weapon attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage plus 5 (2d4) poison damage, and the target must succeed on a DC 13 Constitution saving throw or contract the *sewer plague* disease.

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

Ramnath Nanthakumar (Order - 375303305)

Gremlin, Rum Story Keeper

A potbellied gremlin dressed in a dirty tabard, stained ruff collar, tattered cloak, and puffy breeches takes a swig from a jug of foul-smelling rum.

Drunken Celebrities. Story keepers are renowned among rum gremlins (see *Tome of Beasts*) for always being at the center of any major drunken debauchery. They travel to gremlin gatherings then retell them as stories to other gremlins. The stories often include besting rivals in drinking contests and chaotic hijinks for non-gremlins. Rum lords (see *Tome of Beasts 2*) lure story keepers to their courts with promises of rum and fun when seeking to increase their courts' prestige.

Solo Artists. Story keepers don't like to share the spotlight when telling stories. They are notorious for sabotaging and outright attacking other performers—even performers that aren't gremlins. Devious rum lords have been known to summon rival story keepers to court at the same time in hopes of sparking a drinking or storytelling duel for the court's entertainment.

Rum Story Keeper

Tiny Fey, Chaotic Evil

Armor Class 13

Hit Points 38 (7d4 + 21)

Speed 20 ft., climb 10 ft., swim 10 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	16 (+3)	12 (+1)	9 (–1)	16 (+3)

Skills Deception +5, Performance +5, Persuasion +5,

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Common

Challenge 2 (450 XP) **Proficiency Bonus** +2

Aura of Drunkenness. The story keeper radiates an aura of drunkenness to a radius of 20 feet. Each creature that starts its turn in the aura must succeed on a DC 12 Constitution saving throw or be poisoned for 1 hour. A creature that has consumed alcohol within the past hour has disadvantage on the saving throw. While poisoned, a creature falls prone if it tries to move more than half its speed during a turn. A creature that succeeds on the saving throw is immune to the Aura of Drunkenness of all rum gremlins for 24 hours.

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

Actions

Mug Slap. *Melee Weapon Attack:* +5 to hit, range 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage plus 7 (2d6) poison damage.

Rum Splash. *Ranged Weapon Attack:* +5 to hit, range 40/80 ft., one target. *Hit:* 7 (2d6) poison damage.

Drinking Stories. The story keeper tells a story of a rum gremlin celebration. Each story has an initial effect and an additional effect if the story keeper takes a bonus action on its subsequent turns to continue the story. It can stop telling a story at any time, and the story ends if the story keeper is incapacitated. The story keeper can tell only one story at a time. It chooses from the following stories:

- **Tale of Liquid Courage.** Each rum gremlin within 30 feet of the story keeper and that can hear it gains 5 temporary hp for 1 minute. While this tale continues, each rum gremlin that starts its turn within 30 feet of the story keeper has advantage on saving throws against being frightened.
- **Tale of the Bar Room Rush.** Each rum gremlin within 30 feet of the story keeper and that can hear it can use its reaction to immediately move up to its speed. While this tale continues, each rum gremlin within 30 feet of the story keeper can take the Dash or Disengage action as a bonus action on its turn.
- **Tale of the Great Shindig.** Each rum gremlin within 30 feet of the story keeper and that can hear it can use its reaction to immediately shove a Medium or smaller creature. While this tale continues, each rum gremlin within 30 feet of the story keeper has advantage on Strength (Athletics) checks and can shove creatures up to two sizes larger than it.

Spellcasting. The story keeper casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 13):

At will: *prestidigitation*

3/day each: *charm person*, *mirror image*



Ramnath Nanthakumar (Order # 37530305)

Grivid

An orange-skinned ostrich races forward. Something writhes beneath the skin of its bulbous cheeks, and a fluorescent orange worm dangles from its beak.

Grivid are dangerous, ostrich-like predators that roam the savanna, searching for prey to supplement their diet of parasitic worms.

Far-Sighted. A grivid can spot objects and creatures up to 3 miles away from its position. This, combined with its ability to travel quickly over long distances, makes it a feared predator in the savanna.

Guileless. A grivid is incredibly dangerous, but it's not incredibly cunning. If it loses sight of predators or prey for more than minute or two, it's likely to forget they were ever there. A careful or clever foe can easily outwit the grivid.

Worm Food. A grivid's cheeks bulge with plump, orange, parasitic worms. These worms are only encountered near grivid, leading scholars to conclude the worms are part of their life cycle. Some believe the worms are the grivid's larvae. They theorize that despite the grivid's resemblance to an ostrich, it does not lay eggs, instead implanting its larva in the ground for them to mature. The few that survive the grivid's appetite grow into new grivid.



GRIVID

Large Aberration, Neutral

Armor Class 17 (natural armor)
Hit Points 180 (19d10 + 76)
Speed 50 ft.

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

Saving Throws Dex +7, Wis +6
Skills Perception +6
Senses tremorsense 60 ft., passive Perception 16
Languages —
Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Cheek Worm Regrowth. The gravid has twenty worms stored in its cheeks. Used worms regrow when the grivid finishes a long rest.

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

Parasitic Cheek Worm. The grivid produces parasitic worms in its cheeks, and it expels these worms into other creatures when it attacks. The worm burrows into the flesh of the target, and that creature is poisoned while infested with at least one worm. At the start of each of the infested creature's turns, it takes 5 (2d4) poison damage. Any creature can take an action to remove one worm with a successful DC 12 Wisdom (Medicine) check. An effect that cures disease removes and kills one worm infesting the creature. When a grivid dies, all worms currently infesting other creatures die with it, ending the infestation in all infested creatures.

Worm Regeneration. If it has at least 1 hp, the grivid regains 5 hp for each worm infesting another creature at the start of its turn.

Actions

Multiattack. The grivid makes one Bite attack and two Kicks attacks, or it makes three Spit Worm attacks.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one creature. *Hit:* 18 (3d8 + 5) piercing damage plus 7 (2d6) poison damage, and the target must succeed on a DC 16 Constitution saving throw or be infested with a parasitic cheek worm (see the Parasitic Cheek Worm trait), if the grivid has at least 1 cheek worm.

Kick. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 18 (3d8 + 5) bludgeoning damage, and the target must succeed on a DC 16 Strength saving throw or be knocked prone.

Spit Worm. *Ranged Weapon Attack:* +7 to hit, range 20/60 ft., one creature. *Hit:* 13 (3d6 + 3) bludgeoning damage plus 7 (2d6) poison damage, and the target must succeed on a DC 16 Constitution saving throw or be infested with a parasitic cheek worm (see the Parasitic Cheek Worm trait), if the grivid has at least 1 cheek worm.

Bonus Actions

Consume Worms. The grivid consumes up to 3 cheek worms, regaining 5 (2d4) hit points for each worm consumed.

Ramnath Nanthakumar (Order #375303805)

Grolar Bear

Standing on its hind legs, this bear displays its long ivory teeth. It raises its claws menacingly, showing its considerable paws and razor-sharp claws.

A grolar bear is a hybrid between a brown bear and a polar bear whose coats have the fur from both their parents. Grolar bears grow in numbers when their parents share hunting grounds and habitats. Like their parents, they are as comfortable swimming in frigid waters as they are scaling trees, leaving its prey with few sanctuaries.

Alpha Brute. Many wrongly assume that the alpha is the monarch of grolar bears. In fact, these lumbering hulks are the product of arcane experiments that transform modest bears into aggressive killing machines. These magically enhanced alphas can change their fur to match either of its parent bears, allowing it to easily hide in forests or snow—or among other more mundane brown or polar bears.

GROLAR BEAR

Large Beast, Unaligned

Armor Class 14 (natural armor)
Hit Points 68 (8d10 + 24)
Speed 40 ft., swim 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	16 (+3)	2 (–4)	13 (+1)	8 (–1)

Skills Perception +3
Damage Resistances cold
Senses passive Perception 13
Languages —
Challenge 3 (700 XP) **Proficiency Bonus** +2

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

ACTIONS

Multiattack. The grolar bear makes one Bite attack and one Claw attack. If it hits one creature with both attacks, that creature must succeed on a DC 13 Strength saving throw or take 7 (2d6) bludgeoning damage and be knocked prone.

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

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

GROLAR BEAR ALPHA

Large Monstrosity, Unaligned

Armor Class 16 (natural armor)
Hit Points 152 (16d10 + 64)
Speed 40 ft., swim 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+7)	10 (+0)	18 (+4)	2 (–4)	13 (+1)	8 (–1)

Skills Perception +4, Stealth +3
Damage Resistances cold
Senses passive Perception 14
Languages —
Challenge 8 (700 XP) **Proficiency Bonus** +3

Dismembering Strike. If the grolar bear scores a critical hit against a stunned creature, it tears off one of the creature's limbs. A creature is immune to this effect if it is immune to slashing damage.

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

Forest and Snow Camouflage. The grolar bear has advantage on Dexterity (Stealth) checks made to hide in forest terrain while its fur is brown and snowy terrain while its fur is white.

ACTIONS

Multiattack. The grolar bear makes one Bite attack and two Claw attacks. If it hits one creature with two attacks, that creature takes 14 (4d6) bludgeoning damage and must succeed on a DC 15 Constitution saving throw or be stunned until the end of its next turn.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 11 (1d8 + 7) piercing damage.

Claws. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

BONUS ACTIONS

Versatile Coat. The grolar bear changes its fur from white to brown or vice versa.



Ramnath Nanthakumar (Order # 37530305)

Gullkin

As they flap their wings over the ocean surface, birdlike creatures draw back javelins to hurl at their prey below.

Gullkin are birdlike humanoids who live in small, floating homes on the surface of the Elemental Plane of Water. Their strong wings allow them to fly long distances, and their powerful breath pushes their foes across the battlefield.

Aquatic Hunters. While gullkin live on the surface of the water, they hunt for fish, whales, and other seafood living underwater. Gullkin can dive below the surface for short periods of time to hunt their quarry.

Enthusiastic Explorers. Gullkin must seek out new fishing grounds and trading partners to sustain their populations. It is not uncommon to find gullkin pathfinders scouting out new opportunities at ports of call.

Gullkin Outposts. While exploring different planes, the gullkin establish outposts in each location. Those who remain at these outposts trade with the locals, and it's not uncommon for the gullkin to defend their allies when those allies are threatened.



Gullkin

Medium Humanoid (Gullkin), Any Alignment

Armor Class 14 (natural armor)
Hit Points 27 (5d8 + 5)
Speed 20 ft., fly 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	13 (+1)	10 (+0)	12 (+1)	8 (–1)

Skills Nature +2, Survival +3
Senses passive Perception 11
Languages Aquan, Common
Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Hold Breath. The gullkin can hold its breath for 15 minutes.

Actions

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

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one creature. *Hit:* 6 (1d6 + 3) piercing damage.

Tempest Breath (Recharges on a Short or Long Rest). The gullkin exhales a lungful of air in a 15-foot cone. Each creature in that area must succeed on a DC 11 Strength saving throw or be pushed up to 15 feet away from the gullkin.

Gullkin Hunter

Medium Humanoid (Gullkin), Any Alignment

Armor Class 14 (natural armor)
Hit Points 45 (7d8 + 14)
Speed 20 ft., fly 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	15 (+2)	10 (+0)	14 (+2)	10 (+0)

Skills Investigation +2, Nature +2, Perception +4, Survival +4
Senses passive Perception 14
Languages Aquan, Common
Challenge 3 (700 XP) **Proficiency Bonus** +2

Hold Breath. The gullkin can hold its breath for 5 minutes.

Actions

Multiattack. The gullkin hunter makes one Beak attack and one Shortsword attack or two Shortbow attacks.

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

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

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Tempest Breath (Recharges on a Short or Long Rest). The gullkin hunter exhales a lungful of air in a 15-foot cone. Each creature in that area must succeed on a DC 12 Strength saving throw or be pushed up to 15 feet away from the gullkin.

Bonus Actions

Mark Quarry (Recharges on a Short or Long Rest). The gullkin hunter marks a creature as its quarry. Whenever the gullkin hunter hits the marked creature with a weapon attack, it deals an extra 1d6 damage to the target.

Ramnath Nanthakumar (Order - 375303805)

Haakjir

The saber-toothed cat climbed out of the rock, its claws melding into the stone with each step. More glowing eyes appeared behind it as its brethren rose out of the surrounding rock.

The haakjir (pronounced "hock-jur") was created by the deep gnomes by combining traits from earth elementals with saber-toothed tigers to be a guardian for gnomish enclaves.

Elemental Beasts. The haakjirs' elemental heritage gives them significant advantages in the depths of the world, such as dense skin and the ability to meld with stone and earth. They didn't inherit all of the elemental's hardiness and must still eat, sleep, and breathe, preventing them from hiding within stone for long periods of time.

Steadfast Companions. The priestesses of the deep gnome goddess of motherhood, health, and the hearth raise the haakjirs in their subterranean temples. Trained to work singly and in small packs under the command of the priestesses, the haakjir shine when the enclave is alerted to threats. Though bred and trained by priestesses, haakjirs are very social and protective creatures, making them steadfastly loyal companions and valued members of many deep gnome families.

Territorial Protectors. Haakjirs are cunning creatures, and intolerant of any creature that intrudes upon their territory or threatens their wards. A pack of haakjir stalk and observe potentially dangerous intruders by hiding within stone. Haakjirs are trained to attack from above and drop into the center of a group to create maximum confusion. They fight to the death only if a deep gnome or the enclave is in direct danger; in all other circumstances, they retreat when severely injured.

HAAKJIR

Medium Monstrosity, Neutral

Armor Class 15 (natural armor)
Hit Points 52 (8d8 + 16)
Speed 40 ft., burrow 15 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	15 (+2)	5 (–3)	10 (+0)	8 (–1)

Skills Perception +4, Stealth +5, Survival +2
Damage Resistances acid, piercing, slashing
Senses darkvision 120 ft., tremorsense 30 ft., passive Perception 14
Languages understands Undercommon but can't speak
Challenge 3 (700 XP) **Proficiency Bonus** +2

Earth Climb. The haakjir can climb difficult earth or stone surfaces, including upside down on ceilings, without needing to make an ability check.

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

Earthen Claws. The haakjir's claws easily meld through stone and metal. When the haakjir makes a Claw attack against a creature wearing nonmagical metal armor or wielding a nonmagical metal shield, the attack ignores the AC bonus provided by the armor or shield. If the target is a construct made of stone or metal, the attack ignores the AC bonus provided by the target's natural armor, if any.

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

Stone Camouflage. The haakjir has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

ACTIONS

Multiattack. The haakjir makes one Bite attack and two Claw attacks.

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

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



HAAKJIR VARIANT: VEKTYR

It took several generations for the ancient deep gnomes to get a domesticated guardian creature for their enclaves. Vektyrs, early progenitors to the haakjir, were particularly vicious and unsociable. Vektyrs replace the haakjir's Pack Tactics trait with the following trait:

Pounce. If the vektyr moves at least 20 feet straight toward a creature and then hits it with a Claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the vektyr can make one Bite attack against it as a bonus action.

Ramnath Nanthakumar (Order - 375303305)

Hag, Brine



Clawed, spined, and eel-tailed, this scaly, fishlike crone is slick with slime and seaweed and dotted with crusts of barnacles.

The brine hag inhabits coastal regions, lairing in hidden grottoes, shipwrecks, and tidal caves. Sometimes posing as fishers or oyster diggers under hoods or cloaks, they prey on beachcombers, castaways, and fishermen.

Corrupted Beauty. Brine hags were once aquatic fey who were lured into evil doings by evil, primordial entities of the deeps. Whether coerced or tempted, these marine monstrosities have been transformed by their unrepented acts.

Cruel Manipulators. Like the creatures that created them, brine hags regularly manipulate weaker-willed beings, drawing them into wicked intrigues. They delight in corrupting others, reveling as much in those that embrace evil as in the despair of those who regret any actions committed due to the hag's influences.

BRINE HAG

Medium Fey, Lawful Evil

Armor Class 16 (natural armor)

Hit Points 150 (20d8 +60)

Speed 15 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	16 (+3)	14 (+2)	16 (+3)	19 (+4)

Skills Deception +8, Insight +7, Perception +7, Intimidation +8, Persuasion +8

Condition Immunities charmed, poisoned

Senses darkvision 120 ft., passive Perception 17

Languages Aquan, Common, Sylvan

Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Amphibious. The brine hag can breathe air and water.

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

Polluted Aura. The brine hag pollutes the water around her when she is submerged. Each creature in the same water as the hag and that start its turn within 20 feet of the hag must succeed on a DC 16 Constitution saving throw or become poisoned while within the aura and for 1 minute after it leaves. A poisoned creature that starts its turn outside of the aura can repeat the saving throw, ending the effect on itself on a success.

Skilled Submariner. The hag has advantage on Wisdom (Perception) and Wisdom (Survival) checks to find creatures and objects underwater. In addition, she has advantage on Dexterity (Stealth) checks made to hide while underwater.

Speak with Aquatic Creatures. The brine hag can communicate with Beasts and Monstrosities that have a swimming speed as if they shared a language.

ACTIONS

Multiattack. The brine hag makes two Claw attacks and one Tail Slap attack.

Claw. *Melee Weapon Attack:* +7 to hit, range 5 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage plus 7 (2d6) poison damage. The target must succeed on a DC 16 Constitution saving throw or become incapacitated until the end of its next turn. If it fails the saving throw by 5 or more, it is paralyzed instead.

Tail Slap. *Melee Weapon Attack:* +7 to hit, range 5 ft., one target. *Hit:* 16 (2d12 +3) bludgeoning damage, and the target must succeed on a DC 16 Strength saving throw or pushed up to 10 feet away from the hag.

Shriek (Recharge 5–6). The brine hag unleashes a painful screeching in a 30-foot cone. Each creature in the area must make a DC 16 Constitution saving throw. On a failure, a creature takes 33 (6d10) thunder damage and is stunned until the end of its next turn. On a success, a creature takes half the damage and isn't stunned.

Denizens of the Deep (1/Day). The brine hag magically calls four reef sharks, two swarms of quippers, or one Beast of CR 2 or lower that has a swimming speed. The called creatures arrive in 1d4 rounds, acting as allies of the hag and obeying her spoken commands. The Beasts remain for 1 hour, until the hag dies, or until the hag dismisses them as a bonus action.

Spellcasting. The brine hag casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 16):

At will: *minor illusion*

3/day each: *charm person*, *major image*

1/day: *control water*

Ramnath Nanthakumar (Order #37530305)

Hag, Floe

A woman with long, lank hair, green-scaled skin, and elongated fingers hums eerily as it emerges from a hole in the ice.

The floe hag is found in freezing cold seas. People living in the fishing villages of the far north know to limit their time on the ice to avoid a floe hag grabbing them.

Tell-Tale Signs. The floe hag clings to the underside of ice floes and knocks on the ice to attract the attention of hunters and fishermen. When a victim gets too close, the hag seizes it and stashes it inside an extradimensional pocket stitched into the back of her sealskin parka. Once she has a captive, she brings it to her lair beneath the ice.

Eternal Captive. Captives brought to the floe hag's lair are never seen again. Some say the hag is lonely and wants company, freezing the captives into statues for companionship and decoration. Others say she stays young by slowly absorbing her captives' life energy. On rare occasions, a captive that survives an extended stay in the hag's lair transforms into a new floe hag and leaves the lair to claim its own victims and lair.

FLOE HAG

Medium Fey, Neutral Evil

Armor Class 15 (natural armor)

Hit Points 135 (18d8 + 54)

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

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	12 (+1)	12 (+1)	14 (+2)

Skills Deception +5, Stealth +5

Damage Immunities cold

Senses darkvision 60 ft., passive Perception 11

Languages Aquan, Common, Giant

Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Amphibious. The floe hag can breathe air and water.

Ice Walk. The floe hag can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain covered in ice or snow doesn't cost her extra movement.

Actions

Multiattack. The floe hag makes two Claw attacks or three Ice Bolt attacks.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage plus 10 (3d6) cold damage, and the target is grappled (escape DC 15) if the hag doesn't have another creature grappled.

Ice Bolt. *Ranged Spell Attack:* +5 to hit, range 60 ft., one target. *Hit:* 12 (3d6 + 2) cold damage.

Stash. The floe hag stashes a Medium or smaller creature grappled by her or that is incapacitated within 5 feet of her inside an extradimensional pocket in her parka, ending the grappled or incapacitated condition. The extradimensional pocket can hold only one creature at a time.

While inside the pocket, the creature is blinded and restrained, and it has total cover against attacks and other effects outside the pocket. The trapped creature can take its action to escape the pocket by succeeding on a DC 15 Strength check and using 5 feet of movement, falling prone in an unoccupied space within 5 feet of the hag. If the floe hag dies, a trapped creature is freed, appearing in an unoccupied space within 5 feet of the hag's body.

Distracting Knock (Recharge 5–6). The floe hag raps her knuckles on the ice, creating a magical, echoing knock. Each creature within 30 feet of the hag must make a DC 15 Wisdom saving throw. On a failure, a creature takes 21 (6d6) psychic damage and is incapacitated for 1 minute. On a success, a creature takes half the damage and isn't incapacitated. While incapacitated, a creature moves toward the hag by the safest available route on each of its turns, unless there is nowhere to move. An incapacitated creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Spellcasting. The floe hag casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 13):

At will: *minor illusion*, *prestidigitation*

3/day each: *fog cloud*, *sleep*

1/day: *sleet storm*



Ramnath Nanthakumar (Order #37530305)

Hag, Pesta



This hideous crone is wrapped in tattered, black garments and carries a large, wooden rake. Her pale skin is blackened on her nose and fingertips, and her exposed flesh shows open, weeping sores.

Pesta hags, also known as plague hags, are physical manifestations of disease. As a pesta hag wanders, disease spreads in her wake, especially where folk antagonize her. A pesta hag will cure diseases from petitioners that come bearing gifts or even on a whim. The gifts demanded vary widely, depending on the hag's mood. She may demand the grandest horse in a lord's stables, for example, but accept a fresh pear or a scarf full of berries from a poor leper. Or she may turn away both without explanation.

Ghost Ships. Occasionally, a pesta hag takes passage on a vessel. Inevitably, the crew falls victim to disease. If the entire crew succumbs, the ghost ship continues on its course, often with the body of a determined captain slumped over the wheel to keep the vessel on course. When it docks, the pesta hag slips ashore amid the confusion, leaving the ship and its grisly cargo behind.

Pesta Hag

Medium Fey, Chaotic Neutral

Armor Class 17 (natural armor)

Hit Points 105 (14d8 + 42)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	13 (+1)	17 (+3)	15 (+2)

Saving Throws Str +5, Wis +5

Skills Intimidation +4, Medicine +5, Perception +5, Stealth +4

Damage Vulnerabilities radiant

Damage Resistances necrotic, poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 15

Languages Common, Giant, Sylvan

Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Disease Sense. The pesta hag can pinpoint the location of poisoned creatures or creatures suffering from a disease within 60 feet of her and can sense the general direction of such creatures within 1 mile of her.

Pestilence Aura. At the start of each of the pesta hag's turns, each creature within 10 feet of her takes 4 (1d8) poison damage. If a creature remains within the aura for more than 1 minute, it must succeed on a DC 13 Constitution saving throw or contract a disease of the hag's choice. The disease's saving throw DC is 13, regardless of the disease the hag chooses.

Plague Carrier. The pesta hag is immune to diseases.

Actions

Multiattack. The pesta hag makes two Pestilence Rake or Poison Bolt attacks.

Pestilence Rake. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 5 (2d4) necrotic damage. The target must succeed on a DC 13 Constitution saving throw or its hp maximum is reduced by an amount equal to the necrotic damage taken, and it contracts *sewer plague*, *sight rot*, or another disease of the pesta hag's choice. The disease's saving throw DC is 13, regardless of the disease the hag chooses.

Poison Bolt. *Ranged Spell Attack:* +5 to hit, range 120 ft., one target. *Hit:* 12 (2d8 + 3) poison damage.

Curative Touch (3/Day). The pesta hag touches another creature. The target magically regains 10 (2d8 + 1) hp and is freed from any disease or poison afflicting it.

Summon Plague Rats (1/Day). The pesta hag magically calls 1d3 swarms of rats. The called rats arrive in 1d4 rounds, acting as allies of the hag and obeying her spoken commands. The swarms carry a terrible disease. If a creature takes damage from the swarm's Bites, it must succeed on a DC 10 Constitution saving throw or contract the disease. Until the disease is cured, the creature can't regain hp except by magical means, and the target's hp maximum decreases by 3 (1d6) every 24 hours. If the creature's hp maximum drops to 0 as a result of this disease, it dies. The rats remain for 1 hour, until the hag dies, or the hag dismisses them as a bonus action.

Ramnath Nanthakumar (Order # 37530305)

Hag, Wood

In the rainforest's mist-draped half-light, a rotting, mossy tree stump mutters to itself. The decomposing mass rises, unfolding from its camouflage of ferns, mosses, and mulch, revealing the short, powerfully-built crone underneath.

The wood hag resembles a disheveled, ancient woman. The hag's pallid skin is mottled by patches of mold and clusters of tiny mushrooms. Her clothing consists of draped mosses, lichens, and fern fronds, and it crawls with slugs, grubs, and earthworms.

Witch of the Wilds. Wood hags haunt fog-wreathed rainforests, steaming, mountain-top jungles, and murky mangrove swamps. Their homes are moist, moldering places of fern and fungus, snail, and shadow. Wood hags carve out lairs within great, rotting logs, build camouflaged treehouses, or dig rabbit-like warrens into forest floors.

Monstrous Matron. Wood hags are friends to cueyatl (see *Creature Codex*), shambling mounds, and similar denizens of the dark and damp areas in which they live. Wood hags also create allies and servants from available materials, constructing witchalders (see page 394) and mud golems (see *Creature Codex*) to do their bidding.

WOOD HAG

Medium Fey, Neutral Evil

Armor Class 16 (natural armor)
Hit Points 170 (20d8 + 80)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	18 (+4)	12 (+1)	21 (+5)	15 (+2)

Saving Throws Str +7, Con +8, Wis +9
Skills Deception +6, Perception +9, Stealth +6, Survival +9
Damage Immunities poison
Condition Immunities charmed, poisoned
Senses darkvision 60 ft., passive Perception 19
Languages Common, Elvish, Sylvan
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

One with the Woods. While the hag remains motionless in forest terrain, she is indistinguishable from an old, decomposing log or tree stump.

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

Speak with Beasts and Plants. The wood hag can communicate with Beasts and Plants as if they shared a language.

Woodland Walk. Difficult terrain composed of plants doesn't cost the wood hag extra movement. In addition, she can pass through plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard.

Actions

Multiattack. The wood hag makes two Claw or Toxic Splinter attacks.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage plus 18 (4d8) poison damage.

Toxic Splinter. *Ranged Spell Attack:* +9 to hit, range 60 ft., one target. *Hit:* 7 (1d4 + 5) piercing damage plus 18 (4d8) poison damage, and the target must succeed on a DC 16 Constitution saving throw or be poisoned for 1 minute. While poisoned in this way, the target is paralyzed. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. A creature within 5 feet of the target can take its action to remove the splinter with a successful DC 13 Wisdom (Medicine) check, ending the poisoned condition on the target.

Spellcasting. The wood hag casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability (spell save DC 17):

At will: *charm person*, *entangle*
3/day: *plant growth*
1/day: *contagion*

Bonus Actions

Nettling Word. The wood hag heckles, mocks, or jeers at one creature she can see within 30 feet of her. If the creature can hear and understand the hag, it must succeed on a DC 16 Charisma saving throw or become enraged until the end of its next turn. While enraged, a creature has advantage on melee attack rolls, is unable to distinguish friend from foe, and must move to and attack the nearest creature other than the hag. If no other creature is near enough to move to and attack, the enraged creature stalks off in a random direction. Attack rolls against an enraged creature have advantage.



Ramnath Nanthakumar (Order # 37530305)

Harpy, Plague



The creature combines the body of a woman with the head, wings, and talons of a giant vulture. It perches silently, head cocked to the side, studying its surroundings.

The plague harpy is a carrion eater and an aggressive plague carrier. They are found anywhere bodies accumulate, especially those that are diseased.

Patiently Awaiting Death. A plague harpy likes its meals dead, and preferably rotten and diseased. The harpies are perfectly content to infect individuals, leaving the creatures otherwise unmolested, and allow them to return to their loved ones. Plague harpies sow the seeds of disease today in the hopes of reaping greater rewards tomorrow.

Pain of the Dying. The dirge sung by plague harpies sounds different to each person that hears it and is accompanied by telepathic images of dying friends and family. The harpies hope to instill a state of sorrow and grief with the dirge, making their victims more susceptible to illness.

PLAGUE HARPY

Medium Monstrosity, Neutral Evil

Armor Class 15 (natural armor)
Hit Points 142 (19d8 + 57)
Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	17 (+3)	11 (+0)	14 (+2)	16 (+3)

Skills Perception +5, Stealth +5
Damage Resistances necrotic, poison
Condition Immunities poisoned
Senses blindsight 90 ft., passive Perception 15
Languages Common
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Limited Telepathy. The plague harpy can magically transmit simple messages and images to any creature within 90 feet of it that can understand a language. This form of telepathy doesn't allow the receiving creature to telepathically respond.

Virulence. A creature infected with *harpy's plague* becomes contagious 24 hours after contracting the disease. When a creature starts its turn within 5 feet of the contagious target, that creature must succeed on a DC 15 Constitution saving throw or also contract the *harpy's plague* disease.

Actions

Multiattack. The harpy uses Dirge. It then makes one Bite attack and two Talons attacks, or it makes three Sorrowful Caw attacks. If the harpy hits one Medium or smaller creature with two Talons attacks, the target is grappled (escape DC 15). Until this grapple ends, the harpy can automatically hit the target with its Talons, and the harpy can't make Talons attacks against other targets.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) piercing damage plus 7 (2d6) necrotic damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or contract the *harpy's plague* disease. If the target is disheartened and contracts *harpy's plague*, its hp maximum is reduced by an amount equal to the necrotic damage taken. Until the disease is cured, the target can't regain hp except by magical means, and the target's hp maximum decreases by 10 (3d6) every 24 hours. If the target's hp maximum drops to 0 as a result of this disease, the target dies.

Talons. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (2d10 + 3) slashing damage.

Sorrowful Caw. *Ranged Spell Attack:* +6 to hit, range 90 ft., one target. *Hit:* 13 (3d6 + 3) psychic damage.

Dirge. The harpy telepathically sings a mournful hymn and projects images of sickly and dying loved ones in the mind of one creature it can see within 90 feet of it. The target must succeed on a DC 15 Wisdom saving throw or be disheartened for 1 minute. While disheartened, a creature has disadvantage on saving throws against being poisoned or contracting a disease. The disheartened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Ramnath Nanthakumar (Order - 375303805)

Harvest Horse

Weld the front half of an iron horse to a small, patchwork plow, add short blades on either side of the plow, and either a farmer or a necromancer is ready to harvest.



Harvest horses are patchwork constructs made as autonomous plows and crop-harvesters. They are forged from scrap iron and broken farming equipment, reassembled by a village blacksmith, then enchanted by apprentices or local mystics. The resulting constructs vary wildly in cost, appearance, and functionality but take the form of an iron horse bolted to a plow or wagon.

Rural Constructs. Harvest horses are far less sophisticated than the intricate creations favored by nobles or powerful spellcasters. While still expensive for a farmer, their makeshift construction and their animating enchantments means that a good harvest, a reasonable investment, or a loan is often enough to commission one. Once purchased, a harvest horse performs the work of an ox, horse, or donkey without needing food or sleep, getting sick, dying of old age, or being eaten by wolves and monsters. Even a damaged and destroyed harvest horse can be repaired relatively simply. Maintaining a harvest horse can mean the difference between a family slowly losing what little it has and real stability.

Maintenance Issues. The harvest horse's simplicity works against it. Harvest horses lack the sophistication of their more expensive counterparts and are more prone to malfunction. They require more supervision than an ox, because they can't navigate broken terrain, lack even bestial intelligence, occasionally fail to recognize commands, and misidentify fences, clumps of dirt, or living things as crops. Without frequent repair or adjustments, a malfunctioning harvest horse can become as much of a threat as a pack of wolves.

Bandit Tools. Not all who build or buy a harvest horse have good intentions. A harvest horse may not be a capable combatant, but it can drag an enormous load and is more durable than most living livestock. Bandits, town militias, necromancers, and desperate adventurers have been known to steal these constructs, hitch wagons to them, and use them as an improvised chariot or as a tool in grave-robbing. The most ambitious attach small ballista to them, while the more restrained use them as a disruptive and unreliable form of heavy cavalry.

HARVEST HORSE

Large Construct, Unaligned

Armor Class 13 (natural armor)

Hit Points 37 (5d10 + 10)

Speed 50 ft.

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

Saving Throws Str +4

Damage Immunities poison, psychic

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

Senses passive Perception 6

Languages —

Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Beast of Burden. The harvest horse is considered one size larger for the purpose of determining its carrying capacity.

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

Poor Traversal. The harvest horse must spend two additional feet of movement to move through difficult terrain instead of one additional foot.

Siege Monster. The harvest horse deals double damage to objects and structures.

ACTIONS

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

Harvester's Stampede (Recharge 5–6). The harvest horse moves up to its speed in a straight line and can move through the space of any Large or smaller creature. The first time the harvest horse enters a creature's space during this move, that creature must make a DC 12 Dexterity saving throw. On a failure, it takes 7 (2d6) slashing damage and is knocked prone. On a success, it takes half as much damage and isn't knocked prone. When the harvest horse moves in this way, it doesn't provoke opportunity attacks.

Ramnath Nanthakumar (Order #37530305)

Herd Skulker

A rangy, emaciated wolf with a piebald hide wanders among the cows, its mouth slobbering with hunger. Disturbingly, the cows treat it as one of their own.

Even a lone wolf can be devastating to a farmer's livelihood—the sheep, horses, cows, goats, chickens, and other livestock that make up their flock. When that wolf is preternaturally clever and can hide among its prey, rooting it out can be an endless nightmare. Herd skulkers can change forms in the blink of an eye, making makes them particularly difficult to identify, both for animals and people.

Cowardly and Cruel. Herd skulkers are cowards. The moment they feel threatened, they turn tail and run. But they always come back, and this threat haunts the dreams of farmers who have seen them in action. Like a wolf, a herd skulker is hungry, but unlike a wolf, it is also cruel. It delights in tormenting farmers, slowly picking off the animals of their herd, sometimes right in front of their eyes.

Hiding in Plain Sight. A herd skulker projects a calming enchantment on domesticated animals, lulling them into complacency. They typically don't discover a predator is among them until it is too late. The skulker is also adept at deceiving farmers into thinking it is one of their animals, even after the herd has sensed its presence.

Isolation. Herd skulkers prefer to attack stragglers in the herd, minimizing their chance of exposure. Even animals near the herd skulker remain oblivious to its presence if they do not see it acting aggressively.

HERD SKULKER

Medium Monstrosity (Shapechanger), Neutral Evil

Armor Class 15 (natural armor)

Hit Points 45 (6d10 + 12)

Speed 50 ft.

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

Skills Deception +5, Perception +3, Stealth +5

Condition Immunities charmed

Senses passive Perception 13

Languages —

Challenge 1 (200 XP) **Proficiency Bonus** +2

Herd-Hidden (Herd Animal Form Only). The herd skulker has advantage on Dexterity (Stealth) and Charisma (Deception) checks to blend into the herd or convince those observing the herd that it is part of the herd.

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

One of the Herd. A domesticated herd animal, such as a cow, horse, sheep, or chicken, that can see the herd skulker treats it as a member of the herd, regardless of the form the skulker takes. When such an animal sees a herd skulker attack or feed, it becomes immune to the herd skulker's One of the Herd for the next 24 hours, acting as it normally would when confronting a predator. Creatures immune to the charmed condition are immune to this trait.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.



BONUS ACTIONS

Change Shape. The herd skulker transforms into a Large or smaller domesticated herd animal it can see, such as a cow, horse, sheep, or chicken, or back into its true, canine form. Its statistics, other than its size, are the same in each form. It reverts to its true form if it dies.

Nimble Escape. The herd skulker takes the Disengage or Hide action.

Ramnath Nanthakumar (Order #37530305)

Hinderling

A stooped and paunchy old man in shabby clothing scowls, eyes blazing with spite. Pilfered household objects dangle from his overstuffed pockets, and he interrupts nearby conversations with prodigious bouts of roaring flatulence.

A hinderling is a miserable fey brought into the world by a hag's curse to sow frustration and spite in a victim's life.

Gradual Misfortunes. A hinderling's harrying starts with stealing small objects, then it sets up "accidental" traps in the victim's home and ends with stealing vital tools and supplies while taunting its victim with bad luck. Hinderlings add insult to injury by periodically screaming obscenities or making obnoxious bodily noises, drawing unwanted attention to the victim, interrupting their rest, or causing an embarrassing social faux pas.

Fickle Fey. Though called by a hag's curse, a hinderling is not beholden to the hag that summoned it, and the hinderling torments its victim only as long as it finds the victim's misery entertaining. A hinderling's victim can also bribe the fey with a pint of ale, some copper pieces, and a humiliating apology. The victim can forgo the apology if they give the hinderling the name of someone the victim truly despises, providing the fey with a new target for their antics.



HINDERLING

Small Fey, Chaotic Neutral

Armor Class 13

Hit Points 13 (3d6 + 3)

Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	13 (+1)	9 (–1)	15 (+2)	13 (+1)

Saving Throws Wis +4, Cha +3

Skills Perception +4, Sleight of Hand +5, Stealth +7

Senses darkvision 60 ft., passive Perception 14

Languages Common, Sylvan

Challenge 1/4 (50 XP)

Aura of Misfortune. Each creature within 15 feet of the hinderling treats any roll of a 20 on an attack roll as a 19 and can't gain the benefit of advantage on ability checks, attack rolls, and saving throws.

Rejuvenation. While the hinderling curse remains on a victim, a slain hinderling returns to life in 1 day, regaining all its hp and becoming active again. The hinderling appears within 100 feet of the victim.

Actions

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

Hurl Stolen Belonging. *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage.

Mad Dash. The hinderling moves up to twice its speed and can move through the space of any creature that is Medium or larger. When the hinderling moves through a creature's space, the creature must succeed on a DC 13 Dexterity saving throw or fall prone. This movement doesn't provoke opportunity attacks.

Bonus Actions

Nimble Escape. The hinderling takes the Disengage or Hide action.

Reactions

Run and Hide. When a creature the hinderling can see targets it with a weapon attack, the hinderling chooses another creature within 5 feet it to become the target of the attack, then it moves up to half its speed without provoking opportunity attacks.

Hinderling Curse

Any hag can curse a creature with a hinderling, and such curses are typically reserved for those who slighted the hag enough to annoy her but not enough to drive her to violence. The cursed creature can bribe the hinderling to leave it alone, though no hinderling accepts a bribe within the first 24 hours of being set on a victim. A ***remove curse*** spell cast on the victim prevents the hinderling from appearing for one day, but only an acceptable bribe or a ***wish*** spell permanently removes the hinderling and its associated curse. While the curse is active, the hinderling knows the exact location of its victim. The hag placing the curse determines its duration, though a hinderling curse always ends when the hag who placed it dies.

Ramnath Nanthakumar (Order # 37530305)

Hippopotamus

The boulder-sized creature waddles out of the water, and strolls down the riverbank. Suddenly, it rushes forward, swift as a horse despite its massive bulk. Its jaws swing open, revealing curved tusks and bone-crushing molars.

A hippopotamus is a massive, aquatic herbivore with a truly terrible attitude. Hippopotamuses are territorial and reflexively aggressive, often chasing down and killing humanoids in their territory. Their massive, powerful jaws work with long, curved tusks, and their enormous bodies are resistant to attack. They are social creatures, often gathering in sieges of up to thirty members. They eat short grasses along riverbanks as well as aquatic plants.

Misleading Appearance. Hippopotamuses seem cute and sedentary at first glance. They're pleasantly rotund, vocalize constantly, and look slow, harmless, and focused on eating grass. Unfortunately, they can run fast, their bite crushes bone, and they view any infringement on their territory as an invitation to murder. The largest weigh up to 6,000 pounds.

River Monsters. The rivers are never safe in hippopotamus territory. Though slow swimmers, they often sink deep beneath the water then ambush swimmers or small boats in lethal attacks. While not stealthy, the muddy waters they call home easily conceal even the largest hippopotamus, leaving little sign of their presence. River boat captains in hippo territory know to turn around if they spot wiggling ears emerging from the water's surface.

Failed Domesticates. There have been many attempts to domesticate hippopotamuses, either as beasts of burden or livestock. Some druids have made them loyal through nature magic, but even these hippos are compliant only as long as the magic continues. The symbiotic relationships and long-term loyalty druids enjoy with other animals are pointedly missing. Mundane attempts at domestication have universally failed, occasionally with unfortunate side effects. Hippos introduced to river and marshlands far beyond their natural range by would-be ranchers or ambitious warlords keeping them as "pets" have made the waters more dangerous for anyone traveling there.

Divine Ascension. Some hippopotamuses ascend to a divine state upon their deaths, gaining gold markings on their hide and often growing to even greater size. Scholars have yet to pinpoint the reason particular hippopotamuses are chosen for ascension. These sacred hippopotamuses are divine guardians of temples and holy sites in areas where hippopotamuses are common; sometimes priests live in harmony with sacred hippos in these temples and shrines, though just as often the site is abandoned or remote. The divine blessings do nothing to change the animals' territorial attitudes.

Sacred Protectors. Sacred hippos recognize and are much less aggressive toward priests of their deity and pilgrims to the sacred site they are tasked to protect. Sacred hippopotamuses serving good-aligned deities may even provide pilgrims food and guidance along their journey before returning to guard duty. Anyone who threatens a pilgrim in a sacred hippopotamus's presence, no matter how minor or justified the offense is, can expect swift retribution. In rare cases, temple acolytes may confront the hippopotamus and if a young acolyte is particularly rude to a pilgrim.

Worryingly Clever. All hippos can be clever, but sacred hippos know exactly how to exploit their abilities against potential foes. They might lure trespassers into natural hazards, set off a temple's traps to snare trespassers, or ambush trespassers from hidden rooms, sacred pools, or shaded alcoves.

HIPPOPOTAMUS

Large Beast, Unaligned

Armor Class 14 (natural armor)

Hit Points 76 (9d10 + 27)

Speed 40 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	7 (–2)	16 (+3)	2 (–4)	11 (+0)	4 (–3)



Ramnath Nanthakumar (Order # 37530305)



Skills Athletics +7, Intimidation +1
Senses passive Perception 10
Languages —
Challenge 3 (700 XP)
Proficiency Bonus +2

Hold Breath. The hippopotamus can hold its breath for 10 minutes.

ACTIONS

Gore. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) piercing damage.

Thunderous Bray (Recharge 5–6). The hippopotamus emits a resounding bray in a 15-foot cone. Each creature in that area must make a DC 13 Constitution saving throw. On a failure, a creature takes 14 (4d6) thunder damage and is incapacitated until the end of its next turn. On a success, a creature takes half the damage and isn't incapacitated.

SACRED HIPPOPOTAMUS

Huge Celestial, Any Alignment (As Its Deity)
Armor Class 16 (natural armor)
Hit Points 114 (12d12 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	7 (–2)	16 (+3)	7 (–2)	18 (+4)	13 (+1)

Saving Throws Wis +7, Cha +4
Skills Athletics +8, Intimidation +7, Perception +7
Damage Resistances necrotic, radiant
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses darkvision 120 ft., passive Perception 17
Languages Celestial, telepathy 60 ft.
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Divine Awareness. The sacred hippopotamus knows if it hears a lie.

Divine Jaws. The sacred hippopotamus's weapon attacks are magical. When the hippopotamus hits with a Gore attack, the Gore deals an extra 2d8 necrotic damage or radiant damage (included in the attack), the hippopotamus's choice.

Hold Breath. The sacred hippopotamus can hold its breath for 30 minutes.

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

Sacred Guardian. The sacred hippopotamus can pinpoint the location of an agent or worshiper of an opposing deity or a creature with ill intent toward the hippopotamus's sacred site within 120 feet of itself. In addition, the hippopotamus can sense when such a creature moves within 100 feet of the site and can sense the general direction of such creatures within 1 mile of the site.

ACTIONS

Gore. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 23 (4d8 + 5) piercing damage plus 9 (2d8) necrotic damage or radiant damage (the hippopotamus's choice).

Divine Cacophony (Recharge 5–6). The sacred hippopotamus opens its jaws and releases a cacophony of otherworldly screams, songs, and roars from the Upper or Lower Planes in a 30-foot cone. Each creature in that area must make a DC 15 Constitution saving throw. On a failure, a creature takes 21 (6d6) necrotic damage or radiant damage (the sacred hippopotamus's choice) and is stunned until the end of its next turn. On a success, a creature takes half the damage and isn't stunned.

Healing Rumble (2/Day). The sacred hippopotamus touches another creature with its snout as it hums a tone that reverberates through its jaw. The target magically regains 10 (3d6) hp and is freed from any disease, poison, blindness, or deafness.

BONUS ACTIONS

Protector's Step. The sacred hippopotamus magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space within its sacred site or within 30 feet of the exterior of its sacred site. Swirls of golden light or tendrils of inky shadow (the hippopotamus's choice) appear at the origin and destination when it uses this bonus action.

Ramnath Nanthakumar (Order #375303805)

Hirudine Stalker

This pale, flabby, leech-like creature props itself up on two thin arms. Its smooth, eyeless head is mostly a mouth containing rings of needle teeth.

Hirudine stalkers inhabit the deepest, most inhospitable jungles and swamps. They prey on all living creatures, but humanoids are their favorite prey.

Strong Social Order. Each hirudine stalker is a member of a family with a single elder, called a primal. Because hirudine stalkers reproduce asexually, with each family produced from a single elder hirudine stalker, all members of a family are clones of the primal. All hirudine stalkers work together for the benefit of the family, their telepathic communication allowing them to act as if sharing a single mind.

Ambush Tactics. Hirudine stalkers stalking their prey with great patience, observing from the shadows. They are glad to let other dangers exhaust their prey's strength, while sniping with tooth attacks, waiting for right moment for a final confrontation.

Flying Teeth. The hirudine stalker can fire its teeth as projectiles, after coating them with one of several venoms it produced. The strange anatomy of the hirudine stalker allows its muscles to launch teeth, then bring the inner rings of teeth in its mouth forward to fill empty spaces, providing a practically unlimited amount of ammunition.

HIRUDINE STALKER

Medium Monstrosity, Neutral Evil

Armor Class 13

Hit Points 52 (8d8 + 16)

Speed 30 ft., climb 20 ft., swim 30 ft.

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

Saving Throws Con +4, Wis +4

Skills Perception +4, Stealth +5, Survival +4

Damage Vulnerabilities psychic

Damage Resistances necrotic, poison

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 14

Languages Common, telepathy 120 ft. (only with other hirudine stalkers)

Challenge 2 (450 XP) **Proficiency Bonus** +2

Amphibious. The hirudine stalker can breathe air and water.

Blood Scent. The hirudine stalker has advantage on Wisdom (Perception) and Wisdom (Survival) checks to find or track a creature that doesn't have all its hp.

ACTIONS

Multiattack. The hirudine stalker makes two Bite or Spit Tooth attacks.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) piercing damage plus 3 (1d6) necrotic damage, and the hirudine stalker regains hp equal to the necrotic damage dealt.

Spit Tooth. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 8 (2d4 + 3) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or suffer one of the following effects (the hirudine stalker's choice):

Anesthetic. On a failed save, the target is unaware of any damage it takes from the hirudine stalker's Spit Tooth attack for 1 hour, but it is still aware of other sources of damage.

Debilitating. On a failed save, the target is incapacitated until the end of its next turn. If the target fails the saving throw by 5 or more, it also suffers one level of exhaustion. A creature can't suffer more than three levels of exhaustion from this attack.

Magebane. On a failed save, the target has disadvantage on Constitution saving throws to maintain its concentration for 1 hour. If the target fails the saving throw by 5 or more, it also loses its lowest-level available spell slot.

BONUS ACTIONS

Hidden Predator. The hirudine stalker takes the Hide action.



Ramnath Nanthakumar (Order - 375303805)

Howler of the Hill

While its body is distinctly feline, the creature's slender, articulated paws are all wrong, more like the paws of a rat with oversized, razor-sharp claws.

The howler of the hill is a powerful extraplanar predator from unseen corners of the Void. Fiendishly cunning and monstrously feral, it haunts locales of occult significance or arcane power. The howler of the hill can be described as a gruesome mélange of great cat and rodent, with a humanoid face and a forked prehensile tail. Its entire odious form is covered in a hairless, rubbery skin.

Summoner's Bane. The first howler of the hill was the result of an eldritch conjuration gone wrong, and indeed it loves to exact revenge upon headstrong diabolists and summoners who delve too deeply into forbidden lore. Its innate supernatural ability to shift between worlds makes the howler of the hill a troublesome creature to kill or capture.

HOWLER OF THE HILL

Large Aberration, Neutral Evil

Armor Class 18 (natural armor)

Hit Points 178 (21d10 + 63)

Speed 50 ft., climb 30 ft.

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

Saving Throws Int +8, Wis +9, Cha +9

Skills Athletics +8, Intimidation +9, Perception +9, Stealth +11

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

Damage Immunities psychic

Condition Immunities charmed, frightened

Senses truesight 120 ft., passive Perception 19

Languages understands Abyssal, Common, Infernal, and Void Speech but can't speak, telepathy 120 ft.

Challenge 14 (11,500 XP) **Proficiency Bonus** +5

Hungry Void Traveler. The howler of the hill doesn't require air, drink, or sleep.

Inscrutable. The howler is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain the howler's intentions or sincerity have disadvantage.

Actions

Multiattack. The howler of the hill uses Gloaming Howl. It then makes three Claw or Psychic Bolt attacks.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) slashing damage plus 13 (3d8) psychic damage.

Psychic Bolt. *Ranged Spell Attack:* +9 to hit, range 120 ft., one target. *Hit:* 26 (5d8 + 4) psychic damage.

Gloaming Howl. The howler emits a magical howl that changes in melody and frequency, depending on the light surrounding the howler. Each creature of the howler's choice that is within 120 feet of it and can hear the howl must succeed on a DC 18 Wisdom saving throw or succumb to the effects of one of the following howls. If a creature's saving throw is successful or the howl's effect ends for it, the creature is immune to that particular howl for the next 24 hours.

- **Bright Howl.** When the howler is in bright light, each target that fails the saving throw is incapacitated until the end of its next turn.
- **Dim Howl.** When the howler is in dim light, each target that fails the saving throw is stunned until the end of its next turn.
- **Dark Howl.** When the howler is in darkness, each target that fails the saving throw drops whatever it is holding and is paralyzed with fear for 1 minute. A paralyzed creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Otherworldly Hunter. The howler can transport itself to a different plane of existence. This works like the *plane shift* spell, except the howler can affect only itself and can't use this action to banish an unwilling creature to another plane.



Ramnath Nanthakumar (Order #37530305)

Hvalfiskr



The massive being breaches the ice, twisting through frigid water and revealing a blue-skinned upper body merged with the tail of a huge whale. It sang a mind-numbing song and twirled an anchor at the end of a barnacled chain.

Giantkin of the cold seas, the hvalfiskr are massive in size, few in number, and capable of transforming themselves into whales. In battle, hvalfiskr are as ferocious and mercurial as wintry squalls.

Whale Guardians. Hvalfiskr see themselves as guardians of cold seas and whales. Explorers and merchants find them excellent sources of information about the regions they inhabit, but whalers find them terrifying. When a ship enters a hvalfiskr's territory, the giant follows the ship to determine its destination and purpose, singing entrancing songs to drive sailors mad.

HVALFISKR

Huge Giant (Shapechanger), Lawful Neutral

Armor Class 16 (natural armor)

Hit Points 275 (22d12 + 132)

Speed 40 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	17 (+3)	22 (+6)	10 (+0)	14 (+2)	18 (+4)

Saving Throws Dex 8, Int +5, Wis +7, Cha +9

Skills Athletics +11 Perception +7, Performance +9

Damage Immunities cold, lightning, thunder

Condition Immunities exhaustion

Senses blindsight 120 ft. (whale form only), darkvision 120 ft. passive Perception 17

Languages Aquan, Common, Giant

Challenge 15 (13,000 XP) **Proficiency Bonus** +5

Echolocation (Whale Form Only). The hvalfiskr can't use its blindsight while deafened.

Hold Breath. The hvalfiskr can hold its breath for 1 hour.

Speak with Cetaceans. The hvalfiskr can communicate with dolphins, porpoises, and whales as if they shared a language.

Actions

Multiattack. The hvalfiskr makes four Bite or Slam attacks, or it makes three Chained Anchor attacks.

Bite (Whale Form Only). *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 23 (5d6 + 6) piercing damage.

Chained Anchor (Giant or Hybrid Form Only). *Melee or Ranged Weapon Attack:* +11 to hit, reach 15 ft. or range 30/60 ft., one target. *Hit:* 28 (5d8 + 6) bludgeoning damage, and the anchor hooks around the target. While hooked by the anchor, the target and the hvalfiskr can't move further than 60 feet from each other. A creature, including the target, can take its action to detach the anchor by succeeding on a DC 19 Strength check. Alternatively, the anchor's chain can be attacked and destroyed (AC 18; hp 50; vulnerability to thunder damage; immunity to piercing, poison, and psychic damage), dislodging the anchor into an unoccupied space within 5 feet of the target and preventing the hvalfiskr from using Reel Anchor.

Slam. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 24 (4d8 + 6) bludgeoning damage.

Whale Song (Recharge 5–6). The hvalfiskr sings a magical melody. Each hostile creature within 60 feet of the hvalfiskr that can hear the song must make a DC 17 Wisdom saving throw. On a failure, a creature takes 45 (10d8) psychic damage and is charmed for 1 minute. On a success, a creature takes half the damage and isn't charmed. A charmed creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature fails the saving throw by 5 or more, it also suffers short-term madness.

Bonus Actions

Change Shape. The hvalfiskr transforms into a Huge frost giant, a Huge whale, or back into its true form, which is a whale-giant hybrid. Its statistics are the same in each form. Any equipment it is wearing or carrying transforms with it. It reverts to its true form if it dies.

Reel Anchor. The hvalfiskr pulls on the chain connected to its anchor, returning the anchor to its empty hand. If the anchor is hooked around a creature, that creature must succeed on a DC 19 Strength saving throw or be pulled up to 30 feet toward the hvalfiskr.

Ramnath Nanthakumar (Order - 375303805)

Ibexian



A massive ram with glowing red eyes and flaming hooves scorches the air as it leaps.

Demonic generals employ ibexians as fiendish shock troops when subtlety and stealth are immaterial. Often found in pairs or groups, ibexians hurl themselves at their foes and each other with equal gusto, leaving fiery calamity in their wakes.

Coordinated Chaos. Periodically, one or more ibexians hurl themselves at the same foe. The fireball they create on impact is greater in intensity for each ibexian that participates. Large groups of ibexians can vaporize clusters of foes this way.

Friendly Competition. Even when ibexians cooperate, they compete. Their favorite pastime is leaping at each other and butting horns, testing their comrades. If there is a foe in between them when they crash into each other, even better.

Deadly When Injured. Enemies of demonic hordes must be careful when ibexians appear. Ibexian blood is as fiery as the flames covering their hooves, and ibexians become deadlier as they shed blood, spraying fire on those nearby. For this reason, foes often avoid wide-spread attacks against ibexians, for fear of accidentally spreading fire. Particularly crafty demon generals deploy groups of deliberately wounded ibexians, surprising their enemies with the fiery spray that follows.

Ibexian

Large Fiend, Chaotic Evil

Armor Class 15 (natural armor)
Hit Points 119 (14d10 + 42)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	17 (+3)	6 (–2)	14 (+2)	7 (–2)

Saving Throws Str +7, Con +6
Skills Athletics +8, Perception +5
Damage Resistances cold, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 15
Languages understands Abyssal but can't speak
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Fiery Blood. When the ibexian takes damage, each creature within 5 feet of it must succeed on a DC 15 Dexterity saving throw or take 3 (1d6) fire damage. The fire ignites flammable objects within 5 feet of the ibexian that aren't being worn or carried.

Fiery Charge. If the ibexian moves at least 20 feet straight toward a target and then hits it with a Ram attack on the same turn, the target takes an extra 7 (2d6) fire damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be pushed up to 10 feet away and knocked prone.

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

Actions

Multiattack. The ibexian makes one Ram attack and one Hooves attack, or it makes two Spit Fire attacks.

Ram. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage plus 7 (2d6) fire damage.

Hooves. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) bludgeoning damage plus 7 (2d6) fire damage.

Spit Fire. *Ranged Spell Attack:* +5 to hit, range 60 ft., one target. *Hit:* 16 (4d6 + 2) fire damage.

Pyroclasm (1/Day). The ibexian moves up to 30 feet in a straight line toward a creature and can move through the space of any Medium or smaller creature, stopping when it moves within 5 feet of the target. Each friendly ibexian within 50 feet of the ibexian can use its reaction to also move up to its speed in a straight line toward the target, stopping when it moves within 5 feet of the target. This movement doesn't provoke opportunity attacks.

The target and each creature within 20 feet of it must make a DC 15 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save, or half as much damage on a successful one. For each ibexian in the Pyroclasm after the first, the fire damage increases by 3 (1d6), to a maximum of (28) 8d6.

Ramnath Nanthakumar (Order #37530305)

Ice Urchin

This cattle-sized lump bristles with spines of blue ice.

Ice urchins are large, porcupine-like creatures native to the coldest reaches of the world. They are voracious omnivores, traveling far and wide and scavenging any food they can find. They sometimes come into conflict with humanoids, attacking livestock and raiding food stores.

Wary of Fire. Ice urchins are infused with elemental energy, giving them an affinity for ice and snow and a fear of fire. They avoid open flames, and they can be driven away with torches or displays of fire magic. If a ready meal is evident, a hungry ice urchin may still brave a campfire or torches.

Cryomancer Minions. Ice urchins have a semblance of intelligence, and they can be persuaded to serve in exchange for regular feeding. An ice urchin might work as a guardian, using its bulk to block a passage or entrance, or it may work as a courier, delivering packages swiftly over snowy terrain.

Dragon Snack. Dragons in cold regions prey upon ice urchins and may keep some in their lairs. If a dragon eats an ice urchin, the dragon absorbs its elemental energy. For the next hour after eating an ice urchin, the dragon's breath weapon deals cold damage instead of its normal type of damage. If the dragon's breath weapon already deals cold damage, its breath weapon deals one additional die of damage.

ICE URCHIN

Large Monstrosity, Unaligned

Armor Class 14 (natural armor)
Hit Points 45 (6d10 + 12)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	14 (+2)	5 (–3)	11 (+0)	5 (–3)

Damage Immunities cold
Senses passive Perception 10
Languages understands Aquan but can't speak
Challenge 1 (200 XP)
Proficiency Bonus +2

Fear of Fire. An ice urchin is inherently fearful of fire. If presented forcefully with fire, or if it is dealt fire damage, the ice urchin must succeed on a DC 13 Wisdom saving throw or become frightened until the end of its next turn. Once it has been frightened by a specific source of fire (such as a torch), the ice urchin can't be frightened by that same source again for 24 hours.

Ice Slide. The ice urchin's speed increases to 60 feet when it moves on snow or ice. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

Melting Away. If the ice urchin takes fire damage, its AC is reduced by 2, and it has disadvantage on attack rolls until the end of its next turn.

Spiny Defense. A creature that touches the ice urchin or hits it with a melee attack while within 5 feet of it takes 3 (1d6) piercing and 2 (1d4) cold damage.

Venomous Spine Regrowth. An ice urchin has twelve venomous spines. Used spines regrow when the ice urchin finishes a long rest.

Actions

Ice Spine. *Melee Weapon Attack:* +4, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage plus 2 (1d4) cold damage

Venomous Spine. *Ranged Weapon Attack:* +3, range 20/60 ft., one target. *Hit:* 3 (1d4 + 1) piercing plus 2 (1d4) cold damage and 7 (2d6) poison damage.



Ramnath Nanthakumar (Order #37530305)

Ice Willow

A light tinkling sound comes from icicles hanging from this willow tree's bough. The tree shivers, as if cold from the ice coating it, and some of the icicles fall and stick point-first into the ground around it.

Druids live in harsh climates as well as friendly ones. Unlike druids living in lands of plentiful vegetation for creating magical protectors, arctic druids have to get inventive when to their own polar wardens and often choose willow trees. The druids bolstered the willows' droopy boughs to withstand the weight of ice and trained the trees to use the icicles as weapons.

Arctic Protector. Though ice willows have fewer forests to protect than temperate guardians, they still see themselves as custodians of the land. They protect polar animals from overhunting but won't intervene in the natural course of predators and prey. Despite their weakness to fire, they focus their wrath on creatures that wantonly use fire. If they find creatures manipulating the weather, they intervene.

Icy Spears of Doom. Not only does an ice willow accumulate icicles from snow and sleet, but it can also gather moisture directly from the air. The tree can shake loose icicles dangling from its bough to drop on foes in close quarters, and it can unleash a barrage of icicles at will. The willow has strict control over the icicles attached to it, preventing it from accidentally impaling animals sheltering under the tree.

Good Omens. Most polar inhabitants hold ice willows in high regard. The willows beckon lost travelers to take refuge beneath their boughs, providing protection from wind and precipitation. When travelers rest near the tree, the willow leave enough space for its charges to avoid direct contact with the ice covering it. An ice willow sheltering travelers warns those who light fires by shaking bits of ice loose to extinguish the flames.

Ice Willow

Large Plant, Neutral

Armor Class 15 (natural armor)
Hit Points 142 (15d10 + 60)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	9 (–1)	18 (+4)	7 (–2)	14 (+2)	5 (–3)

Damage Vulnerabilities fire
Damage Resistances lightning, slashing
Damage Immunities cold
Condition Immunities blinded, deafened, frightened
Senses darkvision 60 ft., passive Perception 12
Languages Sylvan
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

False Appearance. While the ice willow remains motionless, it is indistinguishable from an ice-covered willow tree.

Ice Melt. If the ice willow takes fire damage, its icicles partially melt. Until the end of the ice willow's next turn, creatures have advantage on saving throws against the willow's Icicle Drop and Icicle Spray.

Actions

Multiattack. The ice willow makes two Slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning plus 7 (2d6) cold damage.

Icicle Drop (Recharge 4–6). The ice willow shakes several spear-like icicles loose. Each creature within 10 feet of the willow must make a DC 15 Dexterity saving throw, taking 9 (2d8) piercing damage and 7 (2d6) cold damage on a failed save, or half as much damage on a successful one.

Icicle Spray (Recharge 6). The ice willow flings icicles in a 30-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 18 (4d8) piercing damage and 14 (4d6) cold damage on a failed save, or half as much damage on a successful one.

Reactions

Melting Icicles. When the ice willow takes fire damage, it can immediately use Icicle Drop, if available.



Ramnath Nanthakumar (Order # 37530305)

Iceworm

A writhing worm erupts from the glacial ice and turns its blind gaze toward adventurers huddled around a meager campfire.

This strange, tube-like worm sports several rows of teeth in its round mouth and is just at home burrowing through the permafrost as it is deep within frozen arctic waters.

Drawn to Warmth. The iceworm can sense the warmth of living creatures, but it is sensitive to strong sources of heat, which cause it acute discomfort. An iceworm that senses abundant prey near strong sources of heat (such as a group of travelers around a campfire) will patiently encircle the encampment, waiting for the fire's warmth to cool to embers. Once the fire has died down, the iceworm strikes, often killing sleeping prey by burrowing up from the ground.

Freezing Saliva. Once an iceworm has killed its prey, it waits for the body to cool, using its cold saliva to speed up the process. It then burrows into the soft insides to feast on the frozen corpse over the course of days or weeks.



ICEWORM

Small Monstrosity, Unaligned

Armor Class 13

Hit Points 38 (7d6 + 14)

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

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

Skills Perception +1

Damage Vulnerabilities fire

Damage Immunities cold

Condition Immunities prone

Senses blindsight 90 ft. (blind beyond this radius), tremorsense 30 ft., passive Perception 11

Languages —

Challenge 1 (200 XP) **Proficiency Bonus** +2

Amphibious. The iceworm can breathe air and water.

Cold Physiology. The iceworm can't abide constant warmth. Each hour it spends in an area with a temperature above 40 degrees Fahrenheit, the ice worm must succeed on a DC 15 Constitution saving throw or suffer one level of exhaustion that can't be removed until it finishes a long rest in an area with a temperature below 40 degrees.

Heat Sensitivity. The iceworm has disadvantage on attack rolls when within 5 feet of a strong source of heat that isn't a warm-blooded creature's natural warmth, such as a torch or campfire. In addition, the iceworm can pinpoint the location of warm-blooded creatures within 90 feet of it and can sense the general direction of such creatures within 1 mile of it.

Slippery. The iceworm has advantage on saving throws and ability checks made to escape a grapple.

Actions

Icy Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage plus 7 (2d6) cold damage.

Icy Spit. *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one creature. *Hit:* 10 (2d6 + 3) cold damage, and the target is coated in freezing, viscous slime. While coated in the freezing slime, a creature's speed is reduced by 10 feet, and it has disadvantage on the first attack roll it makes on each of its turns. A creature, including the target, can take its action to clean off the slime, ending the effect.

Ramnath Nanthakumar (Order - 375303805)

Imperator

The massive penguin with black, gold, and white feathers tilts back its head and swallows a slain walrus.

The imperator ressembles a standard emperor penguin, though built on a massive scale. It is not only bigger, but also much more intelligent and much more aggressive than its smaller kin. Thankfully, imperators are quite rare. Inhabiting desolate, ice-bound coastal regions, these massive, migratory birds travel hundreds of miles between feeding grounds and attack small boats, whales, and even the livestock of coastal villages while traveling.

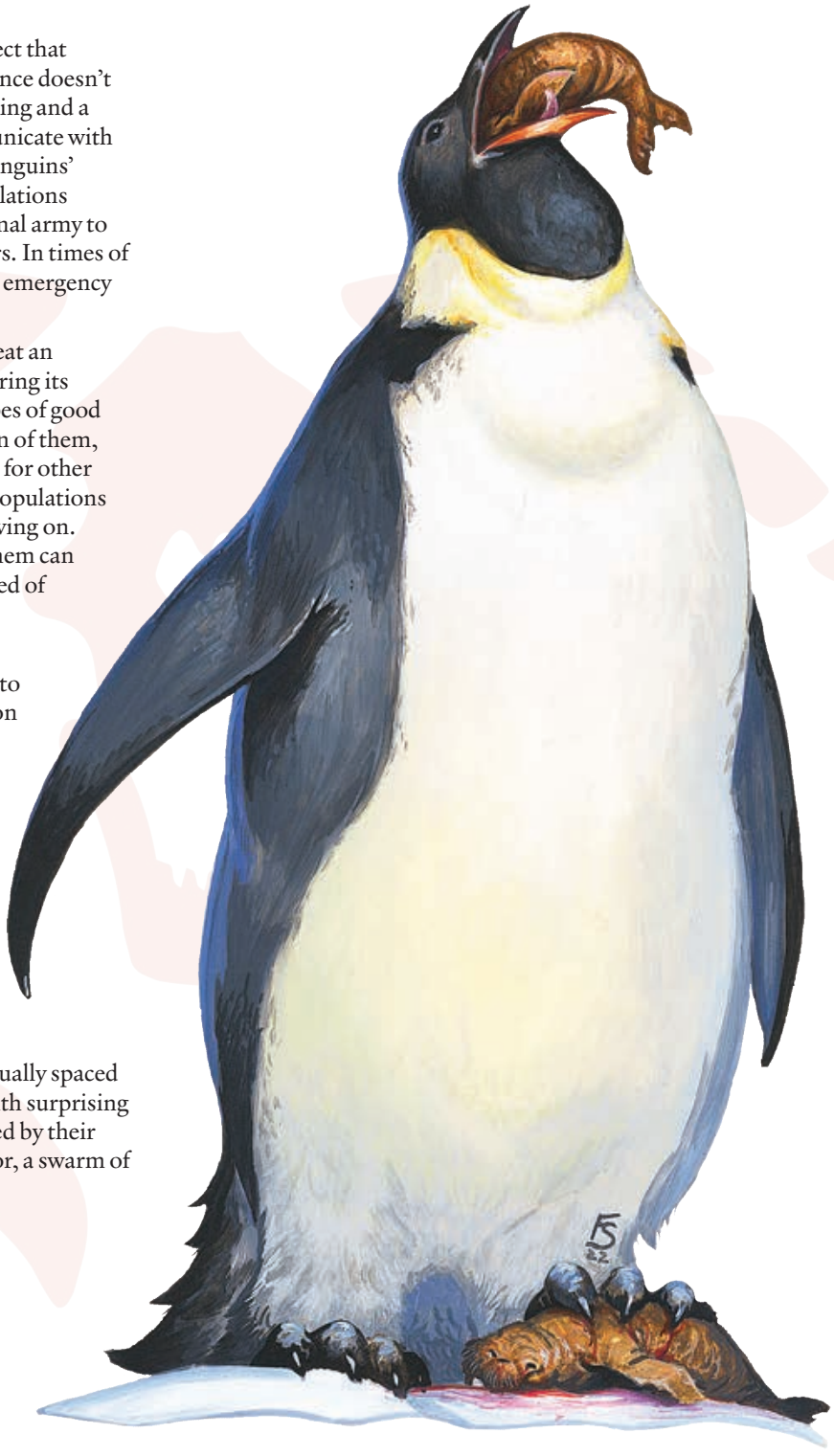
Psychic Rapport. Imperators possess an intellect that surpasses the average animal. While their intelligence doesn't rival most humanoids, they have both a deep cunning and a measure of psychic ability. Imperators can communicate with local penguin populations and even control the penguins' behavior. In some instances, they forge local populations into a single vast colony, which they use as a personal army to attack and drive off predators and other interlopers. In times of extreme need, they devour smaller penguins as an emergency food source.

Disastrous Omen. Some coastal humanoids treat an imperator as a minor god or nature spirit, considering its appearance an omen and offering sacrifices in hopes of good fortune. However, most humanoids dread any sign of them, because their ravenous appetites can spell disaster for other creatures. A single imperator can devastate local populations of seals, walrus, and fish in a few weeks before moving on. Imperators with colonies of penguins following them can leave famine in their wake, because the sea is cleared of most fish stocks.

Heroic Prey. Where imperators reside, there is often no greater measure of a hunter or hero than to slay such a beast. Given the havoc they can wreak on food supplies, anyone who can claim to have slain an imperator is looked on most favorably by those who have suffered their visitations before.

Loyal Legions. Colonies of emperor penguins sometimes fall under the sway of the imperator. Penguins that remain under the influence of an imperator for more than one season change, both physically and in temperament. They become larger, smarter, and more aggressive. From a distance, they look like normal, if overlarge, penguins, and their rookeries are strangely orderly, with nests equally spaced in neat rows. However, they attack in force and with surprising ferocity against trespassers, and doubly so when led by their imperator leader. When compelled by an imperator, a swarm of penguins fights without fear and to the death.

Apex Predators of Ice and Sea. A swarm of penguins, like its imperator leader, will not abide any competitors for its sources of food. The swarm attacks any perceived threats, even creatures for which penguins are normally prey, such as seals, sharks, and even whales. On land, the swarm approaches in military-like ranks, emitting low growls. When the penguins close on opponents, they fall on their bellies and slide forward in an onrushing wave of squawking, crushing bodies.



Ramnath Nanthakumar (Order #37530305)

IMPERATOR

Huge Monstrosity, Neutral

Armor Class 16 (natural armor)

Hit Points 216 (16d12 + 112)

Speed 30 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	24 (+7)	7 (–2)	12 (+1)	15 (+2)

Saving Throws Dex +4, Int +2, Cha +6

Skills Perception +5

Damage Immunities cold

Senses passive Perception 15

Languages understands Common but can't speak

Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Essential Oiliness. The imperator has advantage on saving throws and ability checks made to escape a grapple or end the restrained condition.

Hold Breath. The imperator can hold its breath for 1 hour.

Penguin Telepathy. The imperator can magically command any penguin within 120 feet of it, using a limited telepathy.

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

ACTIONS

Multiattack. The imperator makes one Beak attack and two Wing Slap attacks.

Beak. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 24 (3d12 + 5) piercing damage. If the target is a Large or smaller creature, it must succeed on a DC 17 Dexterity saving throw or be swallowed by the imperator. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the imperator, and it takes 21 (6d6) acid damage at the start of each of the imperator's turns.

If the imperator takes 30 damage or more on a single turn from a creature inside it, the imperator must succeed on a DC 17 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the imperator. If the imperator dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 15 feet of movement, exiting prone.

Wing Slap. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage.

Pelagic Bile (Recharge 6). The imperator regurgitates its stomach contents in a 60-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw. On a failure, a creature takes 17 (5d6) acid damage and 17 (5d6) poison damage and is poisoned for 1 minute. On a success, a creature takes half the damage and isn't poisoned. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Swallowed creatures are then regurgitated, falling prone in a space within 10 feet of the imperator.

Toboggan Charge (Recharge 5–6). The imperator moves up to 30 feet in a straight line over ice or snow and can move through the space of any Large or smaller creature. The first time it enters a creature's space during this move, that creature must make a DC 17 Strength saving throw. On a failure, a creature takes 36 (8d8) bludgeoning damage and is knocked prone. On a success, a creature takes half the damage and isn't knocked prone.

REACTIONS

Muster the Legions (1/Day). When the imperator is reduced to half its hp or lower, it magically calls 1d4 swarms of penguins. The penguins arrive on initiative count 20 of the next round, acting as allies of the vampire and obeying its telepathic commands. The penguins remain for 1 hour, until the imperator dies, or until the imperator dismisses them as a bonus action.

SWARM OF PENGUINS

Huge Swarm of Medium Beasts, Unaligned

Armor Class 13 (natural armor)

Hit Points 114 (12d12 + 36)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	16 (+3)	4 (–3)	14 (+2)	12 (+1)

Damage Resistances bludgeoning, cold, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses passive Perception 12

Languages —

Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Swarm. The swarm can occupy another creature's space and vice-versa, and the swarm can move through any opening large enough for a Medium penguin. The swarm can't regain hp or gain temporary hp.

Tobogganing Tide. The swarm can move at double its walking speed over ice and snow.

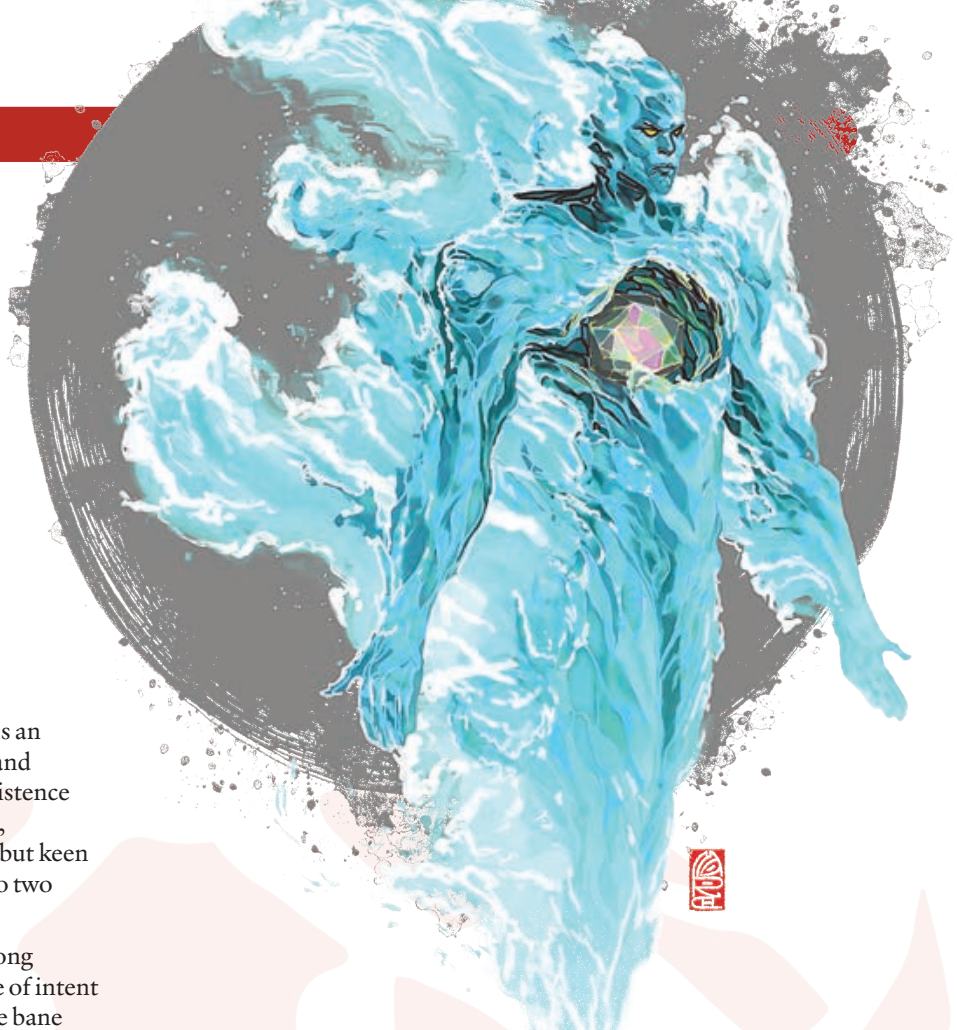
ACTIONS

Beaks. *Melee Weapon Attack:* +5 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 21 (6d6) piercing damage, or 10 (3d6) if the swarm has half its hp or fewer.

Toboggan Charge (Recharge 5–6). The swarm moves up to 20 feet in a straight line over ice or snow and can move through the space of any Large or smaller creature. The first time it enters a creature's space during this move, that creature must make a DC 14 Strength saving throw. On a failure, a creature takes 10 (3d6) bludgeoning damage and 10 (3d6) piercing damage and is knocked prone. On a success, a creature takes half the damage and isn't knocked prone.

Ramnath Nanthakumar (Order - 375303805)

Incandescent One



A lucent humanoid form, made of the ocean itself, rises from the water. A scintillating heart of opalescent meteorite pulses and rotates within a translucent chest. Two brilliant eyes flare open on its glassy face and survey the area with a curious, detached aplomb.

Resembling a humanoid made of luminescent water, incandescent ones are celestial beings made of earthly ocean bound to a fallen star or other cosmic debris. The rock in the creature's chest is no mere meteorite, but rather a mote of terrain from a heavenly plane that has torn through time and space. While the incandescent one's shape approximates a human, the shimmering form of this celestial never stills, the surface of its aqueous form sheathed in soft ripples of watery "skin."

Galactic Castaways. The precise event that strands an incandescent one on the Material Plane is a mystery, and most often an incandescent one resigns itself to an existence far removed from its plane of origin. To the naked eye, incandescent ones appear quite similar to each other, but keen observers may note intricate details suggesting that no two incandescent ones are fully identical.

Maritime Guardians. Incandescent ones dwell along coastlines and in the upper ranges of the ocean. Noble of intent and watchful of heart, these seafaring celestials are the bane of pirates and others that prey on the innocent. They rarely interact with the deep-dwelling pelagic devas (see page 27), but they occasionally work with pescavituses (see page 315) to aid shipwrecked humanoids or those lost at sea. Once befriended, an incandescent one remains a lifelong ally. Their wrath, however, is relentless. When an incandescent one is stirred to anger, its penetrating eyes burn with an otherworldly radiance that inspires those around it.

INCANDESCENT ONE

Medium Celestial, Chaotic Good

Armor Class 16 (natural armor)

Hit Points 144 (17d8 + 68)

Speed 30 ft., fly 60 ft. (hover), swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	18 (+4)	11 (+0)	17 (+3)	18 (+4)

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

Skills Insight +7, Perception +7

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

Damage Immunities poison

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

Senses truesight 120 ft., passive Perception 17

Languages all, telepathy 120 ft.

Challenge 9 (2,300 XP) **Proficiency Bonus** +4

Aqueous Form. The incandescent one can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 foot wide without squeezing.

Amphibious. The incandescent one can breathe air and water.

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

Immortal Nature. The incandescent one doesn't require food, drink, or sleep.

Luminous. The incandescent one sheds dim light in a 5-foot radius.

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

Magic Weapons. The incandescent one's weapon attacks are magical.

Actions

Multiattack. The incandescent one makes two Slam attacks or three Astral Bolt attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage plus 18 (4d8) cold damage.

Astral Bolt. *Ranged Spell Attack:* +8 to hit, range 120 ft., one target. *Hit:* 18 (4d6 + 4) radiant damage, and the next attack roll made against the target before the end of the incandescent one's next turn has advantage.

Bonus Actions

Celestial Inspiration. The incandescent one inspires one creature it can see within 60 feet of it. Whenever the target makes an attack roll or a saving throw before the start of the incandescent one's next turn, the target can roll a d4 and add the number rolled to the attack roll or saving throw.

Ramnath Nanthakumar (Order - 375303805)

Ion Slime

A dull grey blob slogs through the submerged corridor. As it passes over a hidden lightning rune, it sparks to life, pulsating electric blue and becomes supercharged, racing around the hall.

Ion slimes are oozes born from magic-infused saltwater, questionable alchemical operations, or cast-off swamp lightning from foxfire oozes (see *Creature Codex*). With compact forms and coloring that reflects the current positively or negatively charged state of the ooze, ion slimes can be difficult to spot when submerged. Whether manmade, magical, or from naturally occurring bioelectricity, these wandering dynamos seek out and feed on electrical energy.

Forms in Flux. An ion slime lives most of its life in a negatively charged, dampened form. While in this form it moves sluggishly and with a hungry, searching curiosity. If it finds a power source or is struck by lightning, it enters a positive, supercharged state. While supercharged, an ion slime is faster and much more difficult to catch. An ion slime, with its amorphous form, is unstable and holds a charge for only a handful of seconds. If the ion slime doesn't find a suitable target before the supercharged state ends, it suffers painful feedback as the electricity grounds out internally, and it returns to its dampened form.

ION SLIME

Small Ooze, Unaligned

Armor Class 13

Hit Points 112 (15d6 + 60)

Speed 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	18 (+4)	2 (–4)	4 (–3)	1 (–5)

Skills Stealth +6

Damage Vulnerabilities cold

Damage Resistances thunder

Damage Immunities acid, lightning

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 7

Languages —

Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Amorphous. The ion slime can move through a space as narrow as 1 inch wide without squeezing.

Ionic Form. Whenever the ion slime is subjected to lightning damage, it takes no damage and instead regains hp equal to the lightning damage dealt. The slime's Supercharge action then recharges. If the ooze takes cold damage while supercharged, it must roll a d6. On a 1 or 2, it loses the supercharged state.

Ooze Nature. The ion slime doesn't require sleep.

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

ACTIONS

Multiattack. The ion slime makes two Pseudopod attacks.

Pseudopod. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning plus 9 (2d8) lightning damage.

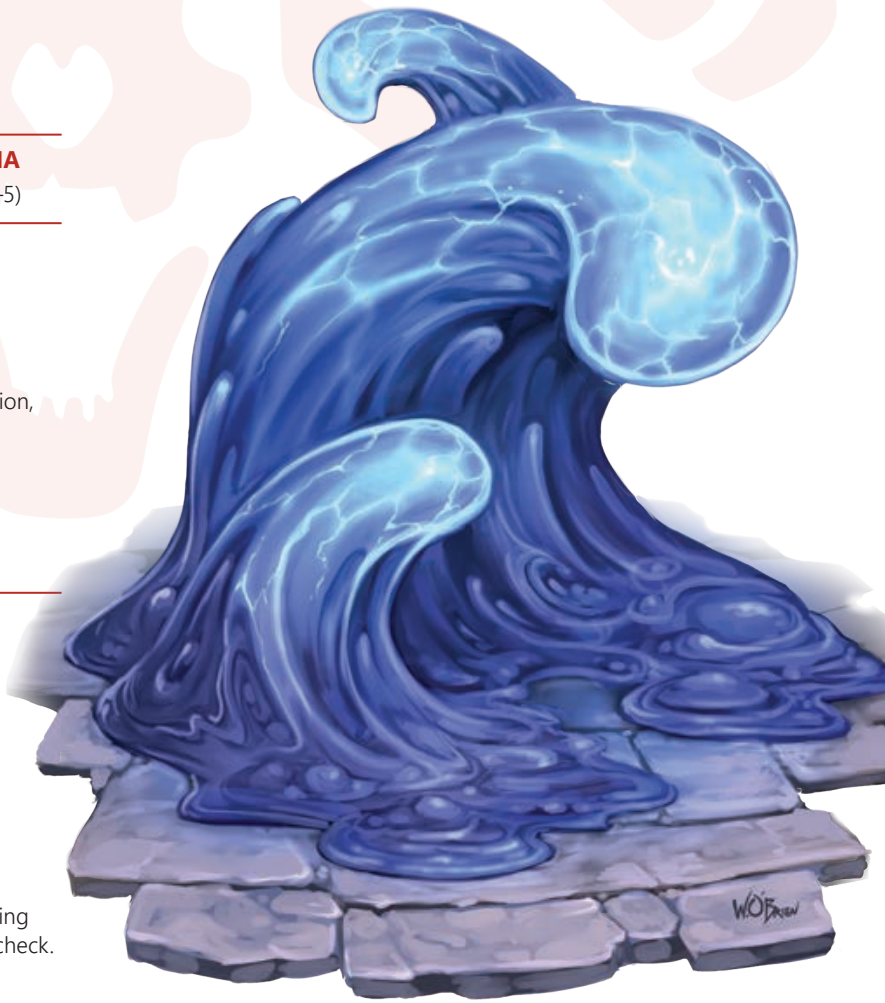
Discharge (Supercharged Only). The ion slime sends a shock of lightning through its supercharged pseudopod at one creature it can see within 5 feet of it, ending the supercharged state. The target must make DC 15 Constitution saving throw, taking 27 (6d8) lightning damage on a failed save, or half as much damage on a successful one.

Three bolts of lightning then leap to as many as three targets, each of which must be within 20 feet of the first target. A target can be a creature or an object and each can be targeted by only one of the bolts. Each target must make a DC 15 Constitution saving throw, taking 13 (3d8) lightning damage on a failed save, or half as much damage on a successful one.

BONUS ACTIONS

Charged Motion (Supercharged Only). The ion slime takes the Dash or Dodge action.

Supercharge (Recharge 5–6). The ion slime gathers ambient electricity to supercharge itself for 3 rounds. While supercharged, the ion slime gains a +2 bonus to its AC, and it gains an additional action on each of its turns. At the end of the third round, if the slime hasn't used the Discharge action, it suffers feedback, taking 18 (4d8) force damage. Its supercharged state then ends.



Ramnath Nanthakumar (Order : 375303805)

Jinnborn Pirate

Swinging across on a rope to land on the enemy's deck, this stocky, blue-skinned humanoid brandishes a rapier with great panache.

The jinnborn are a race of wanderers found in the warm lands of the south. Descended from powerful elemental creatures called jinn, they claim to be the first mortals to have walked the world. Calling themselves the "people of the path," they roam the desert lands, following the traditional routes set down by their elders. The jinnborn descend from varied elemental lineages, leading to air, earth, fire, and water jinnborn.

Life of Piracy. Many jinnborn find piracy and banditry match their nomadic lifestyle, allowing them to conduct lucrative raids on the ships and caravans they encounter while traveling their ancestral paths. Jinnborn that leave their people and paths find that life aboard a ship is familiar yet free from the traditions of their people. Those jinnborn who become pirates tend to be brash and flashy mavericks.

Sailors of All Ships. Earth and fire jinnborn tribes commonly use sandships to raid desert caravans, while air jinnborn prefer airships powered by bound elementals or djinn. Water jinnborn are happy to sail on more traditional waterborne galleys, cogs, and caravels.

Elemental Versatility

The mystical paths followed by the jinnborn tie them to one of the four elements: air, earth, fire, or water. To make a jinnborn pirate, use the statistics presented here, except as described below.

Damage Resistances. The jinnborn has resistance to acid (earth jinnborn), cold (water jinnborn), fire (fire jinnborn), or lightning (air jinnborn) damage.

Elemental Weapons. The jinnborn's weapon attacks are imbued with its elemental power. When the jinnborn hits with any weapon, the weapon deals an extra 1d6 acid (earth jinnborn), cold (water jinnborn), fire (fire jinnborn), or lightning (air jinnborn) damage.

Languages. The jinnborn knows Common and Aquan (water jinnborn), Auran (air jinnborn), Ignan (fire jinnborn), or Terran (earth jinnborn).

Air Jinnborn Pirate

Medium Humanoid, Any Non-Lawful Alignment

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

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

Skills Acrobatics +4, Athletics +3, Survival +3
Damage Resistances lightning
Senses darkvision 60 ft., passive Perception 11
Languages Common, Auran
Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Elemental Weapons. The jinnborn's weapon attacks are imbued with its elemental power. When the jinnborn hits with any weapon, the weapon deals an extra 1d6 lightning damage (included in the attack).

Flamboyant Defense. While the jinnborn pirate is wearing no armor and wielding no shield, its AC includes its Charisma modifier.

Knows the Ropes. The jinnborn pirate has proficiency with airships, sandships, or waterborne ships (the jinnborn's choice). It adds its proficiency bonus to any check it makes to control the chosen type of ship, and it adds its proficiency bonus to any saving throws made while on the chosen type of vehicle.

Actions

Rapier. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage plus 3 (1d6) lightning damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, ranged 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage plus 3 (1d6) lightning damage.

Reactions

Parry. The jinnborn pirate adds 2 to its AC against one melee attack that would hit it. To do so, the jinnborn must see the attacker and be wielding a melee weapon.



Ramnath Nanthakumar (Order # 37530305)

Jubjub Bird



The large, colorful bird spreads its wings, shrieking as its snakelike tail sways, poised to strike.

A jubjub bird's brightly colored feathers and powerful body taper into a long, scaled snakelike tail. They make their homes in forests and grasslands, and they are large, swift hunters.

Flights of Passion. Jubjub birds are naturally aggressive and respond forcefully to any perceived threat or intrusion. They can and do chase humanoids for miles just for crossing through their territories. Luckily, they're terrible flyers. On at least one occasion, a jubjub bird, inflamed by travelers who built a cottage on its territory while it was away, proceeded to screech incessantly outside the dwelling day and night. The newcomers abandoned their new farmstead.

Jubjub bird aggression goes double with others of their kind. Though they interact briefly while mating, they cannot share territory, eventually attacking each other and marking out exacting boundaries. Two jubjub's settled near one another makes a volatile mix, prone to spilling over into traveler campsites or even into nearby fields, orchards, or bridges over streams. When vigilant against another jubjub bird, they may guard settled sites, fields, and paths against all comers.

Earning Trust. With creatures other than their own kind, jubjub birds can form a bond of lifelong trust. Though it requires months of time and effort, trained jubjub birds are supportive companions and loyal pets. Some wealthy eccentrics make them into guardians for their lavish and sprawling estates, which the birds view as their own territory, defending it relentlessly.

Jubjub Eggs. These creatures' watermelon-sized eggs are very rare and highly sought after by collectors and would-be animal trainers—and by chefs to the very wealthy. Jubjub birds lay only a single egg each season, and their breeding season spans multiple years. Jubjub hens often abandon their young, leading the chicks to develop rather quickly. Fortunately, young jubjub birds can take care of themselves not long after hatching.

JUBJUB BIRD

Large Beast, Unaligned

Armor Class 13 (natural armor)
Hit Points 91 (14d10 + 14)
Speed 30 ft., fly 10 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	12 (+1)	3 (–4)	12 (+1)	11 (+1)

Skills Intimidation +3
Damage Resistances poison
Condition Immunities poisoned
Senses passive Perception 11
Languages —
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Shrill Screech. When agitated, the jubjub bird makes a near-constant shrill and high scream, giving it advantage on Charisma (Intimidation) checks.

Stubborn. The jubjub bird has advantage on saving throws against being charmed. In addition, Wisdom (Animal Handling) checks are made with disadvantage against the jubjub bird.

Unpredictable. Opportunity attacks against the jubjub bird are made with disadvantage.

Actions

Multiattack. The jubjub bird makes two Bite attacks, or it makes one Bite attack and one Constrict attack.

Bite. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one creature. *Hit:* 7 (1d8 + 3) piercing damage plus 7 (2d6) poison damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Constrict. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 14 (2d10 + 3) bludgeoning damage, and the target is grappled (escape DC 13). Until this grapple ends, the creature is restrained, and the jubjub bird can't constrict another target.

Reactions

Impassioned Riposte. When a creature the jubjub bird can see misses it with an attack while within 10 feet of it, the jubjub bird can make one Bite attack against the attacker.

Ramnath Nanthakumar (Order #37530305)

Juniper Sheriff

While it resembles a rabbit poised for flight, this childlike creature wears brown trousers and a blue blazer with a small branch of juniper berries pinned to its breast.

Long ago, fey kings and queens prohibited the juniper sheriffs from telling lies. They also decreed that, whenever a sheriff meets an intelligent creature, the sheriff must ask three questions and hear its answers (or follow it until it does). The fastidious sheriffs follow their instructions, and once every year they visit their ruler's court to report on all they have learned. The rulers record the reports in magical bottles, kept for their own enigmatic purposes.

Mountain Ramblers. Juniper sheriffs live on forested mountainsides and foothills, where their namesake juniper trees grow. They protect fairy rings, shadow roads, and fey portals. Sheriffs perform their duties with utmost seriousness, which led other fey to nickname them "grim guardians."

Memory for Faces. A juniper sheriff never forgets the face, voice, or name of a creature it has spoken to, and it remembers the responses to its questions (if any). Even if a creature has taken another form and speaks with the sheriff years later, a juniper sheriff can often identify it by its voice or by quirks of speech, scent, or body language.

JUNIPER SHERIFF

Small Fey, Lawful Neutral

Armor Class 13 (natural armor)
Hit Points 31 (7d6 + 7)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
7 (–2)	16 (+3)	13 (+1)	12 (+1)	17 (+3)	10 (+0)

Skills Insight +5, Investigation +3, Perception +5
Senses darkvision 60 ft., passive Perception 15
Languages Common, Sylvan
Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Aura of Honesty. A creature that enters a space within 10 feet of the juniper sheriff for the first time on a turn or starts its turn there must succeed on a DC 13 Charisma saving throw or be unable to speak a deliberate lie until it starts its turn more than 10 feet away from the sheriff. Creatures affected by this trait are aware of it, and the juniper sheriff knows whether a creature in the area succeeded or failed on its saving throw.

Sheriff's Duty. The juniper sheriff knows if it hears a lie and can't speak a deliberate lie.

Unfailing Memory. The juniper sheriff remembers every creature that has ever spoken to it. If a creature has spoken to the sheriff and speaks to the sheriff again while polymorphed or disguised, the sheriff has advantage on Intelligence (Investigation), Wisdom (Insight), and Wisdom (Perception) checks to identify or recognize that creature.

ACTIONS

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

Bitter Truth. *Ranged Spell Attack:* +5 to hit, range 60 ft., one target. *Hit:* 8 (2d4 + 3) psychic damage, and the target has disadvantage on the next saving throw it makes against the juniper sheriff's Aura of Honesty within the next 1 minute.

BONUS ACTIONS

Hop Away. The juniper sheriff takes the Dash or Disengage action.



SHERIFF BERRY

When a creature truthfully answers the juniper sheriff's three questions, it plucks one juniper berry from the branch pinned to its breast, imbuing the berry with a portion of its power. No matter how many a sheriff gives away, it always has more.

If a creature given a sheriff's juniper berry presents the berry to a fey, that fey must accept it and be bound by the authority it represents. The creature that presents the berry is safe from the recipient's attentions for three days. During that time, the fey must not attack, deceive, or hinder the creature in any way. At the GM's discretion, presenting a sheriff's berry to a particularly powerful fey, such as a fey lady or lord, has no effect.

Ramnath Nanthakumar (Order - 375303305)

Karkadann

Taller than an elephant, this one-horned beast combines a mottled leathery hide, a tail like a lion's, and three-hoofed toes on each foot. Its low, mournful wail echoes across the grasslands.



Living on warm grassy plains and in windswept desert lands, the karkadann is a solitary creature, sometimes known as the "Lord of the Desert." It uses its long, black horn to defends its vast territory from other creatures, and its ferocity is legendary. The karkadann has a particular dislike of elephants, driving them from its turf by stabbing their flanks and haunches with its deadly horn.

Haunting Wail. The karkadann has a loud, haunting call, a wail which carries for miles across flat terrain. Some speculate that it is calling for a mate; others that it is crying out in loneliness, for there are few karkadanns left in the world. Their formidable nature makes them attractive targets for trophy hunters, and their horns are highly prized as components for antidotes and for curing disease.

Musical Solace. Despite its aggression, not every encounter with a karkadann ends in violence. The great beast finds the cooing of ring doves very soothing, and it will lie peacefully under trees where they are nesting. Those suffering illness and seeking assistance from the karkadann sometimes wait beneath such trees, hoping to be healed by the karkadann's magic horn while it listens to the cooing doves.

Karkadann

Huge Monstrosity, Neutral

Armor Class 15 (natural armor)
Hit Points 157 (15d12 + 60)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	18 (+4)	7 (–2)	12 (+1)	8 (–1)

Saving Throws Con +7, Wis +4
Skills Perception +4
Damage Immunities poison
Condition Immunities poisoned
Senses passive Perception 14
Languages Common
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Impaling Charge. If the karkadann moves at least 20 feet straight toward a target and then hits it with a Horn attack on the same turn, the karkadann impales the target on its horn, grappling the target if it is a Large or smaller creature (escape DC 15). Until the grapple ends, the target is restrained, takes 18 (4d8) piercing damage at the start of each of its turns, and the karkadann can't make horn attacks against other targets.

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

Actions

Multiattack. The karkadann makes two Hooves attacks or one Horn attack and one Hooves attack.

Hooves. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

Horn. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 24 (4d8 + 6) piercing damage.

Toss. One Large or smaller creature impaled by the karkadann is thrown up to 30 feet in a random direction and knocked prone. If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 15 Dexterity saving throw or take the same damage and be knocked prone.

Healing Touch (3/Day). The karkadann touches another creature with its horn. The target magically regains 22 (4d8 + 2) hp and is cured of all diseases and poisons afflicting it.

Karkadanns in Midgard

Karkadanns can be found wandering the arid Red Wastes south of Parthia and in northern Ishadia. Tall tales told in the gambling dens of Mhalmet say that karkadanns live on the Free Islands of Tethys. One sailor claims to have witnessed a karkadann impale an elephant on its horn, and the horn became stuck, forcing both creatures to lie helpless on the ground until a roc swept down from the sky and carried them both off.

Ramnath Nanthakumar (Order #375303305)

Khamaseen

The wind whips sand, pebbles, and bracken into a storm shot through with crackling lightning.

Khamaseen thrive in areas where the mortal plane borders the elemental Planes of Air and Earth. Their appearances tend to be brief and violent, as the creatures form during sandstorms and disappear soon after. Communication with a khamaseen is virtually impossible, because they become aggressive at the first sign of other creatures.

Bad News in the Badlands. Khamaseens appear only in arid regions, such as mesa-filled badlands or hot, dry deserts. Even when conjured by a spellcaster, they answer the summons only if the terrain suits them. Once they appear, khamaseens are dervishes of destruction. They have an almost childlike desire to smash everything in their paths, and they go out of their way to find creatures to fight and objects to destroy. Khamaseens are especially attracted to iron and focus their destruction on creatures wielding metal weapons and wearing metal armor.

Fractured Elementals. Sages and naturalists have hypothesized that each individual khamaseen is a tiny portion of a composite elemental titan that resides on the border of the Plane of Air and Plane of Earth. Visitors to those elemental regions report a perpetually churning sandstorm does often seems to break off smaller dust devils that investigate disturbances or other creatures.

KHAMASEEN

Tiny Elemental, Neutral

Armor Class 13 (natural armor)

Hit Points 27 (6d4 + 12)

Speed 0 ft., fly 30 ft.

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

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 10

Languages Auran, Terran

Challenge 1 (200 XP) **Proficiency Bonus** +2

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

Stinging Dust. The khamaseen is surrounded by a cloud of swirling dust and small stones. A creature that starts its turn within 5 feet of the khamaseen must succeed on a DC 12 Constitution saving throw or have disadvantage on attack rolls until the start of its next turn. On a successful saving throw, the creature is immune to the khamaseen's Stinging Dust for the next 24 hours.

Actions

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage plus 5 (2d4) lightning damage.

Choking Cloud (Recharge 6). The khamaseen surrounds itself with a large cloud of dust and debris. Each creature within 10 feet of the khamaseen must succeed on a DC 12 Constitution saving throw or be incapacitated for 1 minute. While incapacitated, the creature is unable to breathe and coughs uncontrollably. An incapacitated creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Reactions

Shock. If a creature wearing metal armor or wielding a metal weapon or shield moves within 5 feet of the khamaseen, it must succeed on a DC 12 Dexterity saving throw or take 5 (2d4) lightning damage.



Ramnath Nanthakumar (Order #375303805)

Khargi

The huge fiendish beetle, its carapace swarming with hoards of vermin, roars with fury and exhales a swarm of biting, stinging insects from its gaping maw.

Khargis are fiends that wander the wastes and badlands of the mortal world, killing for the sheer pleasure of death and blood. Some speculate they reach the Material Plane from gates to darker planes, but none have seen a khargi's arrival and lived to tell the tale.

Insect Affinity. Khargis are protective of insects and can sense the death of insects from vast distances. Some vengeful specimens, attracted by a large number of insect deaths, travel scores of miles to avenge them. Insects are likewise drawn to khargis, and the fiends are never without scores of stinging insects crawling across their bodies, resting beneath their elytra, or hiding within their maws.

Celebrated by Cultists. Cultists who worship demon lords associated with insects see khargis as greater servants of those they serve and as omens of good fortune. Some khargis travel with bands of such cultists as their allies; often the cultists are ready to die in the service of the kargi's dark desires.



KHARGI

Huge Fiend, Neutral Evil

Armor Class 16 (natural armor)
Hit Points 147 (14d12 + 56)
Speed 30 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	18 (+4)	10 (+0)	15 (+2)	9 (–1)

Saving Throws Dex +5, Con +8, Wis +6
Damage Resistances fire; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities poisoned, prone
Senses blindsight 30 ft., darkvision 60 ft., passive Perception 12
Languages understands Abyssal and Infernal but can't speak
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Deadly Infestation. A creature that touches the khargi or hits it with a melee attack while within 5 feet of it takes 7 (2d6) poison damage as stinging insects rise up to protect the khargi.

Death Swarms. When the khargi dies, the insects crawling across and within it burst from its body, forming 2d4 swarms of insects that appear in unoccupied spaces within 5 feet of the khargi's space.

Infested Weapons. The khargi's weapon attacks are magical. When the khargi hits with any weapon, the weapon deals an extra 2d6 poison damage (included in the attack).

Actions

Multiattack. The khargi makes one Bite attack and two Leg attacks.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage plus 7 (2d6) poison damage.

Legs. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (2d4 + 5) bludgeoning damage plus 7 (2d6) poison damage.

Swarming Breath (Recharge 5–6). The khargi exhales biting, stinging insects in a 30-foot cone. Each creature in that area must make a DC 16 Constitution saving throw, taking 31 (9d6) poison damage on a failed save, or half as much on a successful one.

Reaction

Adaptive Carapace. When the khargi takes acid, cold, force, lightning, or thunder damage, it can magically attune itself to that type of damage. Until the end of its next turn, the khargi has resistance to damage of the triggering type, and when it hits with any weapon, the target takes an extra 7 (2d6) damage of the triggering type.

Ramnath Nanthakumar (Order #37530305)

Kobold, Drake Rider

The kobold sits astride a drake, taking a brief respite. Words pass between them, and they laugh, their wings and scales shining.

Kobold drake riders specialize in training and riding drakes—whether through the skies, the seas, or the trees. Their skills are especially valued as scouts in times of war.

Bonded Companions. The bond of trust needed between a drake and rider to work effectively together takes time and effort to forge. Since there are so many types of drakes, these kobolds specialize, focusing their training on just a few types of drakes, either taken from tradition or from proximity. Drakes and their riders often meld their families together, creating successive generations of drakes and their riders.



DRAKE RIDER

Small Humanoid (Kobold), Lawful Neutral

Armor Class 15 (studded leather)
Hit Points 71 (13d6 + 26)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	15 (+2)	12 (+1)	10 (+0)	14 (+2)

Skills Athletics +5, Perception +2
Senses darkvision 60 ft., passive Perception 12
Languages Common, Draconic
Challenge 3 (700 XP) **Proficiency Bonus** +2

Drake Mount. The drake rider has formed a bond with a Medium or larger drake mount (found in this or other books or use the statistics of a giant lizard). Regardless of the drake's intelligence, it acts as a controlled mount while carrying a drake rider, obeying the rider's spoken commands. Mounting and dismounting the drake costs the drake rider only 5 feet of movement.

Mounted Warrior. While the drake rider is mounted, its mount can't be charmed or frightened.

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

Sure Seat. While mounted and not incapacitated, the drake rider can't be knocked prone, dismounted, or moved against its will.

Actions

Multiattack. The drake rider makes three Spear attacks. If the rider is mounted, its mount can then make one Bite, Claw, Slam, or Tail attack.

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

Trained Tactics (Recharge 4–6). The drake rider commands its mount to move up to 30 feet in a straight line, moving through the space of any Large or smaller creature and performing one of the following tactical maneuvers. This movement doesn't provoke opportunity attacks.

Barrel Roll. The mount flies up and over one creature in the line, ending its movement at least 10 feet past the target. As the drake rider hangs upside down at the top of the loop, it makes one Spear attack against the target with advantage. On a hit, the rider rolls damage dice three times. The mount must have a flying speed to use this maneuver.

Corkscrew Roll. The mount swims in a corkscrew around the creatures in the line. Each creature in the line must succeed on a DC 13 Dexterity saving throw or be incapacitated with dizziness until the end of its next turn. The mount must have a swimming speed to use this maneuver.

Weaving Rush. The mount weaves back and forth along the line. Each creature in the line must succeed on a DC 13 Strength saving throw or take 10 (3d6) bludgeoning damage and be knocked prone.

Reactions

Failsafe Equipment. The drake rider wears wing-like arm and feet flaps folded on its back. If its mount dies or it is dismounted, the rider descends 60 feet per round and takes no damage from falling, if its mount was flying, or it gains a swimming speed of 30 feet for 1 minute, if its mount was swimming.

Ramnath Nanthakumar (Order : 375303305)

Kobold, Empyrean

This angelic kobold shimmers as its iridescent scales shift through the full color spectrum. It floats above the battlefield on ethereal, prismatic wings.

Kobold are known for fearlessly throwing themselves into battle against any foe large or small; however, few know the underlying source of their reckless approach to combat and life in general. The truth lies in kobold's desire to impress an empyrean kobold.

Servants of the Dragon Gods. Empyrean kobolds often work with, or operate on behalf of, zirnitran angels (see page 30), though they operate independently until actively called upon by the angels. Similar to the zirnitran angel's observation of dragons, empyrean kobolds secretly watch the activities of kobolds, rarely choosing to reveal themselves. When an observed kobold dies while performing any action that embodies a true dragon spirit, an empyrean kobold carries out its sacred charge and reincarnates the heroic kobold as a dragon. The dragon type always matches the spirit the kobold lived and died to embody.

Empyrean Kobold

Small Celestial, Neutral

Armor Class 18 (natural armor)

Hit Points 150 (20d6 + 80)

Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	18 (+4)	18 (+4)	17 (+3)	20 (+5)	18 (+4)

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

Skills Insight +9, Perception +9

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

Damage Immunities radiant

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 120 ft., passive Perception 19

Languages all, telepathy 120 ft.

Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Aura of Draconic Virtue. Kobolds within 30 feet of an empyrean kobold have advantage on attack rolls and ability checks. At the start of each of its turns, the empyrean kobold can choose to exclude any number of kobolds from this aura (no action required).

Elemental Weapons. The empyrean kobold's weapon attacks are magical. When the kobold hits with any weapon, the weapon deal an extra 3d8 acid, cold, fire, lightning, or poison damage (included in the attack), the kobold's choice.

Immortal Nature. The empyrean kobold doesn't require food, drink, or sleep.

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

Actions

Multiattack. The empyrean kobold makes three Claw attacks. It can replace one Claw attack with a use of Divine Command.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing plus 13 (3d8) acid, cold, fire, lightning, or poison damage (the kobold's choice).

Invoke the Dragon Gods (Recharge 5–6). The empyrean kobold channels the might of the dragon gods and exhales elemental energy in a 60-foot cone. Each creature in the area must make a DC 16 Dexterity saving throw, taking 49 (14d6) acid, cold, fire, lightning, or poison damage (the kobold's choice) on a failed save, or half as much damage on a successful one.

Divine Command. The empyrean kobold chooses a creature it can see within its Aura of Draconic Virtue and directs a kobold within the aura to attack the target. The kobold can make one weapon attack against the target as a reaction.

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

Reactions

Draconic Ascension. When a kobold it can see is reduced to 0 hp, the empyrean kobold can reincarnate the kobold as a wyrmling dragon of a type befitting that kobold and its virtues. The empyrean kobold can provide ascension to up to two kobolds each hour with this reaction.



Ramnath Nanthakumar (Order - 375303805)

Kobold, Monster Hunter

The three kobolds bear scars, surly expressions, and, in one case, a clockwork arm, all attesting to a hard life. Each kobold bristles with weapons: a mystical sword, a dripping harpoon, and a radiant crossbow. Their eyes scan the area, catching every detail.

Monster hunters crave adventure and the thrill of the hunt. Each monster hunter specializes in slaying particular types of creatures. Some seek to rid the world of the danger the creatures present, while others seek the glory and renown slaying such creatures brings. Monster hunter kobolds don't have an official organization, but they recognize each other almost instantly, boisterously swapping stories over a rat kabob and ale. On occasion, monster hunters work together to take down a truly terrifying foe, sharing in the spoils and glory.

Life with the Undead. Ghost hunters seek to eradicate undead from the world, making the world safer for the living. Many make a living from it, while others are driven by a personal grudge. Either way, ghost hunters take their business seriously and do not respond well to those that interfere with their hunting. Each ghost hunter carries a religious relic, hidden behind its eyepatch, which it uses to deliver a holy strike to its enemies. These hunters typically carry other equipment useful in the fight against the undead, such as wooden stakes and holy water.

Life on the Sea. Leviathan hunters enjoy wrestling and defeating great sea creatures—the bigger the better. These bulky kobolds spend most of their lives on the sea, always searching for that next big haul. The right target—a sea dragon, an aboleth, a sahuagin outpost—can keep them and their companions living comfortably for many months. While these hunters frequently sign on with any ship looking for extra muscle, they typically end up captaining their own ship, giving them the freedom to chase down the monsters that others flee.

Life in the Planes. Planes hunters delight in exploring every nook of the multiverse. They spend most of their lives hopping from plane to plane, always with a burning curiosity for what lies over the next horizon. They collect secrets and magical oddities, but each new treasure simply fuels their continued exploits, rarely staying in one place for long. For the right price, they can be convinced to share their knowledge or to act as guides for other planar travelers. Planes hunters rely on their reputation, and they are loathe to renege on any deals made in good faith.



Ghost Hunter

Small Humanoid (Kobold), Lawful Neutral

Armor Class 18 (studded leather)
Hit Points 176 (32d6 + 64)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	22 (+6)	15 (+2)	14 (+2)	20 (+5)	14 (+2)

Skills Investigation +6, Perception +9, Religion +6, Stealth +10, Survival +9
Damage Resistances necrotic
Condition Immunities charmed, frightened, paralyzed
Senses darkvision 60 ft., passive Perception 19
Languages Common, Draconic, plus any two languages
Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Blessed Weapons. The ghost hunter's weapon attacks are magical. When the hunter hits with any weapon, the weapon deals an extra 3d8 radiant damage (included in the attack).

Ethereal Sight. The ghost hunter can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Hidden Hunter. While the ghost hunter remains motionless, it is invisible to Undead.

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

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

Undead Hunter. The ghost hunter has advantage on Wisdom (Perception) and Wisdom (Survival) checks to find and track Undead.

Actions

Multiattack. The ghost hunter makes three Shortsword or Hand Crossbow attacks. It can replace one attack with a Flame Jet attack.

Shortsword. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 9 (1d6 + 6) piercing damage plus 13 (9d8) radiant damage.

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Hand Crossbow. *Ranged Weapon Attack:* +10 to hit, range 30/120 ft., one target. *Hit:* 9 (1d6 + 6) piercing damage plus 13 (3d8) radiant damage.

Flame Jet. *Melee or Ranged Spell Attack:* +8 to hit, reach 5 ft. or range 60 ft., one target. *Hit:* 18 (4d6 + 4) fire damage. If the target is a creature or a flammable object that isn't being worn or carried, it ignites. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns.

Holy Strike (Recharge 5–6). The ghost hunter flips up its eyepatch to reveal a holy relic embedded within the empty socket. Each creature within 30 feet of the ghost hunter must make a DC 17 Dexterity saving throw, taking 36 (8d8) radiant damage on a failed save, or half as much damage on a successful one. If an Undead fails the saving throw, it is also stunned until the end of its next turn.

BONUS ACTIONS

Grappling Hook (Recharge 4–6). The ghost hunter launches its grappling hook at a Large or larger object or structure or at a Huge or larger creature it can see within 60 feet of it and is pulled to an unoccupied space within 5 feet of the target without provoking opportunity attacks.

Elusive Hunter. The ghost hunter takes the Dodge or Hide action.

REACTIONS

Flame Burst. When a hostile creature enters a space within 5 feet of the ghost hunter, the hunter can release a burst of fire from its clockwork hand. The creature must succeed on a DC 17 Dexterity saving throw or take 7 (2d6) fire damage and have disadvantage on the next attack roll it makes against the ghost hunter before the end of the ghost hunter's next turn.

LEVIATHAN HUNTER

Medium Humanoid (Kobold), Chaotic Neutral

Armor Class 17 (Hardy Defense)
Hit Points 190 (20d8 + 100)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	21 (+5)	10 (+0)	15 (+2)	14 (+2)

Skills Athletics +9, Perception +6, Survival +6
Damage Resistances bludgeoning, cold

Senses darkvision 120 ft., passive Perception 16
Languages Common, Draconic
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Expert Wrestler. The leviathan hunter can grapple creatures that are two sizes larger than itself and can move at its full speed when dragging a creature it has grappled. If the hunter grapples a Medium or smaller creature, the target has disadvantage on its escape attempts. In addition, the hunter has advantage on ability checks and saving throws made to escape a grapple or end the restrained condition.

Hardy Defense. While the leviathan hunter is wearing no armor and wielding no shield, its AC includes its Constitution modifier.

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

Leviathan Hunter. The leviathan hunter has advantage on Wisdom (Perception) and Wisdom (Survival) checks to find and track Large or larger creatures with a swimming speed.

Marine Weapons. The leviathan hunter's weapon attacks are magical. When the hunter hits with any weapon, the weapon deals an extra 2d8 cold damage or poison damage (included in the attack), the hunter's choice.

Pack Tactics. The leviathan hunter has advantage on an attack roll against a target if at least one of the hunter's allies is within 5 feet of the target and the ally isn't incapacitated.

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

ACTIONS

Multiattack. The leviathan hunter makes three Slam attacks, or it makes one Harpoon attack and two Slam attacks.

Slam. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage plus 9 (2d8) cold damage or poison damage (the hunter's choice), and the target is grappled (escape DC 17). The hunter can grapple only one target at a time.

Harpoon. *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage plus 9 (2d8) cold damage or poison damage (the hunter's choice), and the harpoon sticks in the target. While the harpoon is stuck, the target takes 7 (2d6) piercing damage at the start of each of its turns, the hunter can't make Harpoon attacks against other targets, and the



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target and hunter can't move further than 60 feet away from each other. A creature, including the target, can take its action to detach the harpoon by succeeding on a DC 17 Strength check. Alternatively, the cord connecting the leviathan hunter to the harpoon can be attacked and destroyed (AC 10; hp 25; immunity to bludgeoning, poison, and psychic damage), dislodging the harpoon into an unoccupied space within 5 feet of the target and preventing the leviathan hunter from using Recall Harpoon.

Crush. One creature grappled by the hunter must make a DC 17 Strength saving throw, taking 33 (8d6 + 5) bludgeoning damage on a failed save, or half as much damage on a successful one.

BONUS ACTIONS

Recall Harpoon. The leviathan hunter pulls on the cord connected to its harpoon, returning the harpoon to its empty hand. If the harpoon is stuck in a creature, that creature must succeed on a DC 17 Strength saving throw or be pulled up to 20 feet toward the hunter.

REACTIONS

Grappled Redirect. If the leviathan hunter is the target of an attack it can see while grappling a creature, it can hold the grappled creature in the way, and the grappled creature becomes the target of the attack instead.

PLANES HUNTER

Small Humanoid (Kobold), Neutral

Armor Class 16 (breastplate)

Hit Points 181 (33d6 + 66)

Speed 30 ft.

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

Skills Acrobatics +7, Arcana +6, Athletics +8, Insight +6, Perception +6, Survival +6

Condition Immunities charmed, restrained

Senses darkvision 60 ft., passive Perception 16

Languages Common, Draconic, plus any two languages

Challenge 10 (5,900 XP) **Proficiency Bonus** +4

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

Planar Attunement. At the start of each of its turns, the planes hunter chooses one of the following damage types: acid, cold, fire, lightning, necrotic, radiant, or thunder. It has resistance to the chosen damage type until the start of its next turn.

Planar Weapons. The planes hunter's weapon attacks are magical. When it hits with any weapon, the weapon deals an extra 3d8 damage of the type chosen with Planar Attunement (included in the attack).

Planes Hunter. The planes hunter has advantage on Wisdom (Perception) and Wisdom (Survival) checks to find and track Celestials, Fiends, and Elementals.

Snaring Blade. If the planes hunter scores a critical hit against a creature, that creature can't use any method of extradimensional movement, including teleportation or travel to a different plane of existence, for 1 minute. The creature can make a DC 16 Charisma saving throw at the end of each of its turns, ending the effect on itself on a success.

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

ACTIONS

Multiattack. The planes hunter makes three Longsword attacks.

Longsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands, plus 13 (3d8) acid, cold, fire, lightning, necrotic, radiant, or thunder damage (as determined by Planar Attunement).

Warping Whirlwind (Recharge 5–6). The planes hunter bends reality around it, slicing nearby creatures with sword strikes from across the planes. Each creature within 10 feet of the planes hunter must make a DC 16 Dexterity saving throw, taking 18 (4d8) slashing damage and 18 (4d8) acid, cold, fire, lightning, necrotic, radiant, or thunder damage (as determined by Planar Attunement) on a failed save, or half as much damage on a successful one.

Planar Traveler (1/Day). The planes hunter can transport itself to a different plane of existence. This works like the *plane shift* spell, except the hunter can only affect itself and can't use this action to banish an unwilling creature to another plane.

BONUS ACTIONS

Planar Step. The planes hunter teleports, along with any equipment it is wearing or carrying, up to 30 feet to an unoccupied space it can see. Glowing swirls of elemental energy appear at the origin and destination when it uses this bonus action.

REACTIONS

Parry. The planes hunter adds 4 to its AC against one melee attack that would hit it. To do so, the hunter must see the attacker and be wielding a melee weapon.



Ramnath Nanthakumar (Order - 375303305)

Kobold, Sapper

The kobold's scales are covered in soot. and a bit of smoke trickles up from its gear. It excitedly pores over maps and floorplans.



A sapper's job is to helps their allies move, fight, and survive. As combat engineers they take on a wide variety of roles, but what they cherish most is blowing up enemy defenses.

Breaking Things. Sappers are adept at breaking things: tunneling into fortresses, destroying bridges, busting through fortifications, or similar acts of structural destruction. Whether able to plan for weeks or forced to improvise on the spot, they have a hundred solutions for every problem—some of which will likely even minimize collateral damage.

Black Powder. By far, black powder is the sapper's favored tool, and few problems can't be solved with it. Black powder isn't always available, but that doesn't stop sappers. With just a little time, sappers can formulate magical explosions without the need for black powder, using what's on hand and a guarded alchemical formulation or two.

SAPPER

Small Humanoid (Kobold), Lawful Neutral

Armor Class 15 (studded leather)

Hit Points 66 (12d6 + 24)

Speed 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
7 (–2)	16 (+3)	15 (+2)	16 (+3)	12 (+1)	8 (–1)

Skills Investigation +5, Perception +3, Sleight of Hand +5, Stealth +5

Senses darkvision 60 ft., passive Perception 13

Languages Common, Draconic

Challenge 3 (700 XP) **Proficiency Bonus** +2

Crafty. The sapper has advantage on ability checks made to pick locks or to detect, disarm, or set traps.

Evasion. If the sapper is subjected to an effect that allows a Dexterity saving throw to take only half damage, the sapper instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

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

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

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

Actions

Multiattack. The sapper makes three Mining Pick attacks. It can replace one attack with a use of Throw Explosive.

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

Throw Explosive. The sapper throws a minor explosive at one creature it can see within 30 feet of it. The target must make a DC 13 Dexterity saving throw. On a failure, a creature takes 9 (2d8) force damage and is knocked prone. On a success, a creature takes half the damage and isn't knocked prone.

Explosive Charge (Recharge 5–6). The sapper throws a powerful explosive at a point it can see on the ground within 60 feet of it. Each creature within 15 feet of that point must make a DC 13 Dexterity saving throw. On a failure, a creature takes 9 (2d8) fire damage and 9 (2d8) force damage and is pushed up to 10 feet away from the point and knocked prone. On a success, a creature takes half the damage and isn't pushed or knocked prone. If a creature fails the saving throw by 5 or more, it is also deafened for 1 minute.

Alternatively, the sapper can place the explosive in a space within 5 feet of it and delay the explosion until the end of the sapper's next turn or when a creature moves to a space within 5 feet of the explosive, whichever happens first.

Ramnath Nanthakumar (Order #37530305)

Lakescourge Lotus

A waterlogged cadaver with a gaping hole in its chest rises to the surface of the water. Elongated forearms hang limply at its sides, their claws dripping a sickly blue ichor. Glowing blue veins extend from a pulsing, flowering seed in its chest.

The followers of an evil water god created the lakescourge lotus by implanting seeds in the chest of waterlogged corpses; the seeds spread vein-like roots and necrotic energy into the body. The resulting undead seek to destroy settlements built near rivers, lakes, and other bodies of water, and they are often found submerged near the water's edge. Passers-by who look in find a distorted, monstrous reflection returning their gaze.

Tainted Waters. The blighted seed produces a foul-smelling, dark blue ichor that the lotus can inject into its prey, poisoning it. Worse, this ichor slowly poisons the waters inhabited by the lotus, killing wildlife and sickening those that drink from it.

LAKESCOURGE LOTUS

Medium Undead, Chaotic Evil

Armor Class 15 (natural armor)
Hit Points 90 (12d8 + 36)
Speed 30 ft., swim 30 ft.

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

Saving Throws Dex +6, Wis +5
Skills Perception +5, Stealth +6
Damage Resistances necrotic
Damage Immunities cold, poison
Condition Immunities charmed, exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 15
Languages —
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Toxic Ichor. While submerged in water, the lakescourge lotus's ichor taints the water within 10 feet of it. When a creature enters the area for the first time on a turn or starts its turn there, that creature must succeed on a DC 15 Constitution saving throw or be poisoned while it remains in the area and for 1 minute after it leaves. A poisoned creature that is no longer in the water can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If the *purify food and drink* spell is cast on a space within 5 feet of the lakescourge lotus or on the space it occupies, this trait ceases to function for 1 minute.

Undead Nature. The lakescourge lotus doesn't require air, food, drink, or sleep.

Waterwalker. The lakescourge lotus can walk across the surface of water as if it were solid ground. This trait otherwise works like the *water walk* spell but isn't itself magical.

ACTIONS

Multiattack. The lakescourge lotus makes two Tainted Claw or Poisonous Water Jet attacks.

Tainted Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage plus 9 (2d8) poison damage, and the target must succeed on a DC 15 Constitution saving throw or be poisoned for 1 minute. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Poisonous Water Jet. *Ranged Spell Attack:* +5 to hit, range 60 ft., one target. *Hit:* 15 (3d8 + 2) poison damage.

Enter Reflection. The lakescourge lotus touches a body of water large enough to hold it and becomes a reflection on the surface of the water. While in this form, the lotus has immunity to bludgeoning, piercing, and slashing damage from nonmagical attacks and resistance to bludgeoning, piercing, and slashing damage from magical attacks. While a reflection, its speed is reduced to 5 feet, it can't make Tainted Claw attacks, and it can revert to its true form as a bonus action. If the lakescourge lotus takes damage that isn't bludgeoning, piercing, or slashing while it is a reflection, it is forced back into its true form.



Ramnath Nanthakumar (Order #37530305)

Leashed Lesion



With a vibrant, emerald carapace and gnarled spikes shine in even poor torchlight. Its back looks almost like a saddle or the wagon's seat, save for the inward-facing spikes that mark it as clearly dangerous. Its eyeless head lifts, revealing a mouth full of needle-like teeth.

A leashed lesion is a horse-sized arthropodal aberration with bright pink flesh emerging from the carapace at its joints. It survives via a curious symbiosis. In the wild, a leashed lesion hosts another aberration in the saddle-like recess in its back. The lesion gains whatever protection the rider can offer, while the rider gains access to life force the lesion drains from its prey.

Summoned Allies. Cult leaders, particularly of cults of the Void, often summon leashed lesions as protective mounts. These cultists place themselves or a valued subordinate spellcaster within the lesion's recess, helping the monster fend of threats and healing the rider in the midst of combat. Such arrangements gave the lesion its name, as monster-hunters often consider them little more than the leashed pets of cult leaders. Often too late, cultists discover that an unhappy leashed lesion is just as likely to kill its rider as protect it.

Exacting Mounts. Native to twisted worlds in the space between the stars, wild lesions occasionally wander through rents in reality at the site of ancient rituals or destructive magic. Such lesions don't distinguish the wildlife of their new home from the aberrations of their old one and swiftly cycle through potential riders and devour meals as they seek creatures worthy of being symbiotically bound to them. Villages have seen farmers and herds of livestock drained to desiccated husks by wild or lost lesions.

LEASHED LESION

Large Aberration, Chaotic Evil

Armor Class 15 (natural armor)
Hit Points 65 (10d10 + 10)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	12 (+1)	6 (–2)	9 (–1)	14 (+2)

Damage Resistances necrotic
Senses blindsight 120 ft., passive Perception 9
Languages understands Void Speech but can't speak
Challenge 3 (700 XP) **Proficiency Bonus** +2

Actions

Multiattack. The leashed lesion makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8 + 2) piercing damage plus 5 (2d4) necrotic damage. The lesion and any creature grappled by its Life Tether regain hp equal to the necrotic damage dealt.

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

Draining Burst (Recharge 5–6). The leashed lesion selects a point it can see within 120 feet of it. Each creature within 20 feet of that point must make a DC 12 Constitution saving throw, taking 13 (3d8) necrotic damage on a failed save, or half as much damage on a successful one. The lesion and any creature grappled by its Life Tether each gain 13 (3d8) temporary hp.

Bonus Actions

Life Tether. The leashed lesion attaches a symbiotic tether to a creature sitting in the recess in its back. A creature in the recess that isn't attached to the tether takes 7 (2d6) piercing damage at the end of the lesion's turn, and the lesion regains hp equal to the damage dealt. While the tether is attached, the creature is grappled by the lesion. The lesion or the creature can detach the tether as a bonus action. The lesion can have its symbiotic tether attached to only one creature at a time.

Ramnath Nanthakumar (Order #375303305)

Ley Wanderer

Floating through the air, this creature's head is a huge, dome-like cranium. Three pairs of spindly arms ending in human-sized hands grow from the torso of its rubbery, slug-like body.

Ley wanderers are enigmatic creatures that feed on the magical energy that flows within the world. Their origins are unclear, but sages speculate they are the mutated descendants of human mages caught in a magical cataclysm centuries ago.

Peaceful Travelers. Ley wanderers are solitary and peaceful unless provoked. Possessed of considerable intelligence, they drift from place to place, grazing on sources of magical energy.

Magic-Hungry Guides. Ley wanderers feed by absorbing spells or draining magic items, an obsession that often leads them to leave in the middle ofa fight to pursue or consume a source of magic. Adventurers who need to get somewhere urgently have been known to track down a ley wanderer and gift it such magic in exchange for quick travel.

Feasting Feud. Ley wanderers feed off the same sources of magical energy as the werynax (see *Tome of Beasts 2*), and the two creatures fight furiously on the rare occasions they meet.



LEY WANDERER

Huge Aberration, Neutral

Armor Class 15 (natural armor)

Hit Points 136 (16d12 + 32)

Speed 10 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	9 (–1)	14 (+2)	19 (+4)	11 (+0)	10 (+0)

Saving Throws Str +5, Dex +2, Int +7

Skills Arcana +7, Perception +3

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities psychic

Senses darkvision 60 ft., passive Perception 13

Languages all, telepathy 120 ft.

Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Sense Magic. The ley wanderer senses magic within 120 feet of it at will. This trait otherwise works like the *detect magic* spell but isn't itself magical.

Actions

Multiattack. The ley wanderer makes three Slam or Psychic Lash attacks.

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage plus 9 (2d8) psychic damage.

Psychic Lash. *Ranged Spell Attack:* +7 to hit, reach 5 ft. or range 120 ft., one target. *Hit:* 17 (3d8 + 4) psychic damage.

Dispelling Burst (Recharge 5–6). The ley wanderer emits a psychic burst that disrupts magic within 30 feet of it. Each creature in the area must make a DC 15 Intelligence saving throw, taking 27 (6d8) psychic damage on a failed save, or half as much damage on a successful one. In addition, each spell of 3rd level or lower in the area immediately ends, and the ley wanderer gains 5 temporary hp for each spell ended in this way.

Teleport (3/Day). The ley wanderer magically teleports itself and up to six willing creatures holding hands with the ley wanderer, along with any equipment they are wearing or carrying, to a location the ley wanderer is familiar with, up to 100 miles away. If the destination is a location rich in magical energy, such as a ley line, the ley wanderer can teleport up to 300 miles away.

Bonus Actions

Drain Magic Item. The ley wanderer drains the magic from an item it is holding. A magic item with charges loses 1d6 charges, an item with limited uses per day loses one daily use, and a single-use item, such as a potion or *spell scroll* is destroyed. All other magic items have their effects suppressed for 1 minute. The ley wanderer gains 5 temporary hp each time it drains a magic item. A drained item regains its magic after 24 hours.

Reactions

Absorb Spell. When a creature the ley wanderer can see within 30 feet of it casts a spell, the ley wanderer can absorb the spell's energy, countering it. This works like the *counterspell* spell, except the ley wanderer must always make a spellcasting ability check, no matter the spell's level. Its ability check for this is +7. If it successfully counters the spell, the ley wanderer gains 5 temporary hp for each level of the spell.

Ramnath Nanthakumar (Order : 375303305)

Life Broker

A silvery breastplate gleams under robes of sable velvet and snow-white silk. Beneath arching black brows, the elf's sea-green eyes miss nothing.

Though the life broker holds the respect of all fey folk, it rarely treats with its own kind. Instead, it looks to mortals, as they are both product and consumer for its trade—the buying and selling of lifetimes, in whole or in part.

Buy and Sell Life. Those who seek the life broker do so for two reasons: to trade some of their remaining life for valuables or to purchase more life for themselves. Many of those willing to sell their life do so to secure enough money to aid a loved one, while those seeking to extend their lives are often the rich, powerful, or influential. The life broker can be convinced to take other forms of payment, such as memories of a loved one, a particular talent for song, or similar esoteric valuables, depending on the amount of life the petitioner wishes in exchange.

By the Rules. The life broker never takes what is not offered to it, following unspoken rules set by some unknown entity when the first life brokers appeared. However, those who attack the broker are assumed to be willing to give up their lives. The lives of those the broker defeats in self defense become the broker's to do with as it chooses.

LIFE BROKER

Medium Fey, Lawful Neutral

Armor Class 16 (breastplate)

Hit Points 190 (20d8 + 100)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	19 (+4)	20 (+5)	19 (+4)	14 (+2)	20 (+5)

Saving Throws Con +10, Wis +7, Cha +10

Skills Arcana +9, Deception +10, Perception +7, Persuasion +10

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks not made with cold iron weapons

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 17

Languages Common, Sylvan

Challenge 13 (10,000 XP) **Proficiency Bonus** +5

Draw Life Essence. The life broker can spend 10 minutes coaxing the life essence out of a willing creature, taking only the agreed-upon amount of time from the creature's maximum lifetime. The life essence appears as a rosy mist that rises from the mouth, nose, or skin of the creature and snakes into a carved crystal vial in the broker's cloak, where it takes on the form of a crimson liquid. A creature that drinks such a vial gains the life stored within it, provided the life broker gave the vial willingly.

If the life broker draws all the remaining life from a creature, that creature dies, and it can be returned to life only by means of a *wish* spell.

Life Reading. If the life broker spends 1 minute studying a mortal creature it can see within 30 feet of it, the broker can determine the remainder of that creature's natural life, to the second.

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

Necrotic Weapons. The life broker's weapon attacks are magical. When the life broker hits with any weapon, the weapon deals an extra 4d8 necrotic damage (included in the attack).

ACTIONS

Multiattack. The life broker makes three Rapier attacks.

Rapier. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing plus 18 (4d8) necrotic damage.

Life Feast (Recharge 5–6). The life broker pulls life from hostile creatures within 30 feet of it that aren't Constructs or Undead. Each such creature in the area must make a DC 18 Constitution saving throw, taking 36 (8d8) necrotic damage on a failed save, or half as much damage on a successful one. The life broker gains temporary hp equal to the single highest amount of necrotic damage dealt and has advantage on attack rolls until the end of its next turn.

BONUS ACTIONS

Quick-Footed. The life broker takes the Dash, Disengage, or Dodge action.



Ramnath Nanthakumar (Order # 37530305)

Light Eater

In darkness, this slug-like aberration looks like a large lump of pitch with a few glittering white sparkles. Under the glow of light, the creature's skin glows brilliantly and prismatically.

While they are normally found deep underground, light eaters can easily be lured to the surface, following underground travelers' lights. One light eater can be distracted with a simple lit torch, but large groups can quickly devour all of a group's light sources.

Light Snacks. As its name suggests, light eaters consume light, including magical light, mundane firelight, or a creature's natural luminescence. Light eaters store this consumed light within themselves and flare brilliantly when struck.

Cosmic Affinity. Light eaters are often found at the sites of fallen stars, though scholars have yet to determine the reason. Some speculate they are passengers on fallen stars, coming to this world from another, while others believe the creatures are simply attracted to the heat and light given off by the stars' fall.

LIGHT EATER

Small Aberration, Unaligned

Armor Class 14 (natural armor)
Hit Points 26 (4d6 + 12)
Speed 10 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
8 (–1)	14 (+2)	16 (+3)	4 (–3)	17 (+3)	8 (–1)

Skills Perception +5, Stealth +4
Damage Immunities fire, radiant
Condition Immunities prone
Senses blindsight 120 ft. (blind beyond this radius), passive Perception 15
Languages —
Challenge 1/2 (100 XP) **Proficiency Bonus** +2

False Appearance. While the light eater remains motionless in dim light or darkness, it is indistinguishable from a normal rock.

Light Absorption. When the light eater starts its turn within 5 feet of a source of light, the light is reduced while the light eater remains within 100 feet of the light source. Bright light becomes dim light, and dim light becomes darkness. If the light eater reduces a light source's light to darkness, the light eater sheds multicolored bright light in a 20-foot radius and dim light for an additional 20 feet for 1 hour, and the light source is extinguished if it is nonmagical flame or dispelled if it was created by a spell of 2nd level or lower.

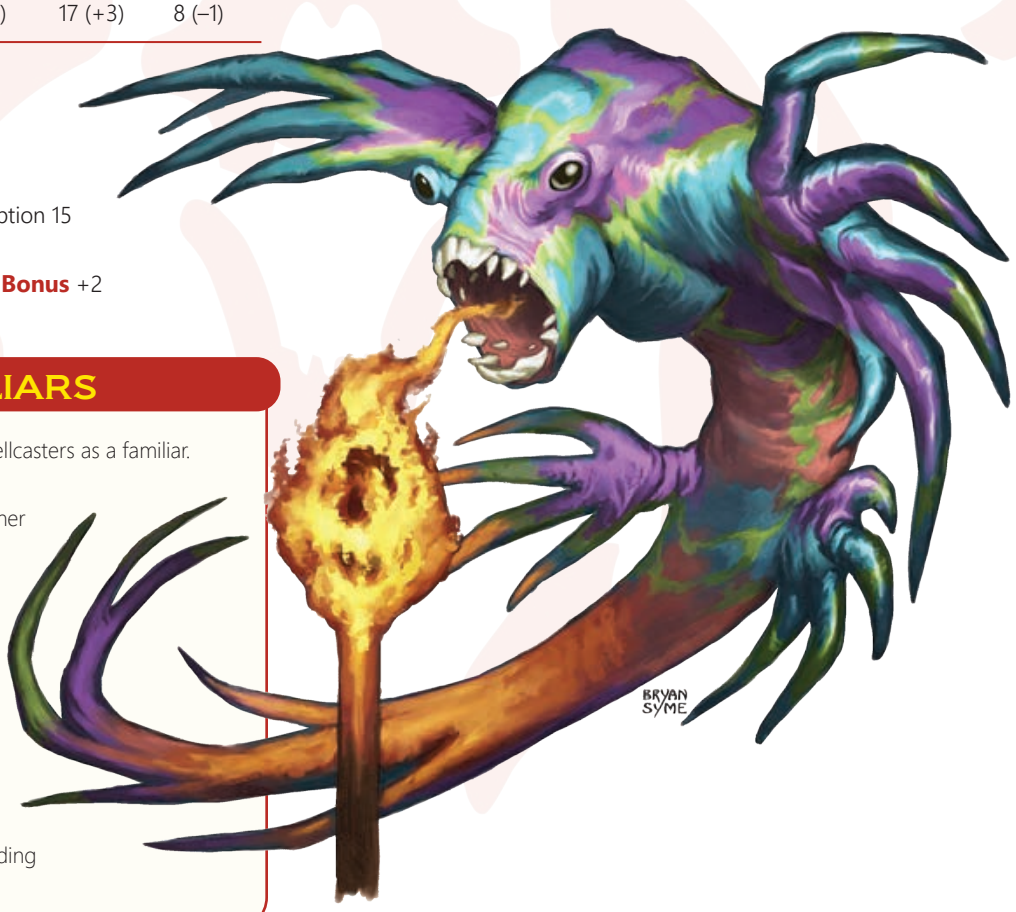
Light Sense. The light eater can pinpoint the location of any source of light within 100 feet of it and can sense the general direction of any source of light within 1 mile of it.

ACTIONS

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

REACTIONS

Emergency Flare (Recharges on a Short or Long Rest). When the light eater takes damage, it can emit a brilliant flash of light. Each creature within 30 feet of the light eater must succeed on a DC 12 Constitution saving throw or be blinded for 1 minute. A blinded creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



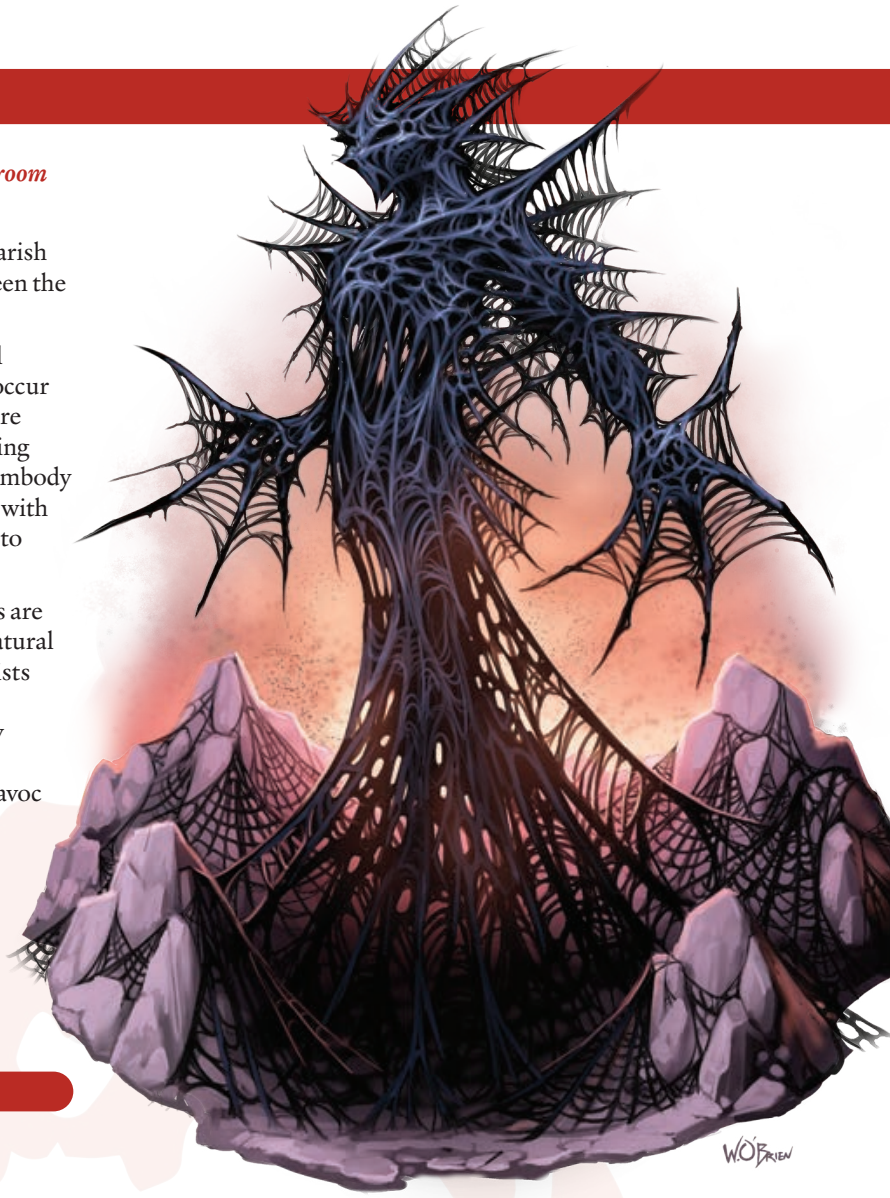
LIGHT EATER FAMILIARS

Some light eaters are willing to serve spellcasters as a familiar. Such light eaters have the following trait.

Familiar. The light eater can serve another creature as a familiar, forming a magic, telepathic bond with that willing companion. While the two are bonded, the companion can sense what the light eater senses as long as they are within 1 mile of each other. While the light eater is within 10 feet of its companion, the companion gains resistance to radiant damage. At any time and for any reason, the light eater can end its service as a familiar, ending the telepathic bond.

Ramnath Nanthakumar (Order # 37530305)

Living Soot



A mass of black webs rises from the corner of the burnt-out room and hovers overhead, dripping ash from thick tendrils.

Though they resemble sentient spider webs, these nightmarish elementals are actually products of planar collisions between the Planes of Air, Earth, and Fire.

Volatile Bindings. Living embodiments of the natural phenomenon known as a soot tag, living soot elementals occur when earth elementals collide, producing crude oils that fire elementals eagerly burn and air elementals fan ablaze. Living soot emerges from these clashes with similar aspects that embody and compel its elemental brethren. Deceptively heavy and with a compulsion to spread, they send out parts of themselves to suffocate anything in reach with toxic tendrils of ash.

Summoned Through Tragedy. Living soot elementals are commonly brought onto the Material Plane when supernatural fires ravage cities or forests and when would-be elementalists miscast arcane experiments. Once present creatures are overwhelmed, living soot elementals proceed to coat every nearby surface in soot and ash. If any fire elementals are present, living soot follow in their fiery wakes, wreaking havoc upon any surviving creatures or still-standing structures.

Hydrophobic. Living soot elementals are diametrically opposed to water elementals and everything else hailing from the Plane of Water. Ice elementals (see *Tome of Beasts 2*) are deadly to living soot, as are any other creatures with mastery over the powers of ice and winter magic.

LIVING SOOT

Large Elemental, Neutral

Armor Class 15

Hit Points 142 (15d10 + 60)

Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	20 (+5)	19 (+4)	6 (–2)	10 (+0)	8 (–1)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire, poison

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

Senses darkvision 60 ft., passive Perception 10

Languages Auran, Ignan, Terran

Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Brittle. If the living soot takes cold damage, it partially freezes; its speed is reduced by 10 feet and its AC is reduced by 2 until the end of its next turn.

Choking Air Form. The living soot can enter a hostile creature's space and stop there, and it can move through a space as narrow as 1 inch wide without squeezing. In addition, when a creature starts its turn in the same space as the living soot, the creature must succeed on a DC 15 Constitution saving throw or take 7 (2d6) poison damage and be unable to breathe until it starts its turn outside the soot's space.

Elemental Nature. The living soot doesn't require air, food, drink, or sleep.

False Appearance. While the living soot remains motionless, it is indistinguishable from a tangled mass of blackened, dusty webbing.

ACTIONS

Multiattack. The elemental makes two Slam attacks, or it makes one Slam attack and one Constrict attack.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage plus 7 (2d6) poison damage.

Constrict. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage, and the target is grappled (escape DC 15). Until this grapple ends, the target is restrained, and the living soot can't Constrict another target.

Engulfing Sootstorm (Recharge 4–6). The living soot spins violently in place, spreading out tendrils of thick, poisonous ash. Each creature within 20 feet of it must make a DC 15 Dexterity saving throw. On a failure, a creature takes 21 (6d6) poison damage and its speed is halved. On a success, a creature takes half the damage and its speed isn't reduced. The speed reduction lasts until a creature spends an action cleaning off the ash.

Ramnath Nanthakumar (Order #375303805)

Lobe Lemur

A dark-furred creature made of leaves and wearing tiny animal skulls hunches on a branch, its rope-like tail twined around the branch. Each hand sports an elongated finger tipped in a sharp claw, and its legs tense, ready to leap.

The lobe lemur makes it home in forested swampland, where it builds itself a small enclosed nest among the branches and decorates the nest with the skulls of its prey. The lobe lemur is a nocturnal hunter, stalking its prey from the treetops or silently swimming through murky waters. Reports of dead animals with missing heads or corpses missing eyes may indicate the presence of a lobe lemur.

Brain Eaters. Lobe lemurs are known for what they eat: the brains of other creatures. Due to their small size, they typically feast on birds and rodents, but they'll eat any brain matter they can get. They use their jagged front teeth to consume a victim's eyes before using their elongated claws to scoop out the now-accessible brain matter. If given the opportunity, the lobe lemur happily ambushes a larger creature, clinging to the creature's head to get at its brains. Some scholars speculate they grow more intelligent with each brain they eat, leading to some particularly smart elder lobe lemurs that command whole packs of the creatures. However, none who have seen such a colony have lived to tell the tale.

LOBE LEMUR

Small Monstrosity, Neutral

Armor Class 14

Hit Points 93 (17d6 + 34)

Speed 40 ft., swim 30 ft., climb 40 ft.

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

Saving Throws Dex +6

Skills Acrobatics +6, Perception +3, Stealth +8, Survival +3

Senses darkvision 60 ft., passive Perception 13

Languages understands Common but can't speak

Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Danger From Above. If the lobe lemur jumps at least 10 feet straight toward a creature from a higher position than the target, such as leaping down from a tree, it has advantage on the next attack roll it makes against that creature.

Standing Leap. The lobe lemur's long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

Swamp Camouflage. The lobe lemur has advantage on Dexterity (Stealth) checks made to hide in swampy terrain.

ACTIONS

Multiattack. The lobe lemur makes three Claw Swipe attacks, or it makes one Face Clamp attack and two Claw Swipe attacks.

Claw Swipe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.

Face Clamp. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) piercing damage, and the lobe lemur attaches to the target's head. If the lobe lemur is already attached to the target when it hits with this attack, the attack doesn't deal damage. Instead, the target is blinded until the end of its next turn.

While attached to the target, the lobe lemur can attack no other creature except the target but has advantage on its attack rolls. The lemur's speed also becomes 0, it can't benefit from any bonus to its speed, and it moves with the target.

A creature, including the target, can take its action to detach the lemur by succeeding on a DC 14 Strength check. On its turn, the lemur can detach itself from the target by using 5 feet of movement.



Ramnath Nanthakumar (Order - 375303805)

Lycanthrope, Werecrocodile

This well-muscled human's smile is a little too wide and its teeth a little too sharp.

Werecrocodiles inhabit many cities and villages on the banks of great rivers and lakes.

Big Grins. In humanoid form, werecrocodiles are well-muscled and have a disconcerting smile that is just a bit too wide. They like to wield khopeshes and other brutal slashing weapons in battle.

Mistaken for Merchants. Werecrocodiles are often confused for subek (see *Tome of Beasts*), which can lead to nasty surprises for those seeking knowledge or goods. The indifference that subek feel toward werecrocodiles doesn't help the situation, leaving those who bargain with them always on edge, never knowing if they're dealing with a subek merchant or a duplicitous werecrocodile.



Werecrocodile

Medium Humanoid (Human, Shapechanger), Neutral Evil

Armor Class 11 in humanoid form, 12 (natural armor) in crocodile or hybrid form

Hit Points 58 (9d8 + 18)

Speed 30 ft. (20 ft., swim 30 ft. in crocodile or hybrid form)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	14 (+2)

Skills Deception +4, Intimidation +4, Perception +2

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Senses passive Perception 12

Languages Common (can't speak in crocodile form)

Challenge 3 (700 XP) **Proficiency Bonus** +2

Hold Breath (Crocodile or Hybrid Form Only). The werecrocodile can hold its breath for 15 minutes.

Actions

Multiattack (Humanoid or Hybrid Form Only). The werecrocodile makes two Tail Swipe or Khopesh attacks, or it makes one Bite attack and one Tail Swipe attack.

Bite (Crocodile or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage, and the target is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the werecrocodile can't bite another target. If the target is a Humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with werecrocodile lycanthropy.

Tail Swipe (Crocodile or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target not grappled by the werecrocodile. *Hit:* 7 (2d4 + 2) bludgeoning damage, and the target must succeed on a DC 12 Strength saving throw or be knocked prone.

Khopesh (Humanoid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.

Bonus Actions

Change Shape. The werecrocodile transforms into a Large crocodile or into a crocodile-humanoid hybrid, or back into its true form, which is Humanoid. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Ramnath Nanthakumar (Order - 375303805)

Lycanthrope, Wereotter

Its soft pelt glimmering, the bipedal otter climbs onto the river's shoreline, water cascading off its fur. Tugging a short rope, the creature hoists up a net, brimming with flapping fish.

Wereotters are gentle, thoughtful lycanthropes with an air of mischievousness. In humanoid form, they remain quite calm, even in the face of threats, though they can become fierce when protecting themselves or a loved one. Wereotters do their utmost to not spread their curse to others and will bite a humanoid only when no other options are present. When facing hostile humanoids, wereotters rely on their net to capture a foe, then release the attacker far from the lycanthrope's home.

Family-Oriented. Groups of wereotters are extended families with the founding member cursed and passing their lycanthropy on to their children. Thus, non-lycanthropes can be found in these small clusters, having married into or been adopted by the family. These family groups tend to live outside most civilized towns and village.

River and Swamp Dwellers. Encountered most often in swamps, on lakeshores, or by rivers deep in mountain ranges or forest, wereotters use their unique skills to fish and forage for food for their family clusters. Some build small stilt villages over or along the water, while others use what nature has provided, living in large cave networks.

WEREOTTER

Medium Humanoid (Human, Shapechanger), Chaotic Good

Armor Class 13

Hit Points 44 (8d8 +8)

Speed 30 ft., (swim 40 ft. in otter or hybrid form)

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	13 (+1)	12 (+1)	15 (+2)	17 (+3)

Skills Perception +4, Survival +5

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Senses darkvision 60 ft. (otter and hybrid forms only), passive Perception 14

Languages Common (can't speak in otter form)

Challenge 2 (450 XP) **Proficiency Bonus** +2

Hold Breath. The wereotter can hold its breath for 10 minutes.

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

ACTIONS

Multiattack. The wereotter makes three Javelin attacks, or it makes one Bite attack and two Javelin attacks. It can replace one Javelin attack with a Net attack.

Bite (Otter or Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage. If the target is a Humanoid, it must succeed on a DC 11 Constitution saving throw or be cursed with wereotter lycanthropy.

Javelin (Humanoid or Hybrid Form Only). *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Net (Humanoid or Hybrid Form Only). *Ranged Weapon Attack:* +3 to hit, range 5/15 ft., one target. *Hit:* A Large or smaller creature hit by the net is restrained until it is freed. The net has no effect on creatures that are formless or creature that are Huge or larger. A creature, including the target, can take its action to free the restrained target by succeeding on a DC 11 Strength check. Dealing 5 slashing damage to the net (AC 10) frees the target without harming it, ending the effect and destroying the net.

BONUS ACTIONS

Change Shape. The wereotter transforms into a Medium otter-humanoid hybrid or into a Large otter, or back into its true form, which is Humanoid. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.



Ramnath Nanthakumar (Order #37530305)

Malmbjorn



This massive bear bristles with muscles and fury, its hide covered with metal scales and spikes.

Malmbjorns are enormous, mountain-dwelling bears that consume raw ore they dig out of the ground with their metal claws. They have a fondness for refined metals, such as those found in armor and weapons.

Prospector's Dilemma. Because these massive bears dig out dens near metal deposits, the presence of a malmbjorn all but guarantees the presence of substantial deposits nearby. However, the creature must be driven away or killed before the deposits can be mined. Wealthy miners are rarely strong enough to drive malmbjorn away themselves; they hire experienced adventurers or entire mercenary companies to tackle a malmbjorn.

Rending Claws. Malmbjorn claws contain a naturally occurring form of adamantine. With enough time and skill and a smelter, the claws of a single bear yield enough adamantine to make a single dagger.

MALMBJORN

Huge Monstrosity, Unaligned

Armor Class 18 (natural armor)

Hit Points 218 (19d12 + 95)

Speed 40 ft., burrow 10 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	20 (+5)	3 (–4)	12 (+1)	13 (+1)

Saving Throws Con +10, Wis +6

Skills Perception +6

Damage Vulnerabilities acid

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold

Senses darkvision 120 ft., passive Perception 16

Languages —

Challenge 15 (13,000 XP) **Proficiency Bonus** +5

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

Metal Sense. The malmbjorn can pinpoint, by scent, the location of any Small or larger ferrous metal, such as an iron deposit or steel armor, within 100 feet of it. It can sense the general direction of such metal within 1 mile.

Tunneler. The malmbjorn can burrow through solid rock at half its burrow speed and leaves a 15-foot-diameter tunnel in its wake.

Actions

Mulitattack. The malmbjorn makes one Bite attack and two Adamantine Claw attacks.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 34 (5d10 + 7) piercing damage, and the target is grappled (escape DC 18). Until this grapple ends, the target is restrained, and the malmbjorn can't Bite another target.

Adamantine Claw. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 29 (5d8 + 7) slashing damage. This attack deals double damage to objects and structures.

Metal Volley (Recharge 5–6). The malmbjorn shakes itself, launching shards of metal from its hide. Each creature within 20 feet of the malmbjorn must make a DC 18 Dexterity saving throw, taking 45 (13d6) slashing damage on a failed save, or half as much damage on a successful one.

Bonus Actions

Metal Eater. The malmbjorn swallows one Medium or smaller ferrous metal object within 5 feet of it. If the object is being held or worn by a creature, that creature must succeed on a DC 18 Strength saving throw or the malmbjorn swallows the object. If the creature holding or wearing the object is also grappled by the malmbjorn, it has disadvantage on this saving throw. Nonmagical objects are digested and destroyed at the start of the malmbjorn's next turn. Magic objects remain intact in the malmbjorn's stomach for 8 hours then are destroyed. Artifacts are never destroyed in this way.

Reactions

Ironhide. When the malmbjorn is hit by a weapon made of metal, fur-like spikes of metal grow out of the malmbjorn's hide until the end of its next turn. While the spikes remain, the malmbjorn's AC increases 2, and any critical hit against it becomes a normal hit.

Ramnath Nanthakumar (Order - 375303805)

Meerkat

This tiny, striped mammal stands erect, turning its head back and forth above the grasses. Its large, beady eyes scan the horizon for signs of danger.

Meerkats are social animals native to hot grasslands and savannahs. Relatives of mongooses, meerkats have pointed snouts and long, tapering tails. Their brindled coats vary between light brown and gray, and their front claws make them natural burrowers. They dwell in rocky crevices in stony, chalky formations and in large burrows with multiple entrances in the open plains. Meerkats are active during the day, mostly in the mornings and afternoons.

Keen Eyesight. Meerkats have long, horizontal eyes that provide superior vision. They constantly scan their surroundings for unsuspecting prey—or encroaching predators. They communicate using a variety of calls to warn the pack of danger.

Protection in Numbers. Meerkats live in packs of 25 to 30 individuals and maintain a social hierarchy. Each meerkat comes to the aid of the pack, which bands together to ward off predators that encroach upon their territory. They will swarm snakes and rodents, attacking in numbers to keep the enemy corralled and away from burrows.



MEERKAT

Tiny Beast, Unaligned

Armor Class 11

Hit Points 2 (1d4)

Speed 20 ft., burrow 10 ft.

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

Damage Resistances poison

Senses passive Perception 10

Languages —

Challenge 0 (10 XP) **Proficiency Bonus** +2

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

Snake Hunter. The meerkat has advantage on saving throws against being poisoned.

ACTIONS

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

SWARM OF MEERKATS

Medium Swarm of Tiny Beasts, Unaligned

Armor Class 12

Hit Points 22 (5d8)

Speed 20 ft., burrow 10 ft.

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

Damage Resistances bludgeoning, piercing, poison, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses passive Perception 10

Languages —

Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Corral. A creature in the swarm's space must succeed on a DC 12 Dexterity saving throw to leave the swarm's space. The creature has advantage on its saving throw if the swarm has half of its hp or fewer.

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

Snake Hunter. The swarm of meerkats has advantage on saving throws against being poisoned.

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 meerkat. The swarm can't regain hp or gain temporary hp.

ACTIONS

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

Ramnath Nanthakumar (Order #37530305)

Megantereon

This brawny predator is nimble and powerful with two long upper canines extending down from its upper jaw.

An ancient feline, the megantereon's saber-like fangs inflict deep puncture wounds in its prey, causing it to bleed profusely. They like to leap down from an elevated position, delivering a devastating bite before springing away and waiting for its prey to bleed to death.

Rosetted Coat. The megantereon's short fur is covered in small dark spots that help it blend into its grassland home. Smaller than lions and saber-toothed tigers, the megantereon can climb and hide in trees, taking a strong position for ambushing prey while remaining safe from larger predators. Like leopards, the megantereon often pulls prey into trees and occasionally muscles leopards out of their trees, feasting on what remains of its smaller cousin's prey.



MEGANTEREON

Medium Beast, Unaligned

Armor Class 13

Hit Points 52 (8d8 + 16)

Speed 40 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	15 (+2)	3 (–4)	12 (+1)	9 (–1)

Skills Perception +3, Stealth +5

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 2 (450 XP) **Proficiency Bonus** +2

Grassland Camouflage. The megantereon has advantage on Dexterity (Stealth) checks made to hide in grassland terrain.

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

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

Running Leap. With a 10-foot running start, the megantereon can long jump up to 20 feet.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 13 (2d8 + 4) piercing damage. If the target is a creature other than an Undead or Construct, it must succeed on a DC 12 Constitution saving throw or lose 2 (1d4) hp at the start of each of its turns due to a bleeding wound. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Any creature can take an action to stanch the wound with a successful DC 12 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 11 (2d6 + 4) slashing damage.

Megantereons in Midgard and the Southlands

Megantereons are more commonly called daggertooth cats in the Midlands and lokotunjal in the Southlands. Most roam the grasslands of the Abandoned Lands, where they share their hunting grounds with saber-toothed tigers and other dinosaur predators. Some daggertooth cats can be found on the Rothenian Plains and the Red Wastes. A slain megantereon was recently found in the Goblin Wastes, but the tentacle-like growths extending from its shoulders suggest it may have been a warped by chaos magic or tainted by the Void. A noted naturalist in Bemmea has offered a substantial reward for the recovery of a live daggertooth from the Wastes.

Ramnath Nanthakumar (Order #37530305)

Midnight Sun

A large sphere of radiant energy floats through the night sky.

This creature appears in polar and subpoloar regions during periods of midnight sun and polar night, or under the glow of the northern lights. In areas of darkness, the midnight sun resembles a sphere of light, and in areas with any light, it appears as a sphere of darkness. Regardless of its form, any living creature that encounters it suffers severe bodily harm and experiences strange disruptions of reality.

Malevolent. Perhaps because it has no permanent physical form of its own, the midnight sun desires nothing more than to extinguish the lives of other creatures. It floats through the arctic sky, searching for living beings, which it attempts to herd into isolated areas, such as ice caves and ravines. There, it corners its prey, snuffing out their life forces.

Time Sensitive. The creature exists only during periods of midnight sun and polar night, or under the northern lights. Reports of midnight suns appearing during a solar eclipse exist. One moment, it does not exist and the next it manifests into being at full strength. Similarly, the moment these periods end, the creature winks out of existence, only to reappear when the right conditions return.

MIDNIGHT SUN

Large Aberration, Neutral Evil

Armor Class 16 (natural armor)
Hit Points 136 (16d10 + 48)
Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	16 (+3)	11 (+0)	18 (+4)	15 (+2)

Saving Throws Dex +6, Wis +7, Cha +5
Skills Perception +7
Damage Vulnerabilities necrotic (in day form), radiant (in night form)
Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities necrotic (in night form), poison, radiant (in day form)
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses blindsight 120 ft. (blind beyond this radius), passive Perception 17
Languages Deep Speech
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Changing Form. The midnight sun's form automatically changes based on the presence or absence of light in its space.

- **Day Form.** While more than half the midnight sun is in darkness, it appears as a glowing orb of light, though it sheds no light. In this form, it deals radiant damage, has immunity to radiant damage, and has vulnerability to necrotic damage.
- **Night Form.** While more than half the midnight sun is in bright or dim light, it appears as an orb of darkness. In this form, it deals necrotic damage, has immunity to necrotic damage, and has vulnerability to radiant damage.
- **Twilight Form.** While half the midnight sun is in bright or dim light and the other half is in darkness, it appears as a split orb of light and darkness. In this form, it deals force damage.

Energy Being. The midnight sun can move through a space as narrow as 1 inch wide without squeezing, and it can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 3 (1d6) damage of the type determined by the sun's current form.

Reality Inversion. Reality is inverted for creatures close to the midnight sun. When a creature starts its turn in the sun's space or within 5 feet of the sun, any circumstance, trait, or feature that would grant it advantage, instead grants it disadvantage, and vice versa, until the start of its next turn.

ACTIONS

Multiattack. The midnight sun makes three Energy Blast attacks.

Energy Blast. *Melee or Ranged Spell Attack:* +7 to hit, reach 5 ft. or range 120 ft., one target. *Hit:* 14 (3d6 + 4) damage of the type determined by the sun's current form.

Energy Pulse (Recharge 5–6). The midnight sun emits a pulse of energy. Each creature within 15 feet of the midnight sun must make a DC 15 Constitution saving throw, taking 28 (8d6) damage of the type determined by the sun's current form on a failed save, or half as much damage on a successful one.



Ramnath Nanthakumar (Order - 375303805)

Mindshard

A translucent, irregular prism floats through the air in jagged bursts, as limbs of refracted light form around it. Through the prism, the world is refracted into a thousand stunning infinities.

Mindshards are parasitic aberrations, with the form of multifaceted crystalline prisms the size of a human torso. They float through the air and interact with the world via illusions and limbs made of refracted light. They live in remote reaches of the plains, where nothing can be seen but endless, rolling grass in every direction.

Memetic Spread. Mindshards prey on small groups in great prairies and steppes. The mindshard bewitches travelers with illusions, slowly tearing at their minds until its victims are helpless and pliable. Then the mindshard pulls a victim into its body, refracting who they were into myriad components like a prism refracts light. The process creates duplicates almost identical to the original and with all of its memories, but each imitation is physically weaker than its original and hyper-focused on a single aspect of who it once was. In this way, an attitude, an emotion, or a behavior is stretched and warped to become the entirety of a person.

Spawn in Cities and Towns. The mindshard imitations wander back to civilization, slipping into society to incubate a new generation. Some months later, the imitations die, and a new mindshard emerges from each corpse. These new mindshards return to the great expanses they call home, peacefully floating among the grasses until they encounter humanoid travelers and start the process anew.



MINDSHARD

Small Aberration, Neutral Evil

Armor Class 16 (natural armor)

Hit Points 81 (18d6 + 18)

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

STR	DEX	CON	INT	WIS	CHA
1 (–5)	16 (+3)	12 (+1)	11 (+0)	15 (+2)	19 (+4)

Saving Throws Con +3, Int +2

Damage Immunities poison

Condition Immunities charmed, frightened, poisoned, prone

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

Languages Deep Speech, telepathy 60 ft.

Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Mindleech Aura. When a charmed creature enters a space within 15 feet of the mindshard on a turn or starts its turn within 15 feet of the mindshard, that creature takes 7 (2d6) psychic damage.

Translucent. The mindshard is invisible to creatures more than 60 feet away from it.

Actions

Multiattack. The mindshard makes two Refracted Light Beam attacks.

Refracted Light Beam. *Melee or Ranged Spell Attack:* +6 to hit, reach 5 ft. or range 60 ft., one target. *Hit:* 10 (2d6 + 3) radiant damage.

Light Construction (Recharge 5–6). The mindshard bends light toward a point it can see within 60 feet of it, creating a colorful pattern on that point. Each creature within 20 feet of that point must make a DC 14 Wisdom saving throw. On a failure, a creature takes 14 (4d6) psychic damage and is charmed and incapacitated for 1 minute. On a success, a creature takes half the damage and isn't charmed or incapacitated. A charmed and incapacitated creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Refract Mind (1/Day). The mindshard pulls a Humanoid with 0 hp into its body, refracting the creature into fragments of itself. The Humanoid dies and 2d4 cultists appear in unoccupied spaces within 15 feet of the mindshard. The cultists, which share the Humanoid's appearance and memories, act as allies of the mindshard and obey its telepathic commands. A Humanoid must have an Intelligence score of 5 or higher to be refracted in this manner.

Reactions

Enthralling Defense. When a creature the mindshard can see within 30 feet of it hits it with an attack, that creature must succeed on a DC 14 Charisma saving throw or be charmed until the end of its next turn.

Ramnath Nanthakumar (Order #375303805)

Minotaur, Ravening

Blood coats the claws and mouth of this wild-eyed minotaur. It holds the dripping remains of a heart in its claw.

Mad Minotaur. This feral minotaur is driven by a monstrous hunger that can be sated only by consuming the hearts of its foes. Its fur stained with blood, it fights with teeth, sharp claws, and lethal horns—though its greatest weapon is its ferocity.

Created by Disease. The ancient minotaur clans once deliberately exposed their warriors to a disease called the ravening, hoping to strengthen them. This practice led to disaster as the highly contagious disease spread, creating large numbers of ravening minotaurs—wild creatures filled with uncontrollable fury and a lust for consuming the hearts of other creatures.



Ravening Minotaur

Large Monstrosity, Chaotic Evil

Armor Class 14 (natural armor)

Hit Points 85 (10d10 + 30)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	16 (+3)	6 (–2)	16 (+3)	9 (–1)

Skills Perception +7

Senses darkvision 60 ft., passive Perception 17

Languages Giant, Minotaur

Challenge 3 (700 XP) **Proficiency Bonus** +2

Charge. If the minotaur moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be pushed up to 10 feet away and knocked prone.

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

Labyrinthine Recall. The minotaur can perfectly recall any path it has traveled.

Ravening Hunger. When a ravening minotaur reduces a creature to 0 hp with a melee attack on its turn, the minotaur can take a bonus action to consume the creature's heart. The minotaur's hp maximum increases by 5 for every ten hearts it consumes in this way.

Ravening Madness. The ravening minotaur has disadvantage on Intelligence checks and saving throws. It considers every creature hostile and doesn't gain any benefit from the Help action or similar spells or effects that involve helping or receiving help from friendly creatures. This trait doesn't prevent a spellcaster from restoring hp to the minotaur or curing *the ravening* with magic.

Reckless. At the start of its turn, the minotaur can choose to have advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

Actions

Multiattack. The minotaur makes one Bite and two Claw attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage, and the ravening minotaur gains temporary hp equal to the damage dealt. The target must succeed on a DC 13 Constitution saving throw or becoming infected with *the ravening* (see sidebar).

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

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

The Ravening Disease

This affliction causes uncontrollable fury, and it can be transmitted by contact with infected fluids or clothing, or by the bite of a ravening minotaur. *The ravening* is highly contagious and can infect giants, humanoids, and monstrosities. A creature exposed to it must succeed on a DC 13 Constitution saving throw or become infected. Minotaurs have disadvantage on the saving throw.

After 24 hours, the infected creature gains the ravening minotaur's Ravening Hunger and Ravening Madness traits until cured. If the infected creature is cured after its hp maximum increased from Ravening Hunger, it retains its new hp maximum. After the first 24 hours, a minotaur infected with ***the ravening*** can be cured only by the ***greater restoration*** spell or similar powerful magic. Other creatures can be cured by the ***lesser restoration*** spell or similar disease-ending magic, as normal.

Ramnath Nanthakumar (Order # 37530305)

Monkey's Bane Vine

Plump, orange fruit hangs from deep green vines wrapped around a great tree.

These deadly, semimobile carnivorous plants superficially resemble normal vines. Monkey's bane vines are found in forests and jungles, growing around the trunks of towering rainforest trees.

Sweet Fruit. In spring, the vines grow colorful blooms, and in late summer they produce tasty-looking orange fruit that attracts prey. The fruit has a sickly-sweet flavor that monkeys find irresistible; the nimble creatures are often willing to risk being grabbed by the plant's tendrils to snatch the tasty fruit.

Food for the Roots. When a creature gets too close, the vine strikes, grabbing hold with its tendrils and either ripping its prey apart or crushing the life out of it. The vine deposits the remains near its roots, where they fertilize the plant.

Living Traps. Local humanoids aware of the vine's carnivorous nature sometimes take advantage of the plant. They will grow a monkey's bane vine over a hidden treasure cache, the entrance to a tomb, or other locale as a defense against interlopers and thieves. The most reclusive and paranoid might even grow the vines near entrances to their homes as snares for would-be intruders. In areas where troops of monkeys become nuisances and infest cities and towns, these vines are sometimes deliberately cultivated to help control the monkey population.

Risky Harvest. While monkeys greatly desire the vine's fruit, it is too sweet for most humanoids. Still, some humanoids produce a liqueur from the juice of the fruit, and the resulting monkeybane brandy is popular among wealthy gnomes, goblins, orcs, and humans. Those willing to risk the danger of the vines can sell the results at a steep price.

MONKEY'S BANE VINE

Large Plant, Unaligned

Armor Class 13 (natural armor)
Hit Points 119 (14d10 + 42)
Speed 10 ft.

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

Skills Perception +3
Damage Resistances cold, fire
Condition Immunities blinded, deafened, exhaustion, prone
Senses blindsight 30 ft., passive Perception 13
Languages —
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

False Appearance. While motionless, a monkey's bane vine is indistinguishable from a normal vine.

ACTIONS

Multiattack. The monkey's bane vine makes two Tendril attacks.

Tendril. *Melee Weapon Attack:* +6 to hit, reach 20 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage. If the target is a Large or smaller creature, it is grappled (escape DC 14). Until this grapple ends, the creature is restrained and takes 7 (2d6) bludgeoning damage at the start of each of its turns. The monkey's bane vine has two tendrils, each of which can grapple only one target.



Ramnath Nanthakumar (Order #37530305)

Moon Weaver

This eagle-sized finch bears mottled plumage with a distinctive glossy sheen, and a prominent circle of white feathers on its chest. The bird's eyes gleam with an uncanny intelligence.



These intelligent birds craft intricate and durable items out of woven materials. They build large, communal nests in tall trees for safety as well as socialization. Moon weavers are nocturnal insectivores, flying out at night to hunt, and they breed grubs and other insects near their nests for a more reliable food supply.

Moonsong. Moon weavers speak an intricate musical language called Moonsong, which is difficult for humanoids to understand, and practically impossible to speak, without magical assistance. Ravenfolk (see *Tome of Beasts*) can learn just enough for basic communication. Moon weavers tend to be insular, but they sometimes cooperate with other intelligent creatures for mutual benefit, acting as guides or providing information in exchange for useful items or unusual weaving materials.

Moon Worshipers. Moon weavers revere the moon as a divine being, a mother goddess who created their kind, marking them as her own through the white circle of feathers on their chests. On nights of the full moon, moon weavers gather in the treetops to sing elaborate songs of praise and thanks to the goddess.

Silk Harvesters. One of the moon weaver's primary materials for weaving is silk from giant spiders. They regularly raid giant spider webs for building resources, even enticing spiders to throw webs at them for additional material. Communal nests are always planned near the lair of one or more giant spiders, though not so close that the spiders pose a danger.

MOON WEAVER

Small Beast, Neutral

Armor Class 13

Hit Points 36 (8d6 + 8)

Speed 20 ft., climb 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	13 (+1)	10 (+0)	13 (+1)	14 (+2)

Saving Throws Dex +5, Wis +3

Skills Perception +3, Stealth +5

Senses darkvision 60 ft., passive Perception 13

Languages Moonsong

Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Lubricious Plumage. The moon weaver's skin exudes an oil that permeates its plumage. The moon weaver can't be restrained by magical or nonmagical webbing, and it ignores all movement restrictions caused by webbing.

Actions

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

Bonus Actions

Emboldening Song (2/Day). The moon weaver delivers a burst of beautiful song that motivates and emboldens one friendly creature the moon weaver can see within 60 feet of it. If the target can hear the song, it gains one Embolden die, a d6. Once within the next 10 minutes, the target can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes.

Ramnath Nanthakumar (Order - 375303805)

Moonless Hunter

This hulking, bipedal creature stalks the beach, its yellow eyes glowing. Water cascades down its back.

A dripping wet figure, the moonless hunter prowls coastal roads and shorelines, never straying far from the sea yet loathe to go too near it. This fey horror stalks seaside communities and small islands for prey.

Creation of the Dark Fey. A moonless hunter is created from the soul of an evil individual that drowned at sea, and some believe that those drowned by fey trickery are most likely to become moonless hunters. The taint of death still lingers in these products of dark fey magic.

Devours Dreams. The moonless hunter feeds on fear and mortal dreams. Stealing into homes on dark nights, the moonless hunter consumes sweet dreams and nightmares alike. On occasion it will snack on the dreamer as well, overcome by especially delicious dreams.

MOONLESS HUNTER

Medium Fey, Neutral Evil

Armor Class 14

Hit Points 75 (10d8 + 30)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	16 (+3)	11 (+0)	14 (+2)	12 (+1)

Saving Throws Dex +6, Con +5r

Skills Acrobatics +6**,** Perception +4, Stealth +8

Damage Resistances necrotic; bludgeoning, piercing or slashing damage from nonmagical attacks not made with silvered weapons

Condition Immunities charmed, poisoned

Senses darkvision 60 ft., passive Perception 14

Languages Common, Sylvan, telepathy 30 ft.

Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Deathly Origins. The moonless hunter can be turned and can take damage from holy water as if it was Undead.

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

Nightmare Leap. Once on its turn, the moonless hunter can use half its movement to step magically into the dreams of a sleeping creature within 5 feet of it. It emerges from the dreams of another sleeping creature within 1 mile of the first sleeper, appearing in an unoccupied space within 5 feet of the second sleeper. Each sleeper then must succeed on a DC 14 Wisdom saving throw or suffer one level of exhaustion, as the resulting nightmares prevent restful sleep. A creature that fails this saving throw by 5 or more also suffers long-term madness.

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

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

ACTIONS

Multiattack. The moonless hunter uses Briny Embrace, if it has a creature grappled. It then makes two Claw attacks or one Bite attack and one Claw attack.

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

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage, and the target is grappled (escape DC 14). The moonless hunter has two claws, each of which can grapple only one target.

Briny Embrace. The moonless hunter fills the lungs of one creature grappled by it with seawater. The creature must succeed on a DC 14 Constitution saving throw or begin suffocating. A suffocating but conscious creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. The effect also ends if the creature escapes the grapple.

Whispered Terrors (Recharge 5–6). The moonless hunter bombards the minds of up to three creatures it can see within 60 feet of it with nightmares. Each target must make a DC 14 Wisdom saving throw. On a failure, a creature takes 18 (4d8) psychic damage and is frightened until the end of its next turn. On a success, a creature takes half the damage and isn't frightened. If a creature fails the saving throw by 5 or more, it also suffers short-term madness.



Ramnath Nanthakumar (Order #37530305)

Moonweb

A transparent, nearly invisible mass floats like a cloud in the sky, trailing numerous questing tendrils.

Predators from the Ethereal Plane, moonwebs can travel between planes when the moon is full. Even those able to see invisibility can only partially perceive the form of the moonweb, which resembles an ethereal jellyfish with an amorphous mass and long tendrils dangling below. It has no brain, depending on automatic reflexes in response to stimuli.

Ambush Hunters. Moonwebs drift into the Material Plane during each full moon to hunt, returning to the Ethereal Plane as the moon sets. While hunting, a moonweb floats silently overhead until a suitable target passes below, whereupon it descends and wraps its tentacles around its prey. Hair-fine threads from the tendrils pierce the victim's flesh and paralyze it, leaving it to struggle weakly as the moonweb slowly dissolves it.



MOONWEB

Medium Aberration, Unaligned

Armor Class 16 (natural armor)

Hit Points 97 (13d8 + 39)

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

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	16 (+3)	1 (–5)	16 (+3)	6 (–2)

Skills Perception +6, Stealth +7

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, poisoned, prone

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 16

Languages —

Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Alien Nature. The moonweb doesn't require air or sleep.

Transparent. A moonweb has advantage on Dexterity (Stealth) checks while motionless or in dim light.

Actions

Multiattack. The moonweb makes one Dissolving Bite attack and one Tendrils attack.

Dissolving Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 13 (2d8 + 4) piercing damage plus 9 (2d8) acid damage, and the moonweb regains hp equal to the acid damage dealt.

Tendrils. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage, and the target must succeed on a DC 14 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Etheric Pulse (Recharge 6). The moonweb releases a burst of ethereal energy. Each creature within 30 feet of the moonweb must succeed on a DC 14 Constitution saving throw or become partially ethereal. A partially ethereal creature's attacks deal normal damage to the moonweb, even if the attacks are nonmagical, but all other creatures have resistance to the partially ethereal creature's nonmagical damage. In addition, the moonweb can pinpoint the location of the partially ethereal creature, and the moonweb has advantage on attack rolls against the creature. A partially ethereal creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Bonus Actions

Ethereal Jaunt. The moonweb magically shifts from the Material Plane to the Ethereal Plane, or vice versa.

Ramnath Nanthakumar (Order - 375303805)

Moppet

An intricately carved, wooden doll wobbles enthusiastically on unsteady legs. It reaches out its hand in a welcoming gesture.

What seems a simple toy is a cunning construct created to produce magical power from the trauma of intelligent creatures.

Innocent. Moppets aren't innately hostile. However, they follow their owners' commands without question, and those are rarely benign. Strangely, the powers of a moppet are ineffective on children, who see nothing more than a toy. This can lead to tragedy when a child brings home a moppet.

Nightmare Reality. The moppet's true power is drawing creatures into a shared nightmare. Creatures can be harmed, and even killed, in this waking nightmare. Meanwhile, the moppet draws and stores psychic energy from those creatures.

Origins. Moppets are typically crafted by cruel spellcasters seeking to destroy enemies while siphoning power for their own purposes, though the first moppets' exact origins are uncertain. Some say they were the products of hags, while others credit various evil wizards or magical cabals.

MOPPET

Tiny Construct, Unaligned

Armor Class 10

Hit Points 17 (5d6)

Speed 20 ft.

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

Damage Resistances bludgeoning, piercing

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, stunned, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages understands one language known by its creator but can't speak

Challenge 1 (200 XP) **Proficiency Bonus** +2

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

False Appearance. While the moppet remains motionless, it is indistinguishable from a normal doll.

Psychic Pool. The moppet absorbs psychic energy from creatures in its waking nightmare, holding up to four Psychic Points at a time. As a bonus action while casting a spell within 5 feet of the moppet, the moppet's owner can expend these points to cast the spell without expending a spell slot. To do so, the owner must expend a number of Psychic Points equal to the spell's level.

Actions

Psychic Burst. *Melee or Ranged Spell Attack:* +4 to hit, reach 5 ft. or range 60 ft., one target. *Hit:* 9 (2d6 + 2) psychic damage. If the moppet scores a critical hit, it gains one Psychic Point.

Waking Nightmare. Each creature with an Intelligence of 3 or higher within 60 feet of the moppet must make a DC 13 Intelligence saving throw. On a failure, the creature enters a collective fugue state with all other creatures that failed the save. The creature is unconscious, but it doesn't drop anything it is holding or fall prone. All creatures in this state are faced with a hostile nightmare creature. The nightmare creature uses the statistics of a brown bear, except it deals psychic damage instead of piercing or slashing damage. The appearance of the nightmare creature is up to the GM but should reflect the mutual fears of the affected creatures.

A fight with the nightmare creature works as normal, except all the action takes place in the minds of the affected creatures. When an affected creature is reduced to 0 hp, the moppet gains one Psychic Point. If the nightmare creature, or the moppet, is reduced to 0 hp, all creatures in the fugue state awaken. Any spell slots or class features used in the nightmare combat are expended, but magic item charges or uses aren't expended.

If a creature in the fugue state takes damage from a source other than the nightmare creature, it can immediately repeat the saving throw with advantage, 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 moppet's Waking Nightmare for the next 24 hours.

Bonus Actions

Nimble Moves. The moppet takes the Dash or Disengage action.



Ramnath Nanthakumar (Order #375303805)

Mortifera

The entire bed of swamp flowers begins to stir. Each lotus flower opens to reveal a fanged mouth, and a hulking humanoid form rises from the water, the flower mouths extending from the creature's torso.

While they resemble a bed of lotus flowers blooming atop a bog's surface, the dozen or so fang-tipped tendrils of a mortifera are much more dangerous. Each tendril extends from the dark cavity of a large orifice in the mortifera's torso. A mortifera lies in wait underwater until a hapless creature draws near. It then grabs and poisons its prey before bringing the creature to the mortifera's central mouth to devour it.

Eldritch Origins. The mortifera were spawned from the research lab of a mad chirurgeon on a plane of undeath, and they have proliferated since their introduction to the Material Plane, where a food supply of living flesh is ample. The reason for its insidious strange design remains a mystery.

Unnatural Resource. The venomous "blooms" from a mortifera's tentacle mouths can be harvested for their otherworldly nectar, which can be refined into a poison or used in the creation of antidotes. Alchemists and apothecaries of high regard (and ill repute) pay handsomely for vials or flasks of the noxious liquid.

MORTIFERA

Large Aberration, Chaotic Neutral

Armor Class 16 (natural armor)

Hit Points 135 (18d10 + 36)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	15 (+2)	8 (–1)	10 (+0)	5 (–3)

Skills Perception +3, Stealth +5

Damage Resistances cold, fire, poison

Condition Immunities blinded, deafened, exhaustion, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 13

Languages —

Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Amphibious. The mortifera can breathe air and water.

False Appearance. While the mortifera remains motionless and submerged in water, it is indistinguishable from a bed of lotus flowers.

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

Poisonous Tendrils. A creature that starts its turn grappled by the mortifera must succeed on a DC 15 Constitution saving throw or be poisoned for 1 minute. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Actions

Multiattack. The mortifera makes one Fanged Tentacles attack and two Slam attacks, or it makes three Slam attacks. It can replace two Slam attacks with a use of Chomp.

Fanged Tentacles. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 9 (2d4 + 4) piercing damage plus 9 (2d8) poison damage, and the target is grappled (escape DC 15). Until this grapple ends, the target is restrained, and the mortifera can't use its Fanged Tentacles on another target.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) bludgeoning damage.

Chomp. One creature grappled by the mortifera is pulled up to 5 feet toward the mortifera's central maw, which chomps down on the creature. The target must make a DC 15 Strength saving throw, taking 10 (3d6) piercing damage and 13 (3d8) poison damage on a failed save, or half as much damage on a successful one.

Poison Spray (Recharge 5–6). The mortifera sprays poison from its central maw in a 30-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 27 (6d8) poison damage on a failed save, or half as much damage on a successful one.



Ramnath Nanthakumar (Order # 37530305)

Mudmutt



Matted fur slick with filth sticks out in bushy patches on this doglike creature. A long, sticky tongue lolls about, hanging from its frog-like mouth. When it croaks, fish are forced up to the surface, dead in the water.

Mudmutts are big, frog-like canines that hunt insects and waterfowl in bogs, marshes, and swamps. Their powerful hind legs can propel them through thick mud, and their wide mouths can bellow with mangrove-shaking force. This impressive croak is dangerously painful and can be deadly if experienced underwater. A tongue stretchy and sticky tongue lolls in their big mouths. Mudmutts earned their name from the mud that cakes their coats after a full day of hunting. This heavy coating never seems to bother them and often helps them blend in with their surroundings.

Playful and Energetic. When stumbling across a mudmutt in the wild, one must be careful and deliberate. Mudmutts are curious pack hunters that primarily hunt quick-moving prey, and they play with each other by hiding underwater, hopping about, and catching each other by surprise. Any sudden movement triggers a chase or play response, and interactions with mudmutts can escalate easily.

Unfit Companions. Inexperienced travelers might see a mudmutt and compare it to more mundane canines, thinking to train it as a swamp-loving hunting dog. Unfortunately, their boundless energy, deafening croaks, and distracting appetites are obstacles to successful domestication. For these reasons, most communities familiar with mudmutts forbid keeping the creatures as hunting animals.

MUDMUTT

Large Monstrosity, Unaligned

Armor Class 15

Hit Points 105 (14d10 + 28)

Speed 30 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	20 (+5)	15 (+2)	3 (–4)	12 (+1)	2 (–4)

Saving Throws Str + 7

Skills Perception +4

Resistances thunder

Senses darkvision 60 ft., passive Perception 14

Languages —

Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Amphibious. The mudmutt can breathe air and water.

Hop By. The mudmutt doesn't provoke opportunity attacks when it jumps out of an enemy's reach.

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

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

Swamp Camouflage. The mudmutt has advantage on Dexterity (Stealth) checks made to hide in swampy terrain.

Actions

Multiattack. The mudmutt makes one Bite attack and one Kick attack. It can replace one Bite attack with one Sticky Tongue attack.

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

Kick. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Sticky Tongue. *Melee Weapon Attack:* +8 to hit, reach 20 ft., one creature. *Hit:* 12 (2d6 + 5) bludgeoning damage, and the target must succeed on a DC 15 Strength saving throw or be pulled up to 15 feet toward the mudmutt.

Sonic Croak (Recharge 5–6). The mudmutt unleashes an ear-piercing croak in a 30-foot cone. Each creature in that area must make a DC 15 Constitution saving throw. On a failure, a creature takes 18 (4d8) thunder damage and is stunned until the end of its next turn. On a success, a creature takes half the damage and isn't stunned. Creatures submerged in water have disadvantage on the saving throw and take 27 (6d8) thunder damage instead of 18 (4d8).

Ramnath Nanthakumar (Order - 375303805)

Mummy, Peat

Wearing tattered and muddy clothing, the creature looks like a common villager who ran into trouble in the swamp, though its leathery skin and dead eyes betray its undead state.

Peat mummies are the undead remains of innocents who were murdered by drowning in a swamp. The mud of the bog preserves the body while the unquiet spirit festers within it. The resulting mummy is a rage-fueled shell that seeks vengeance against the people it blames for its condition. Since becoming a peat mummy can take decades, the unfortunates who suffer the creature's wrath are often unaware of its existence.

Murderers of Murderers. If the parties responsible for the peat mummy's condition are still alive at its return, the undead horror vents its fury on them. Peat mummies are completely single-minded. They feel no remorse about collateral damage, and they always take the most direct route to their prey, even if it brings them into conflict with others. If a peat mummy can't find its killer, it goes on a killing spree that ceases at night, when it returns to its muddy grave, only to begin anew the following day. Even the most talented necromancers can't reason with an enraged peat mummy on the killing path.

Peat Mummy

Medium Undead, Neutral Evil

Armor Class 12 (natural armor)

Hit Points 93 (11d8 + 44)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	9 (–1)	18 (+4)	6 (–2)	10 (+0)	10 (+0)

Damage Resistances lightning; bludgeoning and piercing from nonmagical attacks

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages the languages it knew in life

Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Bog Melt. A creature afflicted with the peat mummy's *bog melt* curse can't regain hp, and its hp maximum is reduced by 7 (2d6) for every 24 hours that elapse. In addition, when the cursed creature starts its turn within 30 feet of a creature it can see, it has a 50 percent chance of going into a rage until the end of its turn. While in a rage, the cursed creature must attack the nearest creature. If no creature is near enough to move to and attack, the cursed creature stalks off in a random direction, seeking a target for its rage. The curse lasts until it is lifted by a *remove curse* spell or similar magic. If the curse reduces the creature's hp maximum to 0, the creature dies, and its body dissolves into a viscous puddle of goo.

Carnivorous creatures with an Intelligence of 3 or lower that can see or smell the goo must succeed on a DC 15 Wisdom saving throw or drink the goo. After 1 minute, the creature's Bite, Claw, or Slam attack becomes infused with the curse, and any creature hit by that attack must succeed on a DC 15 Constitution saving throw or be cursed with *bog melt*.

Noxious Slurry. A creature that hits the peat mummy with a melee weapon attack that deals slashing damage while within 5 feet of the mummy must succeed on a DC 15 Constitution saving throw or be poisoned until the end of its next turn as noxious fumes and liquefied flesh spray from the wound.

Undead Nature. The peat mummy doesn't require air, food, drink, or sleep.

Actions

Multiattack. The peat mummy makes two Rabid Bite attacks. If the mummy hits one creature with both attacks, the target must succeed on a DC 15 Constitution saving throw or be cursed with *bog melt* (see the Bog Melt trait).

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



Ramnath Nanthakumar (Order #37530305)

Muraenid



Emerging from a crevice in the reef, this yellowish, serpentine creature is covered in a leopard's dark spots. Its small eyes shine with intelligence, and its teeth promise malice.

Muraenids are malicious, intelligent moray eels with a touch of magical prowess. They make their homes in vast networks of tunnels and chambers inside coral reefs and the walls of ocean trenches.

Ancient Aboleth Minions. Eons ago, the muraenids served the aboleth when the aberrations ruled over the oceans as if they were gods. When aboleth domination declined with the growing influence of true deities, the muraenids seized their chance at freedom. Pledging allegiance to the new gods of the deep, the muraenids escaped aboleth control. To this day, the aboleth have neither forgotten nor forgiven the muraenids' disloyalty.

Devout Worshipers. Free from enslavement, the muraenids seek to conquer and enslave the ocean's inhabitants in the name of their dark gods. This brings them into frequent conflict with merfolk, aquatic elves, and sahuagin. Muraenids sacrifice captives in their cavernous coral cathedrals to honor the demon lord Chemosh (see *Creature Codex*), water-dwelling old ones, and other sinister gods of the seas.

New Lords of the Deep. Although the muraenids' telekinetic powers allow them to manipulate objects, they also dominate aquatic beasts as servants, especially many-armed giant octopuses. Ships sailing near reefs under muraenid control sometimes come under attack by a muraenid pack and its giant octopus minions, grabbing those on deck and pulling them beneath the waves.

MURAENID

Large Monstrosity, Neutral Evil

Armor Class 14 (natural)
Hit Points 45 (7d10 + 7)
Speed 0 ft, swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	12 (+1)	12 (+1)	13 (+1)	7 (–2)

Saving Throws Dex +4
Skills Perception +3, Stealth +4
Senses darkvision 60 ft., passive Perception 13
Languages Aquan, Deep Speech
Challenge 2 (450 XP) **Proficiency Bonus** +2

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

Speak with Aquatic Creatures. The muraenid can communicate with Beasts and Monstrosities that have a swimming speed as if they shared a language.

Water Breathing. The muraenid can breathe only underwater.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 14 (2d10 + 3) piercing damage, and the target is grappled (escape DC 13). Until this grapple ends, the muraenid can Bite only the grappled creature and has advantage on attack rolls to do so.

Telekinetic Grip. One creature the muraenid can see within 60 feet of it must succeed on a DC 13 Strength saving throw or be moved up to 30 feet in a direction of the muraenid's choice and be restrained until the start of the muraenid's next turn.

If the muraenid targets an object weighing 300 pounds or less that isn't being worn or carried, the object is moved up to 30 feet in a direction of the muraenid's choice. The muraenid can also use this action to exert fine control on objects, such as manipulating a simple tool or opening a door or a container.

Lord of the Fishes (1/Day). One Beast with a swimming speed that the muraenid can see within 30 feet of it must succeed on a DC 12 Wisdom saving throw or be magically charmed by the muraenid for 1 day, or until the muraenid dies or is more than 1 mile from the target. The charmed target obeys the muraenid's verbal or telepathic commands, can't take reactions, and can telepathically communicate with the muraenid over any distance, provided the two are on the same plane of existence. If the target suffers any harm, it can repeat the saving throw, ending the effect on itself on a success.

Ramnath Nanthakumar (Order #375303805)

Musk Deer



This miniature deer has no antlers but sports a prominent pair of long canine teeth. Its matted red-brown fur is mottled with white spots, and a heady odor surrounds it as it speeds away.

Musk deer have their origins in cold northern climes, but their small size, and the ease with which they are tamed, makes them popular in warmer climates as well. Musk deer are skittish in the wild, but they can be wooed with patience and a steady supply of snacks. While their sharp canines indicate a carnivorous diet, they are mostly herbivorous, eating insects only when vegetation is scarce. Their impressive teeth are used primarily for defense.

Hardy Travelers. Woodfolk, wanderers, and spellcasters all appreciate the company of a musk deer. If they are fed and groomed, musk deer are agreeable travel companions, though their odor can be a bother for travelers if the deer is startled. A musk deer can serve a spellcaster via the *find familiar* spell.

MUSK DEER

Tiny Beast, Unaligned

Armor Class 13
Hit Points 17 (5d4 + 5)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
4 (–3)	16 (+3)	12 (+1)	2 (–4)	14 (+2)	7 (–2)

Condition Immunities poisoned
Senses passive Perception 12
Languages —
Challenge 1/4 (50 XP) **Proficiency Bonus** +2

ACTIONS

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

BONUS ACTIONS

Musk (Recharges after a Short or Long Rest). The musk deer emits a pungent musk around itself for 1 minute. While the musk is active, a creature that starts its turn within 10 feet of the deer must succeed on a DC 11 Constitution saving throw or be poisoned for 1 minute. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

For 1 hour after a creature fails this saving throw, other creatures have advantage on Wisdom (Perception) and Wisdom (Survival) checks to find or track the creature, unless the creature spends at least 10 minutes washing off the musk.

Sprinter. The musk deer takes the Dash action.

SWARM OF MUSK DEER

Medium Swarm of Tiny Beasts, Unaligned

Armor Class 13
Hit Points 44 (8d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	12 (+1)	2 (–4)	14 (+2)	7 (–2)

Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned
Senses passive Perception 12
Languages —
Challenge 2 (450 XP) **Proficiency Bonus** +2

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 deer. The swarm can't regain hp or gain temporary hp.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 18 (4d8) piercing damage, or 9 (2d8) piercing damage if the swarm has half its hp or fewer.

BONUS ACTIONS

Musk (Recharges after a Short or Long Rest). As the musk deer, except the save DC is 12.

Sprinter. The swarm of musk deer takes the Dash action.

Ramnath Nanthakumar (Order #37530305)

Myrmex

Giant ants made of dirt and stone climb out of a hole in the ground, while the clusters of ferns, grasses, and flowering vines on their backs sway with their movements.

Myrmex are giant ants from the Elemental Plane of Earth that have burrowed their way to the Material Plane.

An Incessant Need to Explore. Intelligent, curious, and social, mrymex love to explore, meet new creatures, and learn new things. Their colonies are welcome to all—so long as no one is intentionally harmed—leaving them with no notion of private or political boundaries. Myrmex young are encouraged to become companions to other explorers to better enrich the colony on their return.

Uncommon Ants. Myrmex superficially resemble ants but have notable differences. They don't have a hierarchy, and they have neither a queen nor castes. Instead, all are equal, and if a colony maintains at least twelve myrmex, it can elevate a speaker. The speaker is a myrmex that is imbued with power by the colony—a power that can be revoked in the rare instances the speaker works against the desires of the colony a whole. The speaker becomes the myrmex's voice to other cultures and enacts the will of the colony after each member has voted on a decision.

Earthen Young. Rather than lay eggs, adult myrmex sculpt their young from dirt, stone, earth from their own bodies, and rare minerals. These minerals prove a limiting factor to a colony's growth because the required minerals and their proportions are precise. This need for rare minerals frequently puts them at odds with roaming xorn, who enjoy consuming many of those same minerals.

Seeking Friendship. Myrmex make allies easily, but they don't tend to swear fealty to anyone, especially elemental lords, which often makes their colonies a target for other elementals. They are loyal friends, and such friendship can last for generations. For instance, many myrmex have been friends of the pech (see *Creature Codex*) for millennia, and some myrmex even share colonies with them. However, no myrmex colony has ever sworn fealty to a pech lithlord, and some colonies have even broken away from their pech allies when a lithlord has tried to rule or command the myrmex.

Myrmex

Medium Elemental, Neutral Good

Armor Class 15 (natural armor)

Hit Points 90 (12d8 + 36)

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

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	16 (+3)	10 (+0)	14 (+2)	8 (–1)

Skills Perception +5

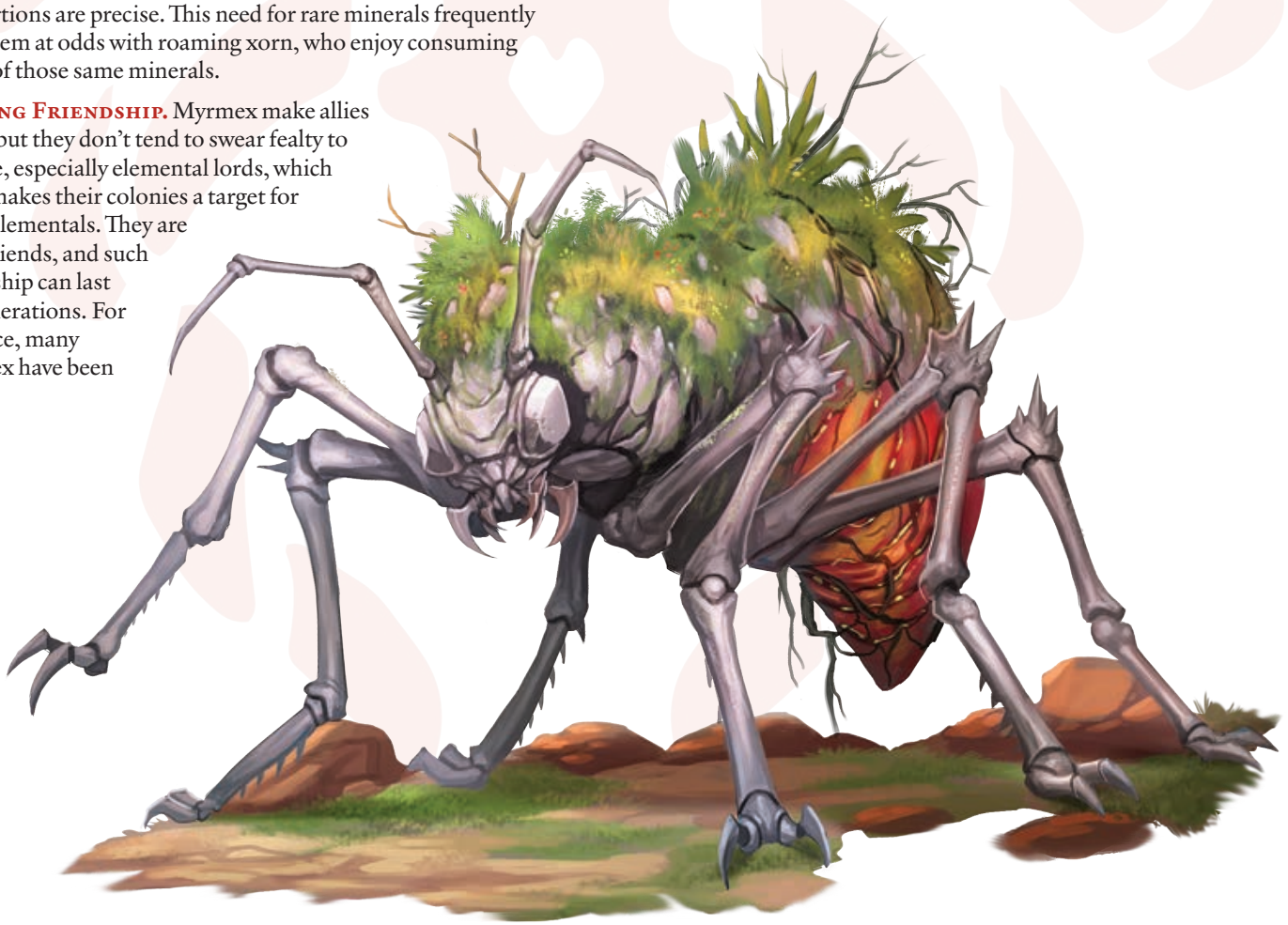
Damage Resistances poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities exhaustion, paralyzed, petrified, poisoned, prone, unconscious

Senses blindsight 60 ft., passive Perception 15

Languages understands Terran but can't speak

Challenge 5 (1,800 XP) **Proficiency Bonus** +3



Ramnath Nanthakumar (Order - 375303805)

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

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

Limited Telepathy. The myrmex can magically transmit simple messages and images to any creature within 120 feet of it that can understand a language. This form of telepathy doesn't allow the receiving creature to telepathically respond.

Stone Walk. Difficult terrain composed of earth or stone doesn't cost the myrmex extra movement.

ACTIONS

Multiattack. The myrmex makes three Bite attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 3 (1d6) poison damage.

Earth Shift. *Ranged Spell Attack:* +5 to hit, range 60 ft., one target in contact with the ground. *Hit:* The target is pushed up to 15 feet in a direction of the myrmex's choice, and its speed is reduced by 10 feet until the end of its next turn.

Wall of Earth. The myrmex can make a wall of earth spring out of earth or rock on a point the myrmex can sense within 30 feet of it. This action works like the *wall of stone* spell, except the myrmex can create only one 10-foot-by-10-foot panel and the panel has AC 13 and 15 hp.

BONUS ACTIONS

Earth Manipulation. The myrmex can manipulate and move earth within 30 feet of it that fits within a 5-foot cube. This manipulation is limited only by the myrmex's imagination, but it often includes creating caricatures of creatures to tell stories of travels or etching symbols to denote dangerous caverns or similar markers for those in the colony. The myrmex can also choose to make the ground within 10 feet of it difficult terrain or to make difficult terrain normal, provided the ground is made of earth or stone. Changes caused by Earth Manipulation are permanent.

MYRMEX SPEAKER

Large Elemental, Neutral Good

Armor Class 16 (natural armor)

Hit Points 119 (14d10 + 42)

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

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	17 (+3)	12 (+0)	16 (+2)	10 (+0)

Skills Perception +7

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

Condition Immunities exhaustion, paralyzed, petrified, poisoned, prone, unconscious

Senses blindsight 60 ft., passive Perception 17

Languages understands Common, Terran, and Undercommon but can't speak, telepathy 120 ft.

Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Elemental Nature. As the myrmex.

Keen Smell. As the myrmex.

Stone Walk. As the myrmex.

ACTIONS

Multiattack. The myrmex speaker makes three Bite attacks.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage plus 7 (2d6) poison damage.

Earth Shift. *Ranged Spell Attack:* +7 to hit, range 60 ft., one target in contact with the ground. *Hit:* The target is pushed up to 15 feet in a direction of the myrmex's choice, and its speed is halved until the end of its next turn.

Static Barrage (Recharge 5–6). The myrmex speaker blasts foes with painful psychic static. Each creature of the myrmex's choice within 30 feet of it must make a DC 15 Intelligence saving throw, taking 18 (4d8) psychic damage on a failed save, or half as much damage on a successful one.

Wall of Earth. As the myrmex.

BONUS ACTIONS

Earth Manipulation. As the myrmex.

YOUNG MYRMEX

Small Elemental, Neutral Good

Armor Class 13 (natural armor)

Hit Points 54 (12d6 + 12)

Speed 30 ft., burrow 15 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	13 (+1)	8 (–1)	10 (+0)	8 (–1)

Skills Perception +2

Damage Resistances poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, prone, unconscious

Senses blindsight 60 ft., passive Perception 12

Languages understands Terran but can't speak

Challenge 1 (200 XP) **Proficiency Bonus** +2

Elemental Nature. As the myrmex.

Keen Smell. As the myrmex.

Limited Telepathy. As the myrmex.

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

Stone Walk. As the myrmex.

ACTIONS

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

Earth Shift. *Ranged Spell Attack:* +2 to hit, range 60 ft., one target in contact with the ground. *Hit:* The target is pushed up to 10 feet in a direction of the myrmex's choice, and its speed is reduced by 5 feet until the end of its next turn.

BONUS ACTIONS

Earth Manipulation. As the myrmex.

Ramnath Nanthakumar (Order #37530305)

Nariphon



This tall evergreen has many branching arms holding up a dome of dagger-like leaves. Four long roots burst up from the ground around it, writhing like tentacles.

The nariphon is a carnivorous plant with a unique method of gathering food. Instead of luring meat to it, it creates "clones," copies of creatures made from its own plant material; these extensions of the nariphon itself go out and gather food. The clones produced by the nariphon venture out into the world with one goal: to bring meat back to the host tree.

Cunning Hunter. While not exceptionally intelligent, a nariphon often lairs near humanoids, including along roads or near trading posts. A nariphon quickly realizes that clones made from humanoid targets are often more versatile and dangerous.

Drakebane. Nariphon sap can be collected and carefully distilled to act as a deadly poison to all forms of dragons, even those typically immune to poison.

NARIPHON

Huge Plant, Neutral

Armor Class 10 (natural armor)
Hit Points 195 (17d12 + 85)
Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	6 (–3)	21 (+5)	6 (–1)	14 (+2)	9 (–1)

Skills Athletics +12, Perception +7
Damage Immunities bludgeoning, piercing, poison
Condition Immunities exhaustion, poisoned, prone
Senses tremorsense 120 ft., passive Perception 17
Languages understands Common but can't speak
Challenge 13 (10,000 XP) **Proficiency Bonus** +5

False Appearance. While the nariphon remains motionless, it is indistinguishable from an ordinary tree.

Vegetative Clone. A vegetative clone resembles the creature hit by the nariphon's Thorn attack. Each clone uses the statistics of an awakened tree, except it has the target's size, speed, and any special senses, such as darkvision. Clones are extensions of the nariphon, and it can see and hear what a clone sees and hears as if it was in the clone's space. The nariphon can switch from using its senses to using a clone's or back again as a bonus action.

The nariphon can have no more than six vegetative clones under its control at one time. Each clone remains until killed or until the nariphon dismisses it (no action required).

Actions

Multiattack. The nariphon makes four Roots or Thorns attacks.

Roots. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 18 (2d10 + 7) bludgeoning damage, and the target is grappled (escape DC 18). Until the grapple ends, the target is restrained, and it takes 3 (1d6) poison damage at the start of each of its turns. The nariphon has four roots, each of which can grapple only one target.

Thorns. *Ranged Weapon Attack:* +12 to hit, range 30/120 ft., one target. *Hit:* 17 (3d6 + 7) piercing damage, and the target must succeed on a DC 18 Wisdom saving throw or the thorn falls to the ground and instantly grows into a vegetative clone (see the Vegetative Clone trait) under the nariphon's control.

Bonus Actions

Bury. One creature grappled by the nariphon is knocked prone, dragged into the ground, and buried just below the surface, ending the grapple. The buried creature is restrained and unable to breathe or stand up. A creature, including the buried creature, can take its action to free the buried creature by succeeding on a DC 18 Strength check.

Ramnath Nanthakumar (Order : 375303305)

Nautiloid

This enormous creature's shell resembles white marble, shot through with veins of shimmering gold and carved with caverns and columns like an abandoned palace.

The nautiloid is a great, snail-like deep-sea creature with a multi-chambered shell capable of housing dozens of humanoids.

Banished Outcasts. Though nautiloids hail from the elemental Plane of Water, the few living in the Material Plane cannot return to their home plane. It is unclear whether this is a natural trait or a punishment inflicted upon the nautiloids and those who once called the nautiloids home.

Lonely Wanderers. A nautiloid desires nothing more than to have people living in its shell once again. Their naïve desire makes nautiloids too trusting when any creature shows them kindness; very few nautiloids remain in the oceans, and those few are often protected by merfolk or used by deep ones.



NAUTILOID

Gargantuan Elemental, Neutral Good

Armor Class 18 (natural armor)
Hit Points 216 (16d20 + 48)
Speed 0 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	16 (+3)	7 (–2)	12 (+1)	6 (–2)

Saving Throws Con +8
Skills Perception +6
Damage Resistances piercing, bludgeoning, and slashing from nonmagical attacks
Damage Immunities cold
Condition Immunities exhaustion, poisoned
Senses blindsight 60 ft., darkvision 300 ft., passive Perception 16
Languages understands Primordial but can't speak
Challenge 13 (10,000 XP) **Proficiency Bonus** +5

Elemental Traveler. The nautiloid doesn't require air, food, drink, sleep, or ambient pressure.

Enchanted Shell. A dome of magic covers the nautiloid, just large enough to contain its shell. The nautiloid can control the ambient pressure, temperature, water levels, and breathable air levels (for air-breathing passengers) inside, allowing creatures and objects within it to exist comfortably in spite of conditions outside the nautiloid. Creatures and objects within the shell have total cover against attacks and other effects outside the nautiloid. Creatures inside the shell can exit whenever they want, but nothing can pass into the shell's dome unless the nautiloid allows it. The area inside the dome is a magnificent palace carved into the nautiloid's shell, complete with open 'air' balconies used as entrances or exits, and numerous covered chambers that can comfortably hold up to 50 passengers. The palace is 60 feet long, 30 feet wide, and 80 feet tall. When the nautiloid dies, any creatures inside the dome are expelled into unoccupied spaces near the closest exit.

Limited Telepathy. The nautiloid can magically communicate simple ideas, emotions, and images telepathically with any creature inside the magical dome that surrounds it shell. Similarly, it can hear and understand any creature inside the dome, regardless of the language it speaks.

Actions

Multiattack. The nautiloid makes two Beak attacks and one Tentacles attack.

Beak. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 21 (3d10 + 5) piercing damage plus 9 (2d8) poison damage.

Tentacles. *Melee Weapon Attack:* +10 to hit, reach 30 ft., one target. *Hit:* 18 (2d12 + 5) bludgeoning damage, and the target is grappled (escape DC 18). Until this grapple ends, the target is restrained, the nautiloid can automatically hit the target with its Tentacles, and the nautiloid can't make Tentacles attacks against other targets.

Jet Propulsion (Recharge 5–6). The nautiloid releases a magical burst of pressure that propels it backwards in a line that is 90 feet long and 10 feet wide. Each creature within 15 feet of the space the nautiloid left and each creature in that line must make a DC 18 Constitution saving throw. On a failure, a creature takes 45 (10d8) force damage and is pushed up to 20 feet away from the nautiloid and knocked prone. On a success, a creature takes half the damage, but isn't pushed or knocked prone.

Reactions

Withdraw. When a creature the nautiloid can see targets it with an attack, the nautiloid can pull its body into its shell, gaining a +5 bonus to AC until the start of its next turn.

Ramnath Nanthakumar (Order - 375303805)

Necrotech

Necrotech creations (see *Tome of Beasts 2*) are massive undead creatures made by a group of necromancers. In nations ruled by undead, these creations often act as siege weapons or powerful modes of transportation. Here, we present the necrotech bonecage constrictor, reaver, and thunderer.

BONECAGE CONSTRICTOR

This enormous, skeletal snake is crafted from innumerable humanoid skeletons, ribcage after ribcage linked together. Some figures struggle within the body of this monstrous creature, clasping at the bony cage.

Necromantic Amalgams. Rather than an army of skeletons, a powerful necromancer can instead assemble the bones of dozens of humanoids into something far more terrifying. Because of their mismatched parts, no two constrictors are exactly the same; however, they all resemble enormous serpents or centipedes: long stretches of rib cage supported by grasping hands or feet. Often, the head is made of several skulls, with the glittering lights of reanimation sparkling from dozens of eye sockets.

Traveling Prisons. The necromantic energy that suffuses a bonecage constrictor drains the life from any creatures trapped within it, but doesn't kill them. Instead, it keeps the constrictor's victims on the brink of death, where they can be transported while docide and unlikely to fight back. While some ghouls and evil high priests use these constructs to bring back fresh corpses, more inspired necromancers have used them to carry hostages onto battlefields, bring back live prisoners for questioning, or even to carry reinforcements.



BONECAGE CONSTRICTOR

Huge (undead), Neutral Evil

Armor Class 16 (natural armor)
Hit Points 175 (14d12 + 84)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	22 (+6)	6 (–2)	8 (–1)	5 (–3)

Saving Throws Str +8, Dex +7
Damage Vulnerabilities bludgeoning, thunder
Damage Immunities poison
Condition Immunities poisoned, prone
Senses darkvision 60 ft., tremorsense 30 ft., passive Perception 9
Languages understands Common and Darakhul but can't speak
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Necrotic Prison. Creatures restrained by the bonecage constrictor's Encage automatically stabilize at 0 hp and take no further damage from Encage. If a creature takes damage from another source while restrained, it suffers a death saving throw failure, as normal, but immediately stabilizes if that isn't its final death saving throw.

ACTIONS

Multiattack. The bonecage constrictor makes two Bite attacks and one Encage attack.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage plus 7 (2d6) necrotic damage.

Encage. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage. If the target is a Medium or smaller creature, it must succeed on a DC 16 Dexterity saving throw

NECROTECH IN MIDGARD

The darakhul of the Ghoul Imperium have long practiced necromancy, using the corpses and bones of Underworld denizens to create new undead servants and devise powerful war machines to aid in their conquest of the subterranean lands. Under Emperor Nicoforus, the darakhul necromancers, known as the Necrophagi, have prospered in their mission to develop experimental necrotech, and their progress has accelerated over the last decade, thanks to the blasphemous volumes of eldritch lore gifted to the ghouls by the vampires of Morgau and Doresh in exchange for their military aid against Krakova.

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or be caged within the body of the bonecage constrictor. A caged creature is restrained, it has cover against attacks and other effects outside the constrictor, and it takes 10 (3d6) necrotic damage at the start of each of the constrictor's turns. While caged, a creature can see outside the bone constrictor, but it can't target those outside the constrictor with attacks or spells nor can it cast spells or use features that allow it to leave the constrictor's body. In addition, creatures caged within the constrictor can't make attack rolls against creatures outside the constrictor. The constrictor can have up to six Medium or smaller creatures restrained at a time.

If the bonecage constrictor takes 20 damage or more on a single turn from any source, it must succeed on a DC 16 Constitution saving throw at the end of that turn or all caged creatures fall prone in a space within 10 feet of the constrictor. If any of the damage is thunder damage, the bone constrictor has disadvantage on the saving throw. If the constrictor dies, a caged creature is no longer restrained by it and can escape from the corpse by using 10 feet of movement, exiting prone.

Crush. Each creature caged by the bonecage constrictor must succeed on a DC 16 Strength saving throw or take 11 (2d6 + 4) bludgeoning damage.

REAVER

Wooden scaffolding holds a patchwork undead together, its top half that of a frost giant and its lower half that of a stone giant. Long, bladed chains hang from its arms and torso.

Necrotech reavers are made from the parts of multiple giants. The gaps between the disparate bodies are bridged with enchanted timber and iron reinforcements, then bladed chains are attached to the creature's arms and torso. While acquiring the titanic corpses necessary to make a reaver is difficult, the process of stitching them together is relatively simple. Aggressive use of mundane components in the scaffolding and reinforcement allows even neophyte necromancers to participate in their construction and maintenance, while the relative disposability of parts means that a necrotech can be repaired and re-animated as long as dead giants are available as raw material.

Necromantic Vanguard. A necrotech reaver is a specialist necrotech construct deployed in the vanguard of undead armies. Their patchwork construction means that they require regular maintenance or risk falling apart in the heat of battle. Their chains can pull down city walls, rip through buildings, and shred entire formations of soldiers, while their sheer bulk allows them to shrug off blows.

NECROTECH REAVER

Huge Undead, Neutral Evil

Armor Class 15 (natural armor)

Hit Points 126 (12d12 + 48)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	7 (–2)	18 (+4)	3 (–4)	8 (–1)	7 (–2)



Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands Common and Darakhul but can't speak

Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Siege Monster. The necrotech reaver deals double damage to objects and structures.

Undead Nature. The necrotech reaver doesn't require air, food, drink, or sleep.

Unstable Footing. The necrotech reaver has disadvantage on saving throws against being knocked prone.

ACTIONS

Multiattack. The necrotech reaver makes two Chain Lash attacks.

Chain Lash. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 18 (4d6 + 4) slashing damage, and the target is grappled (escape DC 15). The reaver has four chains, each of which can grapple only one target.

Bladed Sweep (Recharge 5–6). The necrotech reaver swings its chains in a wide arc. Each creature within 15 feet of the reaver must

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make a DC 15 Dexterity saving throw. On a failure, a creature takes 21 (6d6) slashing damage and is knocked prone. On a success, a creature takes half the damage and isn't knocked prone. A creature that fails the saving throw by 5 or more is pushed up to 15 feet away from the reaver and knocked prone.

THUNDERER

The undead elephant has had the top of its skull and spine carved out, replaced with an enormous ballista of polished brass. Swirling purple energy condenses atop the ballista, forming the core of a terrible magical projectile.



Necrotech thunderers are dedicated undead siege weapons. Their bodies are built from elephants, triceratops, or similarly massive quadrupeds, while their skulls and spines are carved open to make room for ballistae carved from slain treants. A thunderer's body is then hardened against necrotic energy, allowing it to channel explosive bolts of necromantic magic through the siege weapon built into its spine.

Dedicated Artillery. Thunderers are expensive and poor at defending themselves in melee. As a result, they are deployed with sizable bodyguards capable of holding back the enemy. Thunderers are often priority targets for elite teams working against undead armies, because their necromantic ballistae can quickly reduce formations of lesser troops to rotting flesh or rip jagged holes in fortifications.

NECROTECH THUNDERER

Huge Undead, Neutral Evil

Armor Class 14 (natural armor)

Hit Points 126 (11d12 + 55)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	5 (–3)	21 (+5)	5 (–3)	14 (+2)	9 (–1)

Saving Throws Dex +0, Wis +5

Skills Perception +5

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison

Condition Immunities blinded, poisoned

Senses blindsight 120 ft., passive Perception 15

Languages understands Common and Darakhul but can't speak

Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Siege Monster. The necrotech thunderer deals double damage to objects and structures.

Turn Resistance. The necrotech thunderer has advantage on saving throws against any effect that turns undead.

Undead Nature. The necrotech thunderer doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The necrotech thunderer makes two Trample attacks.

Trample. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 21 (3d10 + 5) bludgeoning damage.

Ballista Shot. The necrotech thunderer chooses up to two points it can see within 120 feet of it. The thunderer can't choose a point within 10 feet of it. Each creature within 5 feet of a point must make a DC 15 Constitution saving throw, taking 14 (4d6) necrotic damage on a failed save, and half as much damage on a successful one. If a creature is within 5 feet of both points, it has disadvantage on the saving throw, but it takes damage from only one effect, not both.

Concentrated Shot (Recharge 5–6). The necrotech thunderer picks a point it can see within 120 feet of it. Each creature within 20 feet of that point must make a DC 15 Constitution saving throw. On a failure, a creature takes 35 (10d6) necrotic damage and suffers one level of exhaustion. On a success, a creature takes half the damage and doesn't suffer a level of exhaustion.

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Niya-Atha

The armored simian spoke calmly during the negotiations, but as the negotiations turned sour, it leapt into action, growing in size and cleaving the table in half with its sword.

The niya-atha are jungle fey that resemble large, human-sized simians. They live in isolated kingdoms deep in the wilderness, where they war and plot against each other in endless conflicts. Though honorable and valorous, they are also utterly inhuman in mindset and obsessed with martial glory.

Unwilling Adventure. The niya-atha kidnap travelers in their territory, conscripting the victims as mercenaries in their internal wars. They are rich and honorable employers, but they often deploy their new mercenaries on brutal campaigns. Those who survive are returned to their lands with their promised pay and reassurance of future help from the niya-atha.

Of course, fey timescales are very different from those of other creatures and a mercenary's descendants are as likely to receive assistance from the niya-atha as the mercenary themselves. More than one would-be warlord has seen a company of honor-bound niya-atha join their side unprompted, repaying some karmic debt from a long-dead ancestor.

Size-Shifting Warriors. The niya-atha can grow magically from normal height to immense sizes. This comes with increased strength but often limits their other skills. Warriors lose some of their mobility, sorcerers can't harness their most deadly incantations, and rajas lose their disciplined defense.

Rajas. The rajas are the kings of the niya-atha. In addition to being potent duelists, they're inspiring commanders whose mere presence can bolster the spirits of their troops. Most mercenaries who work with the niya-atha are paid and led by a raja. In their natural forms, rajas are slippery foes who are difficult to harm with offensive magic. While enlarged, they trade their defenses for a terrifying bellow and brute strength.

Sorcerers. Sorcerers are rare among the niya-atha, and each is celebrated as an omen of good luck. Descent from some long-forgotten elemental gives each sorcerer control over ice, allowing them to shield themselves and bombard foes with lethal accuracy. While enlarged, their ice magic loses some of its potency but becomes a frozen shield against their foes.

Warriors. Warriors are the most common niya-atha. Clad in armor and armed with brass weapons, they are swift, mobile soldiers capable of climbing across walls and leaping great distances. They surrender these advantages when they swell in size, instead simply battering down their foes.

Niya-Atha Warrior

Medium Fey, Lawful Neutral

Armor Class 16 (chain mail)
Hit Points 49 (9d8 + 9)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+3)	12 (+1)	11 (+0)	10 (+0)	14 (+2)

Saving Throws Dex +5, Con +3
Skills Acrobatics +5, Athletics +4, Stealth +5
Senses passive Perception 10
Languages Common, Sylvan
Challenge 2 (450 XP) **Proficiency Bonus** +2

Reduce. If the warrior starts its turn enlarged, it can choose to end the effect and return to its normal size (no action required).

Standing Leap. The warrior's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start. The warrior can't use this trait while enlarged.

Actions

Multiattack. The warrior makes two Mace or Longbow attacks.

Mace. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage, or 9 (2d6 + 2) bludgeoning damage while enlarged.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage, or 12 (2d8 + 3) piercing damage while enlarged.

Bonus Actions

Enlarge. The warrior magically increases in size, along with anything it is wearing or carrying. While enlarged, the warrior is Large, doubles its damage dice on weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. While enlarged, it also can no longer use the Standing Leap trait. If the warrior lacks the room to become Large, this action fails.

Niya-Atha Sorcerer

Medium Fey, Lawful Neutral

Armor Class 13, 16 (natural armor) while enlarged
Hit Points 66 (12d8 + 12)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	13 (+1)	12 (+1)	10 (+0)	18 (+4)

Saving Throws Int +3, Wis +2
Skills Arcana +3, Perception +2, Religion +3
Damage Resistances cold
Senses passive Perception 12
Languages Common, Sylvan
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Icy Wrath. The sorcerer's weapons are imbued with icy magic. When the sorcerer hits with any weapon, the weapon deals an extra 4 (1d8) cold damage (included in the attack). While enlarged, the sorcerer loses this bonus damage, but its AC increases to 16.

Reduce. As the Niya-Atha Warrior.

Actions

Multiattack. The sorcerer makes three Scepter attacks or two Ice Shard attacks.

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Scepter. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage plus 4 (1d8) cold damage if the sorcerer is not enlarged, or 8 (2d6 + 1) bludgeoning damage if the sorcerer is enlarged.

Ice Shard. *Ranged Spell Attack:* +6 to hit, range 60/240 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage plus 9 (2d8) cold damage.

Summon Iceberg (Recharge 5–6). The sorcerer chooses a point it can see within 120 feet of it. Each creature within a 20 feet of that point must make a DC 14 Dexterity saving throw. On a failure, a creature takes 11 (2d10) bludgeoning damage and 7 (2d6) cold damage and is restrained until the end of its next turn. On a success, a creature takes half the damage and isn't restrained. The sorcerer can't use this action while enlarged.

BONUS ACTIONS

Enlarge. As the Niya-Atha Warrior. While enlarged, it also can no longer use the Summon Iceberg action.

NIYA-ATHA RAJA

Medium Fey, Lawful Neutral

Armor Class 17 (shield)

Hit Points 117 (18d8 + 36)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	21 (+5)	14 (+2)	10 (+0)	13 (+1)	19 (+4)

Saving Throws Dex +8, Int +3, Wis +4

Skills Acrobatics +8, Intimidation +7, Perception +4, Persuasion +7

Condition Immunities charmed, frightened

Senses passive Perception 14

Languages Common, Sylvan

Challenge 7 (2,900 XP)

Proficiency Bonus +3

Commanding Bulk. While the raja is enlarged, each friendly creature within 30 feet of the raja can't be charmed or frightened.

Evasion. If the raja is subjected to an effect that allows it to make a saving throw to take only half damage, the raja instead takes no damage if it succeeds on the saving throw, and only half damage if it fails. The raja can't use this trait while enlarged.

Magic Resistance. The raja has advantage on saving throws against spells and other magical effects. The raja can't use this trait while enlarged.

Reduce. As the Niya-Atha Warrior..

ACTIONS

Multiattack. The raja uses its War Bellow. It then makes three Tulwar attacks or four Dart attacks.

Tulwar. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage, or 14 (2d8 + 5) slashing damage if enlarged.

Dart. *Ranged Weapon Attack:* +8 to hit, range 20/60 ft., one target. *Hit:* 7 (1d4 + 5) piercing damage, or 10 (2d4 + 5) piercing damage if enlarged.

War Bellow. The raja releases a loud, challenging bellow. Each hostile creature within 60 feet of the raja that can hear the bellow must succeed on a DC 15 Charisma saving throw or become frightened. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the raja's War Bellow for the next 24 hours.

BONUS ACTIONS

Enlarge. As the Niya-Atha Warrior. While enlarged, it also can no longer use the Evasion or Magic Resistance traits.



Ramnath Nanthakumar (Order - 375303305)

Nullicorn

Only scraps of its unicorn's once-pristine hide now remain, dissolving and reappearing at random, exposing muscle, tissue, and bone tainted by wild magic. Its dark horn winks in and out of existence, flickering with dark magic. A void remains where its eyes once were.

Perhaps nothing is as profane as a corrupted unicorn. When a unicorn is trapped within eldritch wastelands, it is worn down, its flesh is altered and burned away, and its magic is snuffed out and corrupted into something maddening and vile, creating a nullicorn.

Eldritch Dampening. The transformation of a nullicorn's physical form has caused its very essence to repulse magic. Like oil and water, the nullicorn and eldritch energies do not mix. This dampening force is so potent, proximity to a nullicorn can infect a creature with the taint of its resistance.

Magic Hatred. Nullicorns despise magic and all things magical, raging at the loss of the power they once possessed. Though a nullicorn will combat anything in its path, it seeks and attempts to destroy those who can wield magic, either by spell or enchanted item.

NULLICORN

Large Aberration, Chaotic Evil

Armor Class 12

Hit Points 105 (14d10 + 28)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	11 (+0)	17 (+3)	16 (+3)

Damage Immunities necrotic, poison

Condition Immunities charmed, paralyzed, poisoned

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 13

Languages Celestial, Elvish, Sylvan, telepathy 60 ft.

Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Magic Evasion. If the nullicorn is subjected to a spell or magical effect that allows it to make a saving throw to take only half damage, the nullicorn instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Limited Magic Immunity. At the end of the nullicorn's turn, any spell or magical effect with a duration that is affecting the nullicorn, such as *hold monster* or *mage armor*, immediately ends.

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

Nullifying Blight. A creature infected with this disease manifests symptoms 1d4 hours after infection, which include fatigue, light-headedness, and blurry vision. When an infected creature casts a spell or activates a magic item, an itchy rash appears and spreads as more magic is used. Until this disease is cured, when the infected creature starts its turn wielding or wearing a magic item and each time it casts a spell or activates a magic item, it loses 5 (2d4) hp. At the end of each long rest, the infected creature must make a DC 13 Constitution saving throw. On a failure, the hp the creature loses each time it uses magic increases by 2 (1d4). A creature that succeeds on three saving throws recovers from the disease.

Sense Magic. The nullicorn senses magic within 120 feet of it at will. This trait otherwise works like the *detect magic* spell but isn't itself magical.

Actions

Multiattack. The nullicorn makes two Hooves attacks and one Void Horn attack.

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

Void Horn. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) force damage, and the target must succeed on a DC 13 Constitution saving throw or contract the *nullifying blight* disease (see the Nullifying Blight trait).

Spread Blight (Recharge 5–6). The nullicorn's Void horn flashes and emits a brief ripple of darkness. Each creature within 20 feet of the nullicorn must make a DC 13 Constitution saving throw. On a failure, a creature takes 18 (4d8) necrotic damage and contracts the *nullifying blight* disease (see the Nullifying Blight trait). On a success, a creature takes half the da half the damage and doesn't contract the disease.



Ramnath Nanthakumar (Order #37530305)

Oaken Sentinel

"We was sneaking into the dungeon all quiet like when I heard a twig snap above my head. Not too long later, my companion was in the clutches of a massive tree. Good thing I spent my childhood choppin' wood."

~Atticus Wayfarer

An oaken sentinel is an enormous oak tree granted wisdom by druids. Not truly awakened, these trees serve druid circle by, protecting a specific location on behalf of the circle, though sometimes they wander. The oaken sentinel waits for trespassers to step below its wide-reaching boughs before striking.

Standing Stones. Adventurers may recognize one common sign of oaken sentinels—piles of rocks that its druidic masters provide. The oaken sentinel hurls these rocks (or sometimes rotting corpses) at ranged assailants and at fleeing trespassers.

Negotiating Passage. Oaken sentinels do not attack if presented with a token from their druidic masters. Similarly, trespassers who can convince the oaken sentinel that their interests align may pass without further incident.

Practically Immobile. While the oaken sentinel can move, it must extricate its thick roots from the ground to do so, a process that limits the tree's mobility.



OAKEN SENTINEL

Huge Plant, Unaligned

Armor Class 16 (natural armor)

Hit Points 189 (18d12 + 72)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	6 (–2)	19 (+4)	5 (–3)	8 (–1)	3 (–4)

Damage Vulnerabilities lightning

Damage Resistances bludgeoning, piercing

Condition Immunities blinded, deafened, frightened, prone

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 9

Languages Sylvan

Challenge 10 (5,900 XP) **Proficiency Bonus** +4

False Appearance. While the oaken sentinel remains motionless, it is indistinguishable from an ordinary oak tree.

Grasping Branches. The oaken sentinel can have up to six Grasping Branches at a time. Each Grasping Branch can be attacked (AC 16; 25 hp; vulnerability to lightning damage; immunity to poison and psychic damage). Destroying a Grasping Branch deals no damage to the oaken sentinel, which can extend a replacement branch on its next turn. A Grasping Branch can also be broken if a creature takes an action and succeeds on a DC 16 Strength check against it.

Actions

Multiattack. The oaken sentinel makes three Grasping Branch or Rock attacks. It can replace one attack with a use of Fling.

Grasping Branch. *Melee Weapon Attack:* +10 to hit, reach 50 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage, and the target is grappled (escape DC 16). Until the grapple ends, the target is restrained and takes 4 (1d8) bludgeoning damage at the start of each of its turns, and the sentinel can't use the same Grasping Branch on another target.

Rock. *Ranged Weapon Attack:* +10 to hit, range 60/240 ft., one target. *Hit:* 22 (3d10 + 6) bludgeoning damage.

Fling. One Medium or smaller creature grappled by the oaken sentinel is thrown up to 60 feet in a random direction and knocked prone. If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 16 Dexterity saving throw or take the same damage and be knocked prone.

Ramnath Nanthakumar (Order - 375303305)

Obeleric



In its natural form, an obeleric looks like a tangle of intestines with a shell made of gravel and dirt. When it curls into a ball, it looks like any other boulder.

Obelerics are boneless abominations that multiply through parthenogenesis, secreting their jelly-covered eggs in the corpses of their victims. Once matured, an obeleric eats every living thing it encounters.

Long-Term Threat. Obelerics prefer to prey on creatures smaller than themselves. In villages this means small animals and livestock, such as dogs and chickens; in towns, they devour cats, rats, and pigeons. Because obeleric eggs can take a full year to mature, a single obeleric's offspring can infest an area over a decade.

Still Stones. Despite their voracious hunger, an adult obeleric can survive a century or more between meals. When food is scarce, it rolls itself into a boulder-like shape and remains motionless until it senses movement. When it becomes active again, it snatches the nearest small creature and drags it off to eat; obelerics remain active as long as they have a steady food supply.

Mountain Terrors. While mining adamantine deep below the surface, a team of dwarven miners discovered a large deposit of an unknown, incredibly dense metal. In their haste to harvest it, the team discovered a hollow core containing a few boulders. Only when the boulders became active did they realize their folly. Since then, obelerics have left the Underworld to infest the mountains and foothills, and tumbled down streams and rivers to farms and settlements.

OBELERIC

Medium Aberration, Chaotic Evil

Armor Class 15 (natural armor)

Hit Points 75 (10d8 + 30)

Speed 30 ft., burrow 15 ft.

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

Skills Perception +3

Condition Immunities petrified, prone

Senses tremorsense 30 ft., passive Perception 12

Languages understands Common and Void Speech but can't speak

Challenge 3 (700 XP) **Proficiency Bonus** +2

False Appearance. While the obeleric remains motionless and in its defensive form, it is indistinguishable from a normal boulder.

Ricochet Charge (Defensive Form Only). If the obeleric moves at least 15 feet straight toward a target, and then hits the target with a Boulder Bash attack on the same turn, the target has disadvantage on the saving throw against being knocked prone. If the target is prone, the obeleric can move up to 15 feet straight toward a second target without provoking opportunity attacks from the first target, and make one Boulder Bash attack against the second target as a bonus action, if the second target is within its reach.

Actions

Multiattack. The obeleric makes two Tentacle Slam or Acid Spit attacks.

Boulder Bash (Defensive Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 14 (2d10 + 3) bludgeoning damage, and the target must succeed on a DC 13 Strength saving throw or be knocked prone.

Tentacle Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) bludgeoning damage plus 3 (1d6) acid damage.

Spit Acid. *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. *Hit:* 9 (2d6 + 2) acid damage. A creature hit by this attack takes an additional 3 (1d6) acid damage at the start of its next turn.

Bonus Actions

Defensive Roll. The obeleric can roll itself into a boulder-like defensive form or back into its tentacled true form. While in defensive form, it has resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks, can't make Tentacle Slam or Spit Acid attacks, and can't use Reflux.

Reactions

Reflux. When the obeleric takes bludgeoning damage, it can vomit acid at one creature within 5 feet of it. That creature must succeed on a DC 13 Dexterity saving throw or take 3 (1d6) acid damage.

Ramnath Nanthakumar (Order #37530305)

Obsidian Ophidian

A massive obsidian serpent slithers forward, gliding atop the lava. Its dark, glassy scales gleam in the volcanic glow.

Obsidian ophidians are giant, serpentine elementals born during volcanic eruptions. They are particularly common during and after volcanic lightning. They guard their territories with single-minded aggression.

Aquan Enmity. An obsidian ophidian is irascible at the best of times, but when it encounters a creature associated with water, ice, or cold, it flies into a rage, lashing out that creature above all others.

Hyper-Territorial. An obsidian ophidian is incapable of backing down. It is so angered by the incursion of other predators that it assaults them the moment they step foot in its territory, refusing to let up until the intruders leave or it is killed.

OBSIDIAN OPHIDIAN

Huge Elemental, Neutral

Armor Class 16 (natural armor)

Hit Points 136 (13d12 + 52)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	18 (+4)	5 (–3)	12 (+1)	7 (–2)

Skills Perception +4

Damage Vulnerabilities bludgeoning, cold

Damage Resistances piercing and slashing from nonmagical attacks

Damage Immunities fire, poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, prone, unconscious

Senses tremorsense 60 ft., passive Perception 14

Languages Ignan, Terran

Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Lava Walker. The obsidian ophidian can move across the surface of lava as if it were harmless, solid ground. In addition, it can swim through lava at its walking speed.

One with Lava. The obsidian ophidian can't be surprised by creatures within 5 feet of lava, and it can sense any creature touching the same pool of lava the ophidian is touching.

Sharp Fragments. When the obsidian ophidian takes bludgeoning damage, each creature within 5 feet of the ophidian takes 2 (1d4) piercing damage, as shards of obsidian fly out from the elemental's body.

Volcanic Rejuvenation. The obsidian ophidian regains 10 hp at the start of its turn if at least part of its body is in contact with lava. If the obsidian ophidian takes cold damage, this trait doesn't function at the start of the obsidian ophidian's next turn. The obsidian ophidian dies only if it starts its turn with 0 hp and doesn't regenerate.

ACTIONS

Multiattack. The obsidian ophidian makes two Bite attacks or one Bite attack and one Constrict attack.

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage. The target must succeed on a DC 15 Constitution saving throw or take 5 (2d4) piercing damage at the start of each of its turns, as shards of obsidian lodge in the wound. Any creature can take an action to remove the shards with a successful DC 12 Wisdom (Medicine) check. The shards shatter and crumble to dust if the target receives magical healing.

Constrict. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) bludgeoning damage, and the target is grappled (escape DC 15) if it is a Large or smaller creature. Until this grapple ends, the target is restrained and takes 5 (2d4) slashing damage at the start of each of its turns, and the ophidian can't use Constrict on another target.

Lava Splash (Recharge 4–6). The obsidian ophidian writhes and flails, splashing lava at everything near it. Each creature within 20 feet of the obsidian ophidian must make a DC 15 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one. To use this action, the obsidian ophidian must be touching lava or within 5 feet of lava.



Ramnath Nanthakumar (Order - 375303805)

Offal Walker

The smell of bile and rot wafts from an assemblage of loose limbs. Three uneven legs support a mass of spines, torsos, and tibia, and a knot of loose intestines hangs from the assemblage.

As wars drag on, necromancers find their inexhaustible armies of the dead become decidedly exhaustible. Skeletons break and zombies are shorn open, leaving the would-be lord of the undead with a pressing need for reinforcements and a pile of seemingly useless limbs. Spare legs, ribcages without skulls, ulnas without radius, and offal: hundreds of feet of useless, rotting intestine. Offal walkers are patchwork undead designed by enterprising necromancers determined to put the spare intestines to use.

Necromantic Leftovers. An offal walker is constructed from a smattering of spare legs, and whatever animal bones are nearby, stitched together to provide a framework and anchoring point for hundreds of feet of coiled intestine. Offal walkers toss these coiled intestines at foes, trapping them in seemingly endless loops of gore.

Support Combatants. Offal walkers are neither durable nor deadly. Their patchwork forms are vulnerable, their loose intestines dangerous only with sustained assault, and they are near helpless in combat. However, their ability to trap foes magnifies the danger of any undead they accompany. Immobilized prey can't flee zombies or fight back against skeletons, and offal walkers find a niche in undead legions far after the conflicts that created them end. Some necromancers go out of their way to create offal walkers as a potent second line of their undead hordes.



OFFAL WALKER

Medium Undead, Neutral Evil

Armor Class 12 (natural armor)
Hit Points 37 (5d8 + 15)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	16 (+3)	5 (–3)	6 (–2)	7 (–2)

Saving Throws Wis +0
Skills Perception +0
Damage Immunities poison
Condition Immunities poisoned
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10
Languages understands the languages of its creator but can't speak
Challenge 1 (200 XP) **Proficiency Bonus** +2

Gut Lassos. The offal walker can have up to three gut lassos at a time. Each gut lasso can be attacked (AC 13; 5 hp; immunity to poison damage). Destroying a lasso deals no damage to the offal walker, which can extrude a replacement gut lasso on its next turn. A gut lasso can also be broken if a creature takes an action and succeeds on a DC 13 Strength check against it.

Undead Nature. The offal walker doesn't require air, food, drink, or sleep.

Actions

Multiattack. The offal walker makes one Lasso attack for each gut lasso it has then uses Reel.

Lasso. *Melee Weapon Attack:* +3 to hit, reach 30 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained and the offal walker can't use the same gut lasso on another target.

Slam. *Melee Weapon Attack:* +3 reach 5 ft., one target. *Hit:* 8 (2d6 + 1) bludgeoning damage.

Reel. The offal walker pulls one creature grappled by it up to 25 feet straight toward it.

Ramnath Nanthakumar (Order #37530305)

Ogre, Alleybasher

An ogre clad in spiked leathers and wearing brass knuckles turns the corner. It cracks its knuckles and smiles wickedly, punching a hole in a brick wall for violent emphasis.

Most ogres are simple giants, driven by foul tempers and large appetites. Theirs is an existence that is often cut short by infighting, bigger giants, and defiant heroes. Some of the bolder ogres seek out the bustling cities the smaller folk call home, where their talent for violence and intimidation makes it easy for them to enjoy a life of crime.

Goon Squad Muscle. A few alleybasher ogres take jobs as bouncers and muggers on their own, but more often a street gang, a shady performer, or thieves' guild employs them as muscle. Their cruelty and propensity for violence serve them well, and their massive size counts for far more than personality in criminal circles. Gangs and guilds teach alleybashers the tools of their trade: Brick, rocks, fists, and more.

Alleybasher Ogre

Large Giant, Chaotic Evil

Armor Class 13 (studded leather)
Hit Points 85 (10d10 + 30)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	16 (+3)	8 (–1)	7 (–2)	7 (–2)

Skills Intimidation +6, Sleight of Hand +3, Stealth +3
Senses darkvision 60 ft., passive Perception 8
Languages Common, Giant
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Imposing Figure. The alleybasher uses its Strength modifier instead of its Charisma modifier when making Intimidation checks (included above).

I Work for the Boss (3/Day). If the alleybasher is subjected to an effect that would force it to make an Intelligence, Wisdom, or Charisma saving throw while it is within 30 feet of its superior, the ogre can use the superior's Intelligence, Wisdom, or Charisma modifier for the saving throw instead of its own.

Actions

Multiattack. The alleybasher makes two Fist attacks or three Throw Brick attacks. If the ogre hits one Medium or smaller creature with both Fist attacks, the target must succeed on a DC 13 Strength saving throw or be knocked prone.

Fist. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 4) bludgeoning damage.

Throw Brick. *Ranged Weapon Attack:* +6 to hit range 20/60 ft., one target. *Hit:* 9 (2d4 + 4) bludgeoning damage.

Handful of Sandy Rocks (Recharge 6). The alleybasher scatters rocks and blinding sand in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw. On a failure, a creature takes 14 (4d6) bludgeoning damage and is blinded until the end of its next turn. On a success, a creature takes half the damage and isn't blinded.

Reactions

Intimidating Rebuff. When a creature the alleybasher can see within 30 feet of it targets it with an attack, the ogre can make a Strength (Intimidation) check, taking half a step forward, snarling, or otherwise attempting to spook the attacker. If the check is equal to or higher than the attack roll, the attacker must reroll the attack roll, using the lower of the two results.



Ramnath Nanthakumar (Order #375303305)

Ogre, Black Sun

A pale, scarred ogre lumbers forward, half its body covered in armor, the other half covered in tattooed glyphs and arcane symbols.

Hulking armored killers fueled by infernal magic and cold brutality, Black Sun ogres serve as enforcers, guardians, and a nearly unstoppable assault force for those they serve. Dark priests and priestesses of the Black Sun seek out the most ruthless ogres among their followers and empower them with tattooed glyphs to enhance their tremendous strength and fortitude. Unlike many ogres, those sought for initiation into the ranks of the Knights of the Black Sun can control their ferocity and rage, holding it back until it is needed most.

Infernally Empowered. Once selected to join the Knights of the Black Sun, these ogres undergo a series of torturous and unholy rituals, their skin marked to channel infernal energy into their bodies. This new power gives Black Sun ogres greater protection and fuels their already brutal attacks into something otherworldly. When caught at a distance, Black Sun ogres can call upon these infernal brandings to shred their opponents with dark energy from afar. Up close, the unholy blades of the Knights of the Black Sun writhe with malevolent magic.

Knights of the Black Sun. Black Sun ogres serve their lieges in many ways. The knights often serve as guardians for powerful priests or priestesses. Often Black Sun knights are sent on quests in pairs, an elder and a newly-branded squire, to recover lost artifacts, find scribes useful to the Black Sun's research, eliminate heretical and chosen enemies, or seek lost ruins discovered in prophecies. In war, Black Sun knights serve as a nearly unstoppable vanguard of an army, attacking in groups of ten or twenty during sieges or frontal assaults. Few armies have seen the coming of the Knights of the Black Sun and survived the experience.



BLACK SUN OGRE

Large Giant, Lawful Evil

Armor Class 17 (half plate, Infernal Runes)

Hit Points 152 (16d10 + 64)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	18 (+4)	10 (+0)	12 (+1)	14 (+2)

Saving Throws Con +7, Wis +4, Cha +5

Skills Religion +4, Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Common, Giant, Orc

Challenge 8 (3,900 XP)

Infernal Runes. The Black Sun ogre's tattoos give it a +2 bonus to its AC (included above). In addition, the ogre has advantage on saving throws against spells and other magical effects.

Unholy Blade. Infused with unholy power, the ogre's weapon attacks are magical. When the ogre hits with any weapon, the weapon deals an extra 2d6 necrotic damage (included in the attack).

Actions

Multiattack. The Black Sun ogre makes two Greatsword attacks.

Greatsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 19 (4d6 + 5) slashing damage plus 7 (2d6) necrotic damage.

Dark Word. The ogre speaks an infernal word of unmaking at up to two creatures it can see within 120 feet of it. Each target must succeed on a DC 16 Constitution saving throw or take 22 (5d8) necrotic damage.

Reactions

Gauntleted Backhand. When a creature within 5 feet of the Black Sun ogre misses the ogre with a melee attack, the attacker must succeed on a DC 16 Dexterity saving throw or be knocked prone.

Ramnath Nanthakumar (Order - 375303305)

Ogre, Cunning Artisan

This creature has the brutish build of a common ogre, but its clothing and weapons are well-made and maintained. Beneath a heavy brow, small eyes gleam with intelligence.

Cunning artisan ogres exhibit a keen intellect and magical aptitude. They create magic items, weaving subtle curses into their creations. They can sense the auras of enchanted items and can warp those auras to cause malfunctions and misfires.

Magic For a Price. The cunning artisan creates magic items for its own personal use as well as trade. Due to its selfish and suspicious nature, these items are often cursed from the start. Likewise, any item the ogre trades or gives to another likely has a dormant curse or a command word it can use to deactivate the item, in case relations sour.

Cunning Artisan Ogre

Large Giant, Neutral Evil

Armor Class 14 (breastplate)
Hit Points 119 (14d10 + 42)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	17 (+3)	16 (+3)	12 (+1)	15 (+2)

Saving Throws Con +6, Int +6, Wis +4
Skills Arcana +8, Deception +5, Perception +4
Senses darkvision 60 ft., passive Perception 14
Languages Common, Giant
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Arcane Weapons. The cunning artisan's weapon attacks are magical. When the ogre hits with any weapon, the weapon deals an extra 1d8 force damage (included in the attack).

Artisan's Prowess. If a magic item requires an action to activate, the cunning artisan can activate it as a bonus action instead.

Sense Magic. The cunning artisan senses magic within 120 feet of it at will. This trait otherwise works like the *detect magic* spell but isn't itself magical.

Actions

Multiattack. The cunning artisan makes two Battleaxe attacks or three Arcane Bolt attacks.

Battleaxe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage, or 15 (2d10 + 4) slashing damage if used with two hands, plus 4 (1d8) force damage.

Arcane Bolt. *Ranged Spell Attack:* +6 to hit, range 60 ft., one target. *Hit:* 12 (2d8 + 3) force damage.

Curse Item (Recharge 5–6). The cunning artisan curses one magic item it can see within 60 feet of it. If the item is being worn or carried by a creature, that creature must succeed on a DC 15 Charisma saving throw to avoid the curse. For 1 minute, the cursed item suffers one of the curses described in the Artisan Curses sidebar, as appropriate for its item type.



Artisan Curses

The cunning artisan can curse any item it creates, placing a dormant curse, a deactivation command word, or an active curse. Choose a curse that best fits the item and the story you want to tell, or use the curses listed here based on the item's type.

Item Type	Curse
Armor	The wearer becomes vulnerable to one of the following damage types: bludgeoning, piercing, or slashing.
Ring/Rod/ Wondrous Item	Each round the item is in use in combat or other dangerous circumstance, it has a 25 percent chance of losing all magical properties for 1d4 rounds.
Staff/Wand	If a target succeeds on a saving throw against the item's effect, the effect rebounds on the item's wielder. If there is no saving throw, the effect has a 25 percent chance to rebound.
Weapon	The weapon's bonus to hit, if any, becomes a penalty.

Ramnath Nanthakumar (Order - 375303305)

Ogre, Kadag

This gray-skinned ogre is clad in worked leather and stands straighter than its brethren. The stench of rotting flesh radiates from the creature.

Occasionally, an ogre will seclude itself and master its hunger. Claiming a cave atop a desolate mountainside or deep in the badlands, the ogre becomes a hermit and leaves its caves only to ritualistically murder whatever it finds. Ogres that stick through the process and resist the urge to feast eventually become kadag ogres, strengthened by murder and masters of their own urges. They are smarter and tougher than most of their kin but are much less sociable.

Masters of Death. While not true necromancers, the rites performed by kadag ogres make them kin to the undead. Their flesh is hardened against death magic, their mere presence sickens the living, and they can command lesser undead in their vicinity. These rites require sacrifices of intelligent creatures, and kadag ogres often prey upon travelers or nearby villagers for the materials they need. Some kadag ogres corral masterless undead, using them to guard territory, gather sacrifices, and protect the ogre's isolation.

Cryptic Monsters. The secretive lives of these ogres means that most of their victims don't know what they face. Villages tell tales of the Monster in the Wastes, or a petty necromancer with a hulking servant, or the giant that eats those who intrude upon its secret lair. Other ogres speak reverently of the wise death hermits, teaching that any ogre can become a kadag with enough dedication. Occasionally, some warlord or necromancer seeks out a kadag ogre and entreats it into service. Most fail, but some manage to bully, bribe, or trick the ogre into service, where they serve as surly lieutenants over undead and other ogres.

Mountain Ambushers. Kadag ogres prefer the narrow passes and limited sightlines of the high mountains, both for the isolation and the advantages it provides over their prey. They enjoy ambushing groups passing in front of their cave mouths and flinging those capable of fighting back off the side of the mountain.

KADAG OGRE

Large Giant, Neutral Evil

Armor Class 14 (natural armor)

Hit Points 133 (14d10 + 56)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (–1)	18 (+4)	10 (+0)	16 (+3)	5 (–3)

Skills Perception +6, Stealth +2, Survival +9

Damage Resistances necrotic; piercing from nonmagical attacks

Senses darkvision 60 ft., passive Perception 16

Languages Common, Giant

Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Scent of Death. Any creature that isn't Undead and that starts its turn within 5 feet of the kadag ogre must succeed on a DC 15 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the kadag ogre's Scent of Death for 1 hour.

Undead Affinity. An Undead has disadvantage on attack rolls against the kadag ogre if the ogre hasn't attacked that Undead within the past 24 hours. In addition, each skeleton and zombie within 30 feet of the kadag ogre that has no master follows the ogre's verbal commands until a master asserts magical control over it.

ACTIONS

Multiattack. The kadag ogre makes three Spear attacks.

Spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 10 ft. or range 20/60 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage, or 14 (2d8 + 5) piercing damage if used with two hands to make a melee attack.

Master of Death (Recharge 5–6). The kadag ogre empowers up to three friendly Undead it can see within 30 feet of it. Each empowered Undead can use a reaction to move up to half its speed and make one melee weapon attack. In addition, an empowered Undead gains 5 (2d4) temporary hit points for 1 minute. The kadag ogre can't empower Undead with an Intelligence score of 10 or higher.



Ramnath Nanthakumar (Order #37530305)

Ogre, Rainforest



This fearsome, hulking brute has thick green skin, pointed ears, and a large mouth full of sharp teeth. Its bare-chested body is adorned with macabre piercings and bone jewelry.

Also known as negoogunogumbar, or "hunger of the forest," by locals, these terrifying jungle-dwellers stand around 11 feet tall and weigh over 1,000 pounds. Much smarter than common ogres, rainforest ogres were once creatures of the fey realms, serving hags in deep forests or underworld caverns or working as bodygaruds for unseelie fey rulers. Banished to the mortal world for reasons long lost to time, rainforest ogres now stalk the jungles of the world, consuming whatever they can catch and decorating themselves with the bones.

Humanoid Hunters. Rainforest ogres are rightly feared as man-eaters. Although they will eat anything—even nuts and berries if they have to—they enjoy the taste of humanoid flesh above all else, making their homes in caves close to villages to ensure a steady supply of fresh meat. Hunting mostly at night, an ogre sneaks through the jungle as quietly as its large size allows, then then swiftly kills a sentry or snatches a villager. The ogre prefers to eat its victims raw and is often so hungry it doesn't wait to return to its lair before consuming its prey.

Boar Affinity. If an alarm is raised in a village where the rainforest ogre is hunting, it assumes the form of a giant boar and furiously charges its assailants, bringing what remains back to its cave to feed the giant forest boars it keeps as pets and emergency food supplies. Humanoids living in jungles where rainforest ogres are found kill forest hogs on sight, but they avoid eating the meat because of the animal's associations with the ogre.

RAINFOREST OGRE

Large Giant (Shapechanger), Chaotic Evil

Armor Class 12 (natural armor)

Hit Points 90 (12d10 + 24)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	14 (+2)	7 (–2)	10 (+0)	7 (–2)

Skills Perception +2, Stealth +3

Senses darkvision 60 ft., passive Perception 12

Languages Common, Sylvan

Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Devouring Charge (Boar Form Only). If the rainforest ogre moves at least 20 feet straight toward a target and then hits it with a Tusk attack on the same turn, the target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the ogre can make one Bite attack against it as a bonus action.

Fey Ancestry. The rainforest ogre has advantage on saving throws against being charmed, and magic can't put the ogre to sleep.

Speak with Beasts. The rainforest ogre can communicate with Beasts as if they shared a language.

Actions

Multiattack. The rainforest ogre makes two Spear or Tusk attacks and one Bite attack.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage, and the ogre gains 5 (2d4) temporary hp.

Spear (Ogre Form Only). *Melee or Ranged Weapon Attack:* +6 to hit, reach 10 ft. or range 20/60 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack.

Tusk (Boar Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Bonus Actions

Change Shape. The rainforest ogre transforms into a Large boar or back into its true form, which is an ogre. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Ramnath Nanthakumar (Order - 375303805)

Ogre, Rockchewer



Rough stone forms the skin of this towering giant. It pulls a rock from the bag slung over its shoulder and bites down on it as one would a piece of fruit. When the giant speaks, loose gravel spurts from its mouth.

Rockchewer ogres roam hills, mountains, and badlands that contain exposed stone. They often share territory with stone giants, though the giants consider the ogres' presence an infestation.

Absentminded Gnawers. Rockchewer ogres eat natural and worked stone. They compulsively chew on it, which can include castles, towers, or walls. They can quickly devastate foundations, as they typically eat 50 pounds of stone each day. Considering the powerful force required to chew stone, the creatures fortunately forgo biting softer targets. Their fussiness about the experience of chewing tough materials extends to the speed at which they eat. Rockchewer ogres prefer to take their time with their food, rolling the remnants around in their mouths as they eat. Even in cases where they must quickly crush stone to spit devastating cones of debris in combat, the ogres are reluctant to hurry.

Deadly Play. The ogres enjoy chucking rocks at each other as a game. On most throws, they fail to catch the projectile, and their bodies withstand most of the impact. A typical match sees rocks thudding against the ogres' torsos while they laugh. Because the ogres greet each other with thrown rocks, they often toss rocks at any new "friends" they meet. They quickly apologize for any harm done, provided the response consists of harsh words and not drawn weapons.

Tolerated by Stone Giants. Rockchewer ogres feel a kinship to stone giants and often migrate to the giants' strongholds. Many stone giants believe the ogres are distant relatives and begrudgingly accept them into the midst. The ogres put the giants' patience to the test, however, as they thoughtlessly chew on homes, art, or important monuments. Stone giants prefer not to kill rockchewer ogres; instead, they lead the easily distracted ogres to quarries and mines away from stone giant homes.

Rockchewer Ogre

Huge Giant, Lawful Neutral

Armor Class 14 (natural armor)
Hit Points 126 (12d12 + 48)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	7 (–2)	18 (+4)	6 (–2)	9 (–1)	7 (–2)

Skills Athletics +10
Damage Resistances bludgeoning from nonmagical attacks
Senses darkvision 60 ft., passive Perception 9
Languages Giant
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Stone Chomper. The rockchewer ogre deals double damage to stone objects and structures with its bite attack.

Actions

Multiattack. The rockchewer ogre makes two Slam attacks or one Bite attack and one Slam attack.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage.

Slam. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 15 (3d6 + 5) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +8 to hit, range 60/240 ft., one target. *Hit:* 21 (3d10 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Chew Rock. The rockchewer ogre thoroughly crushes a rock in its large maw, reducing it to rubble.

Gravel Spray. The rockchewer ogre spits out a 15-foot cone of crunched up rock. Each creature in that area must make a DC 15 Dexterity saving throw, taking 21 (6d6) bludgeoning damage, or half as much damage on a successful one. The rockchewer ogre can use this action only if it has used Chew Rock within the past minute.

Bonus Actions

Quick Chew (Recharge 6). The rockchewer ogre uses Chew Rock.

Reactions

Rock Catching. If a rock or similar object is hurled at the rockchewer ogre, the ogre can, with a successful DC 10 Dexterity saving throw, catch the missile and take no bludgeoning damage from it.

Ramnath Nanthakumar (Order - 375303305)

Ogre, Void-Blessed

A purple-skinned ogre stands hunched over, using boulders to keep itself upright. Its slack jaw filled with yellowed teeth hangs open, with green drool falling out. A dark void sits where its eyes should be, and two tentacles extend from its shoulders. Each tentacle ends in three smaller tentacles, reaching and quivering and sometimes holding it upright.

Void-blessed ogres are ogres born in areas filled with the power of the Void or inhabited by dark creatures from the space between the stars. The volatile Void energies blessed these ogres with supernatural senses and two powerful tentacles. These tentacles increase the ogres' senses further when bored into the ground. The tentacles weigh on the Void-blessed ogre physically and mentally, slowing its pace and assaulting its mind with whispers of the Void. These whispers bolster the ogre's mind against outside influences, making it harder to magically control than most of its cousins.

Never-Ending Hunger. Void-blessed ogres crave food constantly, and are never satisfied for long before seeking their next meal. They often fear their hunger and overeat in a futile attempt to suppress the hunger pains. During times of stress, a Void-blessed ogre regurgitates the volatile contents of its stomach, creating pools that rot anything they touch.

Cultist Allurement. Anyone who touches one of the ogre's tentacles hears the voices of the Void that swim in the ogre's mind. Many cults of the Void grant special places in their ranks for the ogres, feeding them in return for this opportunity to commune with the Void. Similarly, other creatures connected to the Void are drawn to Void-blessed ogres, feeling an innate connection and occasionally deference to the ogre.



Void Blessed Ogre

Large Giant, Chaotic Evil

Armor Class 15 (natural armor)
Hit Points 133 (14d10 + 56)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (–1)	19 (+4)	5 (–3)	16 (+3)	6 (–2)

Saving Throws Con +7, Wis +6
Skills Athletics +8, Perception +6
Damage Resistances necrotic, poison
Damage Immunities psychic
Condition Immunities blinded, poisoned
Senses blindsight 30 ft. (blind beyond this radius), tremorsense 120 ft., passive Perception 16
Languages Giant, Void Speech
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

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

Tentacle Senses. The Void-blessed ogre can't use its tremorsense while grappled or restrained.

Actions

Multiattack. The Void-blessed ogre makes one Tentacle Lash attack and one Void Bite attack, or it makes three Void Spit attacks.

Tentacle Lash. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage plus 7 (2d6) psychic damage, and the target must succeed on a DC 15 Intelligence saving throw or be blinded until the end of its next turn, as jumbled visions and voices of the Void fill its mind.

Void Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage plus 9 (2d8) necrotic damage.

Void Spit. *Ranged Spell Attack:* +6 to hit, range 60 ft., one target. *Hit:* 12 (2d8 + 3) necrotic damage.

Reactions

Volatile Stomach. When the Void-blessed ogre takes bludgeoning, piercing, or slashing damage, it can regurgitate some of its stomach contents. Each creature within 5 feet of the ogre must succeed on a DC 15 Constitution saving throw or take 4 (1d8) necrotic damage and be poisoned until the end of its next turn. A pool of Void-infused stomach contents forms in a space the ogre can see within 5 feet of it and lasts until the start of the ogre's next turn. A creature that enters the pool for the first time on a turn or starts its turn there takes 4 (1d8) necrotic damage.

Ramnath Nanthakumar (Order #37530305)

Old Salt

Clad in fraying clothes and a tricorn hat, this undead sailor skulks the docks, seeking vengeance against all who falsely accused it of capital crimes in its lifetime.

An old salt is a sailor who was wrongly convicted of a crime and condemned to walk the plank. Just before drowning, the old salt swore an oath of vengeance against those who wronged it. Thirteen weeks later, the sailor washed ashore in a port where a false accuser resides.

Persistent Avenger. If an old salt is killed, it dissolves into a puddle of salt water that trickles back to the ocean and is reborn after 13 days. The only way to truly kill an old salt is upon the death of the old salt's false accusers—or by clearing the old salt's name publicly.

Saline Trail. Wherever the old salt goes, it leaves a trickle of seawater in its wake. Shrewd investigators know to follow the trail quickly before the evidence evaporates.

OLD SALT

Medium Undead, Neutral Evil

Armor Class 15 (natural armor)
Hit Points 117 (18d8 + 36)
Speed 30 ft., swim 30 ft.

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

Saving Throws Wis +3
Skills Athletics +4, Acrobatics +6, Stealth +6, Survival +5
Damage Resistances necrotic
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 12
Languages the languages it knew in life
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Experienced Sailor. The old salt has advantage on Strength (Athletics) checks made to climb while on a sailing ship and on Dexterity (Acrobatics) checks to maintain its footing while on a sailing ship.

Seaside Rejuvenation. If at least one of the old salt's accusers is still alive or if the old salt's name hasn't been cleared, a destroyed old salt gains a new body in 13 days, regaining all its hp and becoming active again. The new body appears on the beach or dock nearest one of its living accusers.

Undead Nature. The old salt doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The old salt makes two Desiccating Slam attacks.

Desiccating Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 12 (2d8 + 3) bludgeoning damage plus 7 (2d6) necrotic damage. The target must succeed on a DC 15 Constitution saving throw or its hp maximum is reduced by an amount equal to the necrotic damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hp maximum to 0.

Wave of Seawater (Recharge 5–6). The old salt throws its hand forward, sending out a wave of seawater in a 30-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw. On a failure, a creature takes 21 (6d6) bludgeoning damage and begins choking as its lungs fill with seawater. On a success, a creature takes half the damage and isn't choking. A creature that can breathe water doesn't choke from failing this saving throw. A choking creature can make a DC 15 Constitution saving throw at the end of each of its turns, coughing up the seawater and ending the effect on itself on a success.

BONUS ACTIONS

Cunning Action. The old salt can take the Dash, Disengage, or Hide action.



Ramnath Nanthakumar (Order - 375303305)

Ooze, Leavesrot

This pile of rotting leaves—in reds and yellows, oranges and browns—rustles as it scuttles along the ground in search of its next meal.

Leavesrot oozes spring to life when sentient mold grows on fallen leaves, causing them to coalesce and act in concert. Many believe they are the unlikely result of meddling by a wizard's apprentice, who grew tired of raking leaves outside the tower.

Corrosive Heaps. As piles of fallen leaves decompose, they coalesce, and as the mold grows, the ooze exudes acid potent enough to strip flesh from bone. Druids sometimes use these oozes to accelerate the decomposition of rotting corpses.

Autumnal Ambuscade. Leavesrot oozes lie in ambush on the forest floor, grabbing and devouring creatures that cross its path. Travelers have heard the cries of their companions who, after being wrestled to the ground with a withering squelch, are slowly eaten by these predatory mounds.

Carnivorous Mounds. No one is sure how the leavesrot ooze developed a taste for flesh, but they are sated, however briefly, after consuming seven creatures in a single month, temporarily entering a dormant state. Travelers in areas known to contain leavesrot oozes often bring along extra chickens, pigs, or other livestock to sate the creatures long enough to secure passage through the forest.



LEAVESROT OOZE

Large Ooze, Unaligned

Armor Class 8

Hit Points 105 (14d10 + 28)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	7 (–2)	15 (+2)	1 (–5)	8 (–1)	1 (–5)

Damage Immunities acid, bludgeoning, cold

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), Passive Perception 9

Languages —

Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Amorphous. The leavesrot ooze can move through a space as narrow as 1 inch wide without squeezing.

False Appearance. While the leavesrot ooze remains motionless, it is indistinguishable from an ordinary pile of leaves.

Ooze Nature. The leavesrot ooze doesn't require sleep.

Rotting Leaves. When a creature hits the leavesrot ooze with a melee attack while within 5 feet of it, mold spores and decomposing matter fly out from the wound. Each creature within 5 feet of the ooze must succeed on a DC 13 Constitution saving throw or be poisoned until the end of its next turn.

Actions

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage plus 13 (3d8) acid damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, the ooze can automatically hit the target with its Pseudopod, and the ooze can't make Pseudopod attacks against other targets.

Release Spores (Recharge 5–6). The leavesrot ooze releases spores from the mold coating its leaves. Each creature within 20 feet of the ooze must make a DC 13 Constitution saving throw. On a failure, a creature takes 14 (4d6) poison damage and is choking. On a success, a creature takes half the damage and isn't choking. A choking creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Ramnath Nanthakumar (Order #37530305)

Ooze, Manure

Miniscule particles and larger unidentifiable chunks punctuate this sludgy, brown mass.

Sometimes putrid spirits in refuse, water, and fertilizer combine and lurch into a primordial form of life, especially in farmland where the soil itself has absorbed vast amounts of arcane energy, such as ancient battlegrounds or the sites of crumbled, mystical artifacts. Manure oozes consume and grow from that energy, and if left unchecked, they can increase their mass and volume to that of a large pond.

Deadly Compost. Manure oozes pose a considerable threat to farm hands, shepherds, and others who work in the countryside or farmlands. They can lie still for days, looking no different than any other pile of compost, until they kill and digest a farmer or grab unattended livestock. When the ooze runs out of food, it moves on to the next farm and begins its cycle again.

Rich Remains. Despite the danger they present, manure oozes can be surprisingly beneficial to a farm. As it moves, a manure ooze leaves a sticky, nutrient rich trail behind it. Plants sown in such soil grow faster and larger than plants grown with normal compost or fertilizer. Similarly, when a manure ooze is destroyed, it enriches the land as its decomposing form revitalizes the soil, resulting in healthy, lush gardens.

MANURE OOZE

Medium Ooze, Unaligned

Armor Class 7

Hit Points 45 (6d8 + 18)

Speed 20 ft., climb 20 ft.

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

Damage Immunities acid, cold, slashing

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages —

Challenge 1 (200 XP)

Amorphous. The ooze can move through a space as narrow as 1 inch wide without squeezing.

Eye-Watering Stench. The manure ooze gives off an odor so pungent it can bring tears to the eyes. A creature that starts its turn within 20 feet of the ooze must succeed on a DC 13 Constitution saving throw or have disadvantage on attack rolls until the start of its next turn.

Flammable. If a manure ooze takes fire damage, it bursts into flame until the end of its next turn. When it hits with a Pseudopod attack while on fire, the Pseudopod deals an extra 3 (1d6) fire damage.

Ooze Nature. The manure ooze doesn't require sleep.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage plus 3 (1d6) poison damage.

Digest Corpse. The manure ooze dissolves a corpse in its space that is less than 1 week old. It regains 1d6 hp per size category of the creature it consumes. For example, it regains 1d6 hp when consuming a Tiny creature or 4d6 hp when consuming a Large creature. The corpse is then destroyed, and this action can't be used on it again.

REACTIONS

Split. When a manure ooze that is Medium or larger is subjected to slashing damage, it splits into two new oozes if it has at least 10 hp. Each new ooze has hp equal to half the original ooze's rounded down. New oozes are one size smaller than the original ooze.

MANURE OOZES IN MIDGARD

Manure oozes are most commonly encountered in the lush farmlands of the Magocracy of Alain. A few families with some magical ability have taken on the dangerous but very lucrative occupation of breeding and raising manure oozes. Properties that house breeding facilities keep the nature of their business a secret as much to avoid depredation from their competitors as to avoid causing a panic amongst the common folk.



Ramnath Nanthakumar (Order #37530305)

Ooze, Scintillating

A tentacled horror oozes forward, its long, slimy pseudopods wielding an assortment of weapons.

A scintillating ooze can be found anywhere junk collects. Legends say the oozes were created to protect treasures and armories, but they ended up consuming their creators, along with any other adventurers unlucky enough to stumble across them.

Apex Predator. Scintillating oozes represents the final step in the evolution of oozes. They possess several traits common in smaller oozes, slimes, and jellies and are smart enough to apply predatory tactics and wield weapons left by victims. Though they understand which end of the weapon to use against their prey, they aren't intelligent enough to activate magic weapons with command words, buttons, or similar. It can't be reasoned with, but it can be tricked, lured, or corralled by effective tactics. Like a lion or tiger, it is an apex predator capable of waiting until the right moment to strike.

Sparkling Lures. Scintillating oozes understand that sparkling treasures lure prey, and they use such treasures as traps for greedy adventures and curious animals alike, lying in wait to ambush the distracted prey. It attacks with weapons from its treasure hoard if possible and uses its pseudopods to grasp and hold prey. An injured scintillating ooze doesn't run from potential prey, but it sends any severed pieces of itself to flee. These severed pieces eventually grow into full-sized scintillating oozes, and stories claim some regrown scintillating oozes even recognize prey that escaped them in their previous "lives."



Scintillating Ooze

Large Ooze, Neutral

Armor Class 15 (natural armor)

Hit Points 165 (22d8 + 66)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	16 (+3)	3 (−4)	7 (−2)	3 (−4)

Damage Immunities acid, cold, lightning, slashing

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, grappled, prone

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 16

Languages —

Challenge 12 (8,400 XP)

Amorphous. The ooze can move through a space as narrow as 1 inch wide without squeezing.

Corrosive Form. A creature that touches a scintillating ooze or hits it with a melee attack while within 5 feet of it takes 10 (3d6) acid damage.

Ooze Nature. The scintillating ooze doesn't require sleep.

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

Actions

Multiattack. The scintillating ooze makes one Pseudopod attack and three Weapon Thrash attacks.

Weapon Thrash. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (2d4 + 5) bludgeoning, piercing, or slashing (the ooze's choice) damage.

Pseudopod. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (2d4 + 5) bludgeoning damage plus 18 (4d8) acid damage.

Reactions

Shed Oozling. When the scintillating ooze has more than 10 hp and is subjected to acid, cold, lightning, or slashing damage, the scintillating ooze can lose 10 hp to create an oozling. An oozling has the same statistics as the scintillating ooze, except it is Tiny, has 10 hp, can't make Weapon Thrash attacks, and can't use this reaction or use legendary actions.

Legendary Actions

The scintillating ooze 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 ooze regains all spent legendary actions at the start of its turn.

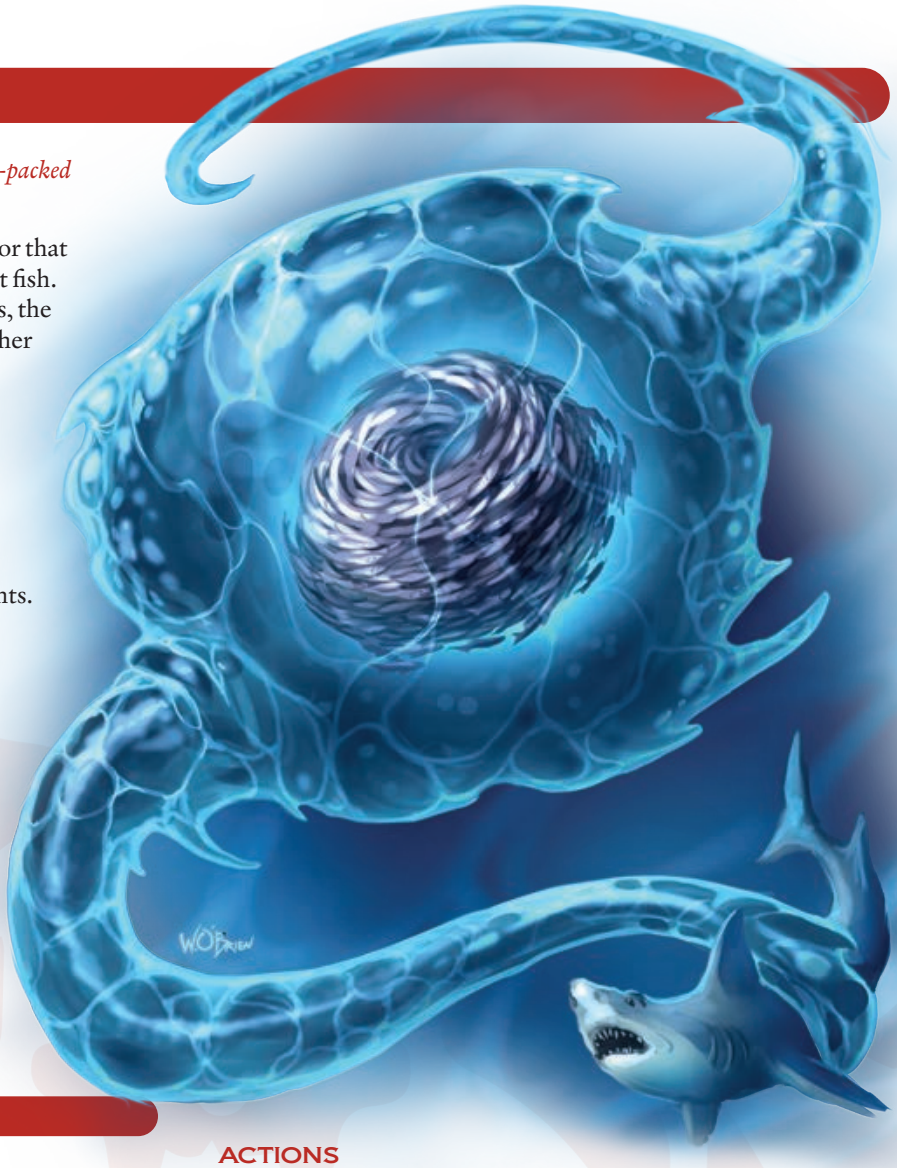
Move. The scintillating ooze moves up to its speed without provoking opportunity attacks.

Grasping Pseudopod. The scintillating ooze launches a pseudopod at one creature it can see within 30 feet of it. The target must succeed on a DC 17 Strength saving throw or be pulled up to 30 feet toward the ooze.

Lunging Attack (Costs 2 Actions). The scintillating ooze makes one Weapon Thrash attack at a creature it can see within 10 feet of it.

Ramnath Nanthakumar (Order - 375303805)

Ooze, Shoal



Hundreds of small silver fish school together in a tightly-packed sphere inside this enormous, near-invisible ooze.

The shoal ooze is a deadly, ocean-dwelling predator that thrives in symbiosis with a school of acid-resistant fish. In return for the ooze's protection from predators, the fish lure prey toward the ooze. When sharks or other would-be predators approach, the schooling fish swim in mesmerizing spiral patterns, allowing the ooze to surprise the hunters and devour them. As the ooze's acid dissolves its engulfed victims, the fish eagerly gobble up tiny pieces.

Obscure Origins. Merfolk scholars believe these fish were once native to volcanic seas, eventually growing resistant to acidic environments. Encounters between an ocean-dwelling ooze and the fish long ago allowed them to develop their symbiotic relationship. The deranged—some say visionary—lich who created the first giant shark bowl ooze (see *Creature Codex*) may have been inspired by studying the shoal ooze.

Inextricably Linked. The fish live entirely inside the ooze, including hatching offspring. When the school—and its surrounding ooze—gets too big, part of the school splits off, forming a new shoal ooze. Small shoal oozes might combine into a larger shoal ooze, securing themselves against predators.

SHOAL OOZE

Gargantuan Ooze, Unaligned

Armor Class 9
Hit Points 232 (16d20 + 64)
Speed 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (–1)	19 (+4)	1 (–5)	10 (+0)	5 (–3)

Damage Resistances bludgeoning, piercing, slashing
Damage Immunities acid
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone
Senses blindsight 60 ft., passive Perception 10
Languages —
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

False Appearance. Until the shoal ooze attacks, it is indistinguishable from a large school of fish.

Ooze Nature. The shoal ooze doesn't require sleep.

Symbiotically Bound. The ooze and the fish's life force have become entwined. They share statistics as if they were one creature and can't be separated.

Water Breathing. The shoal ooze can breathe only underwater.

ACTIONS

Multiattack. The shoal ooze uses Mesmerizing Spiral. It then makes three Pseudopod attacks and uses Engulf.

Pseudopod. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage, the target is grappled (escape DC 16).

Engulf. The shoal ooze engulfs one Huge or smaller creature grappled by it. The engulfed target is restrained and unable to breathe unless it can breathe water, and it must succeed on a DC 16 Constitution saving throw at the start of each of the ooze's turns or take 21 (6d6) acid damage. If the ooze moves, the engulfed target moves with it. The ooze can have two Huge creatures or up to eight Large or smaller creatures engulfed at a time.

An engulfed creature, or a creature within 5 feet of the ooze, can take its action to remove the engulfed creature from the ooze by succeeding on a DC 16 Strength check, putting the engulfed creature in an unoccupied space of its choice within 5 feet of the ooze.

Mesmerizing Spiral. The fish inside the shoal ooze swim rapidly in a hypnotic spiral. Each creature within 20 feet of the ooze that can see the fish must succeed on a DC 16 Wisdom saving throw or be incapacitated for 1 minute. While incapacitated, its speed is reduced to 0. The incapacitated 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 Mesmerizing Spiral of all shoal oozes for the next 24 hours.

Ramnath Nanthakumar (Order #37530305)

Ooze, Sinkhole

The walls of the pit shift, and half a dozen tendrils pluck the falling deer from the air, dissolve it, and drop its skeleton into the darkness below.

Sinkhole oozes are translucent creatures that can stretch themselves around or across a well, pit, sinkhole, gully or similar opening and catch whatever falls down the hole. They catch and hold the falling creatures, dissolving and consuming the prey's softer tissues before releasing the skeleton.

Terrors of Sinkholes. Sinkhole oozes ambush prey underground, in flatlands or low hills, with limestone bedrock, and in humanoid-made wells and traps.

Symbiotic Relationships. A sinkhole ooze has just enough intelligence to work with other creatures. Some intelligent creatures will use a sinkhole ooze as a trap, driving or luring enemies into its clutches. The ooze recognizes this and avoids eating its partners—so long as they provide it with food.

SINKHOLE OOZE

Gargantuan Ooze, Unaligned

Armor Class 7

Hit Points 108 (8d20 + 24)

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

STR	DEX	CON	INT	WIS	CHA
18 (+4)	5 (–3)	16 (+3)	3 (–4)	6 (–2)	1 (–5)

Saving Throws Str +6

Damage Immunities acid

Condition Immunities blinded, charmed, deafened, exhausted, frightened, prone

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 8

Languages —

Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Amorphous. The ooze can move through a space as narrow as 1 inch wide without squeezing.

Hollow Cylindrical Form (Stretched Body Only). Creatures can occupy the space in the center of the cylinder formed by the sinkhole ooze, and each such space is always within the ooze's reach, regardless of the size of the cylinder.

Ooze Nature. The sinkhole ooze doesn't require sleep.

Seizing Pseudopods. The sinkhole ooze can have up to six tendril-like Pseudopods at a time. Each Pseudopod can be attacked (AC 10; 10 hp; immunity to acid, poison, and psychic damage). Destroying a Pseudopod deals no damage to the ooze, which can extrude a replacement Pseudopod on its next turn. A Pseudopod can also be broken if a creature takes an action and succeeds on a DC 14 Strength check against it.

Slimy Appearance (Stretched Body Only). While the sinkhole ooze remains motionless, it is indistinguishable from the interior of the pit or hole in the ground it is stretched across, though the interior walls appear to be wet.

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

Actions

Multiattack. The sinkhole ooze makes two Pseudopod attacks.

Pseudopod. *Melee Weapon Attack:* +6 to hit, reach 15 ft., one creature. *Hit:* 9 (1d10 + 4) bludgeoning damage plus 3 (1d6) acid damage, and the target is grappled (escape DC 14). Until this grapple ends, the target is restrained and takes 3 (1d6) acid damage at the start of each of its turns, and the ooze can't use the same Pseudopod on another target.

Bonus Actions

Stretch Body. The sinkhole ooze stretches its body around the inner walls of a pit, sinkhole, or other circular opening in the ground. When stretched in this way, the ooze forms a hollow cylinder that is up to 25 feet tall with an up to 25-foot radius. The ooze can end the stretch as a bonus action, occupying the nearest unoccupied space to the hole in the ground.

Reactions

Pluck (Stretched Body Only). When at least one creature falls down the center of the cylinder formed by the sinkhole ooze, the ooze can try to grab up to two of the creatures. Each target must succeed on a DC 14 Dexterity saving throw or be grappled (escape DC 14) in one of the ooze's Pseudopods.



Ramnath Nanthakumar (Order - 375303305)

Ooze, Sinoper

The painting of the local regent dissolves into a quivering puddle and leaves behind a wet slick of paint as it slides forward.

Sinoper oozes are living, ambulant blobs of paint brought to life when a magical painter pours passion into a work of painted art, such as a portrait or fresco, or when a painting or fresco spends an extended period of time an area with excess magical energy, such as a wizard school or divine temple.

Deadly Works of Art. Sinoper oozes blend in with beautiful works of art in seldom-used places. Patient and requiring infrequent meals, a sinoper ooze can wait in disguise for months or even years before ambushing and devouring a hapless passerby. Because of this, many arcane colleges and major cathedrals regularly clean paintings and other objects that might become animated with too much magical influence, such as suits of armor or rugs.



SINOPER OOZE

Medium Ooze, Unaligned

Armor Class 7

Hit Points 170 (20d8 + 80)

Speed 20 ft., climb 20 ft.

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

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities acid, cold, fire, poison

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, poisoned, prone

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

Languages —

Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Amorphous. The ooze can move through a space as narrow as 1 inch wide without squeezing.

False Appearance. The sinoper ooze can shift the paint within its form to appear like any painting or fresco it has touched. While the ooze remains motionless on a flat surface, such as a wall or ceiling, it is indistinguishable from that work of art.

Ooze Nature. The sinoper ooze doesn't require sleep.

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

Actions

Multiattack. The sinoper ooze makes three Paint Splash attacks.

Paint Splash. *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit:* 18 (3d8 + 5) acid damage, and the target is coated in paint. Roll a die. On an even roll, the target is coated in a warm color paint, such as red, orange, or yellow. On an odd roll, the target is coated in a cool color paint, such as blue, green, or purple. A creature, including the target, can use its action to remove the paint.

Foment Pigment (Recharge 4–6). The sinoper ooze activates latent magic in its paint, burning or freezing the paint off creatures affected by Paint Splash. Each creature coated in paint within 60 feet of the sinoper ooze must make a DC 16 Constitution saving throw. On a failure, a creature takes 35 (10d6) cold damage (if coated in a cool color paint) or fire damage (if coated in a warm color paint) and is poisoned for 1 minute. On a success, a creature takes half the damage and isn't poisoned. Each affected creature is no longer coated in paint.

Ramnath Nanthakumar (Order #37530305)

Ooze, Snow

The field of snow suddenly reveals itself to be a huge white ooze that rolls forward like an avalanche.

The exterior of the snow ooze is firm like packed snow, but its interior is slushy and semi-liquid, allowing them to hide in their snowy homes more effectively.

Cold Climate Hunters. Snow oozes hunt in perpetually snow-covered land in the subartic and extreme arctic or in high mountainous areas. Their range increases in winter, allowing them to hunt further into temperate climes, retreating to the arctic and subarctic areas as the snow melts.

Convenient Disposal. Intelligent creatures in colder climes, such as frost giants, often trick snow oozes into pits or enclosed sections of their fortresses, using them as garbage disposals or deadly traps.

SNOW OOZE

Huge Ooze, Unaligned

Armor Class 6

Hit Points 171 (18d12 + 54)

Speed 30 ft., burrow 20 ft.

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

Damage Resistances bludgeoning, piercing, slashing from nonmagical attacks

Damage Immunities cold

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 11

Languages —

Challenge 7 (2,900 XP)

Proficiency Bonus +3

Amorphous. The snow ooze can move through a space as narrow as 1 foot wide without squeezing.

False Appearance. While the snow ooze remains motionless, it is indistinguishable from a patch of snow.

Ice Walk. The snow ooze can move across icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

Ooze Nature. The snow ooze doesn't require sleep.

Snow Blindness. When a creature that can see the snow ooze starts its turn within 30 feet of the ooze, that creature must succeed on a DC 15 Constitution saving throw or be blinded until the start of its next turn. This trait doesn't function while the snow ooze is in dim light or darkness.

Snow Burrower. The snow ooze can burrow through nonmagical snow and ice in addition to sand, earth, and mud.

ACTIONS

Multiattack. The snow ooze makes two Pseudopod attacks.

Pseudopod. *Melee Weapon Attack:* +7 to hit, reach 15 ft., one target. *Hit:* 14 (3d6 + 4) bludgeoning damage plus 9 (2d8) cold damage.

Avalanche (Recharge 4–6). The snow ooze rumbles forward, stirring up snow as it goes. The ooze moves up to 30 feet in a straight line and can move through the space of any Large or smaller creature. The first time it enters a creature's space during this move, that creature must make a DC 15 Dexterity saving throw. On a failure, a creature takes 10 (3d6) bludgeoning damage and 18 (4d8) cold damage and is buried in slushy snow. On a success, a creature takes half the damage and isn't buried. A buried creature is restrained and unable to breathe or stand up. A creature, including the buried creature, can take its action to free the buried creature by succeeding on a DC 15 Strength check. A buried creature with a swimming speed has advantage on this check.



Ramnath Nanthakumar (Order - 375303805)

Painted Phantasm

A figure steps from the painting, its body pigmented and highlighted in ways that contrast with the ambient lighting.

The creation of painted phantasms is forbidden among reputable schools of art, as the technique requires blending portraiture with dark magic.

Art Imitates Life. Painted phantasms often stalk their creators (or the subject of the portrait they depict) and mimic the person's habits or behaviors. Rejected or obsessive painted phantasms might grow jealous of the person they depict, eventually imprisoning and supplanting it. Phantasms supported and encouraged by their creators often become protégés, continuing the artists' legacies.

Mysterious Patron. Painted phantasms often protect art galleries and private collections, and they hunt down any thief or critic who dares to steal or insult the works under their protection. They never destroy painted artwork and will stop anyone attempting to do so.



PAINTED PHANTASM

Medium Construct, Neutral

Armor Class 15 (natural armor)

Hit Points 97 (15d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	14 (+2)	7 (–2)	14 (+2)	16 (+3)

Skills Deception +6, Perception +5, Stealth +6

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison, psychic

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

Senses darkvision 60 ft., passive Perception 15

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

Challenge 7 (2,900 XP) **Proficiency Bonus** +3

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

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

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

Actions

Multiattack. The painted phantasm makes two Paint Slash attacks or one Capture Image attack and one Paint Slash attack.

Capture Image. *Melee Spell Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 22 (4d10) force damage, and the target must succeed on a DC 15 Charisma saving throw or be captured as an image on a flat surface of the phantasm's choice within 60 feet of it. While an image, the target appears on the surface as a painting, drawing, or similar caricature of itself, and it is incapacitated and restrained. The target can see and hear outside of the surface, but it can't target those outside the surface with spells or cast spells or use features that allow it to leave the surface. If the surface where the target is captured takes damage, the target takes half the damage. If the surface is reduced to 0 hp, the target is freed. A successful *dispel magic* (DC 15) cast on the surface also frees the captured creature.

If the painted phantasm takes 20 damage or more on a single turn, the phantasm must succeed on a DC 15 Charisma saving throw at the end of that turn or lose its focus, releasing all captured creatures.

Paint Slash. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing plus 16 (3d10) poison damage.

Painting Sensor. While touching one artwork, the painted phantasm can see and hear through another artwork it has previously touched as if it was in that artwork's space, provided the artwork is within 1 mile of it. "Artwork" can mean any painting, drawing, or other design on a flat surface, including a pattern painted on a wall or in a book.

Bonus Actions

Painting Portal. The painted phantasm uses 10 feet of its movement to step magically into one artwork within its reach and emerge from a second artwork within 100 feet of the first artwork, appearing in an unoccupied space within 5 feet of the second artwork. If both artworks are Large or larger, the phantasm can bring up to three willing creatures with it as part of this movement.

Ramnath Nanthakumar (Order # 37530305)

Pelagic Blush Worm

A colossal worm slides through the sunken schooner, its last meal visible inside its long, translucent body. As it swims forward, its entire body blushes crimson, and red acid bubbles from within its clattering maw.

Cousin to the infamous purple worm, the pelagic blush worm is semi-translucent and resides in the ocean's depths. Wide pincers on either side of its mouth pierce prey and debris alike, forcing anything small enough into the worm's maw. Sharp fins run along its spine and underbelly, which it tucks in when exploring wreckage. Pelagic blush worms get their name from the bright red acid they create in a second stomach halfway down their bodies. When they prepare to spray this acid at attackers, they flush with color. This acid reacts differently when exposed to air or water.

Catastrophic Spawning. Pelagic blush worms live solitary lives and interact with others of their kind only when they spawn, which can be catastrophic for those on or near the ocean. Spawning masses of blush worms create churning ocean tempests, which can lay waste to sailing fleets or send tidal waves crashing into coastal villages.

Deep Sea Rivals. Pelagic blush worms and gulper behemoths (see *Tome of Beasts 2*) sometimes engage in territorial disputes. Both creatures can survive each others' worst blows, resulting in stalemates that leave both creatures frustrated, aggressive, and tired. Like many ocean denizens, blush worms will follow in the wake of a timingila (see *Tome of Beasts 2*), scavenging whatever wreckage the more massive leviathans leave behind.

PELAGIC BLUSH WORM

Gargantuan Monstrosity, Unaligned

Armor Class 17 (natural armor)
Hit Points 188 (13d20 + 42)
Speed 0 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	19 (+4)	1 (–5)	12 (+1)	4 (–3)

Saving Throws Dex +6, Con +8, Wis +5
Skills Perception +5, Stealth +6
Damage immunities acid, cold
Senses blindsight 120 ft., passive Perception 15
Languages —
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Echolocation. The pelagic blush worm can't use its blindsight while deafened.

Siege Monster. The pelagic blush worm deals double damage to objects and structures.

Water Breathing. The pelagic blush worm can breathe only underwater.

Actions

Multiattack. The worm makes one Bite attack and one Tail Fin attack.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 19 (3d8 + 6) piercing damage. If the target is a Large or smaller creature, it must succeed on a DC 16 Dexterity saving throw or be swallowed by the worm. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the worm, and it takes 14 (4d6) acid damage at the start of each of the worm's turns.

If the worm takes 25 damage or more on a single turn from a creature inside it, the worm must succeed on a DC 18 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the worm. If the worm dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 15 feet of movement, exiting prone.

Tail Fin. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 16 (3d6 + 6) slashing damage plus 16 (3d6 + 6) bludgeoning damage.

Red Acid Spume (Recharge 5–6). The worm exhales a gout of crimson stomach acid in a 30-foot cone, if the worm is underwater, or a 50-foot line that is 5 feet wide, if the worm is above water. Each creature in that area must make a DC 16 Dexterity saving throw, taking 31 (9d6) acid damage on a failed save, or half as much damage on a successful one.



Ramnath Nanthakumar (Order # 37530305)

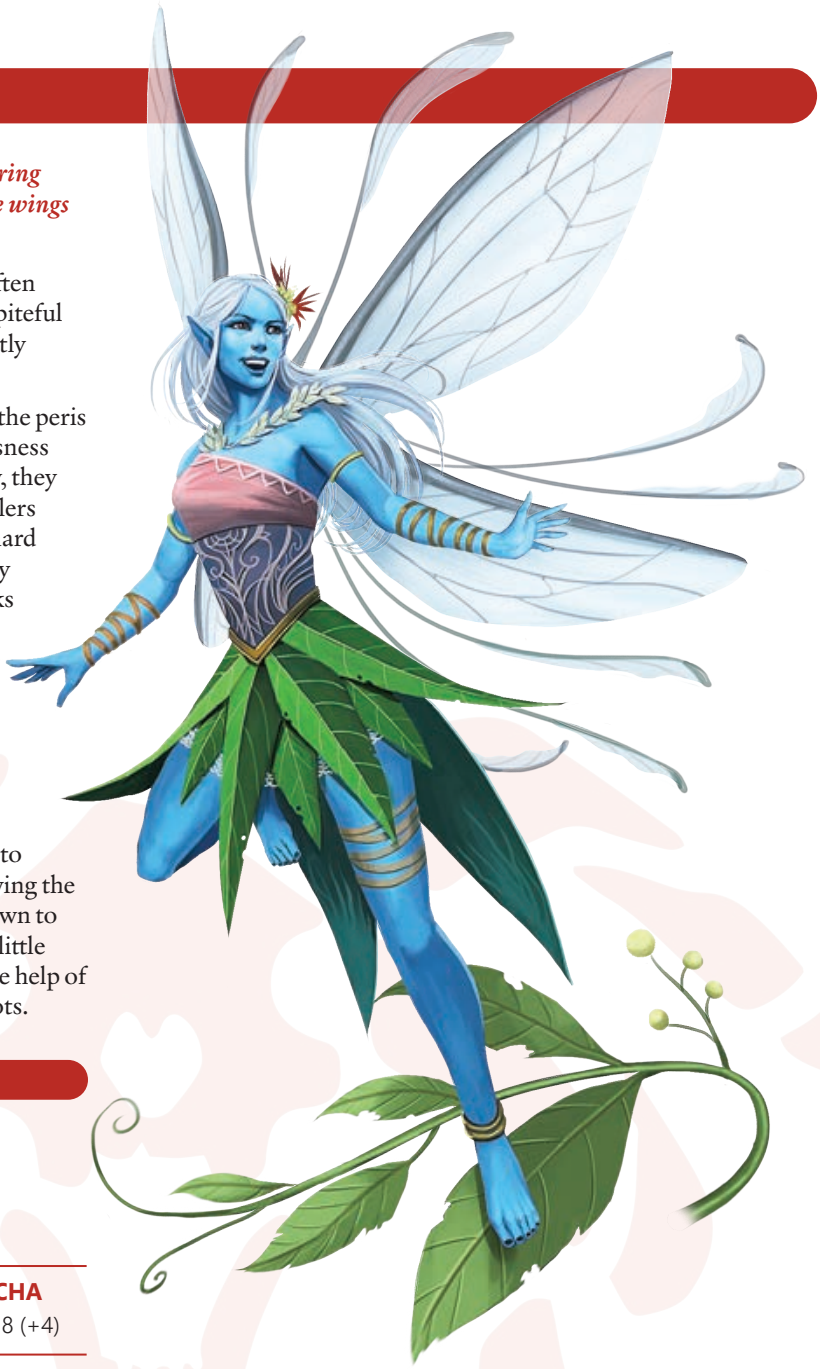
Peri

This small humanoid has exquisite elfin features, shimmering pale blue skin, and long, flowing hair. Its elegant insectile wings are almost as big as its body.

Peris are minor genies, spirits of elemental air that are often mistaken for fey. In the distant past, they were wicked, spiteful creatures, but they have since repented and are now mostly benevolent.

Repentant Tricksters. The djinni calipha banished the peris from the Plane of Air centuries ago for their mischievousness and sent them to the Material Plane to do penance. Now, they try their best to do good deeds, such as helping lost travelers in the mountains where they live. However, they find it hard to resist playing occasional tricks on mortals, particularly hunters who kill more game than they need. These pranks are rarely deadly, and meant to irritate the target of the prank. A peri might steal or hide a hapless mortal's possessions, give them false directions, or use magic to frighten them away, but they stop short of physical harm, unless met with violence.

Useful to Genies. Occasionally, a djinn or other powerful genie may send a peri to deliver a message on their behalf. The peri treats such tasks as an opportunity to have some fun, often materialising in mid-air and bellowing the message at the top of its voice. Evil genies have been known to capture peris and keep them locked up in iron cages like little birds for mysterious purposes. Peris sometimes enlist the help of mortal adventurers in rescuing their captured compatriots.



PERI

Small Elemental, Chaotic Good

Armor Class 15 (natural armor)
Hit Points 60 (11d6 + 22)
Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	16 (+3)	14 (+2)	11 (+0)	13 (+1)	18 (+4)

Saving Throws Wis +3, Cha +6
Skills Deception +6, Sleight of Hand +5
Damage Resistances lightning, thunder
Senses darkvision 60 ft., passive Perception 11
Languages Auran, Common
Challenge 2 (450 XP) **Proficiency Bonus** +2

Elemental Demise. If the peri dies, its body disintegrates into a warm breeze, leaving behind only the equipment the peri was wearing or carrying.

Actions

Wind Slash. *Melee or Ranged Spell Attack:* +6 to hit, reach 5 ft. or range 60 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage plus 7 (2d6) lightning damage or thunder damage (the peri's choice).

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

Storm Wave (1/Day). The peri throws its arms forward, releasing a blast of stormy wind in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 12 Dexterity saving throw. On a failure, a creature takes 7 (2d6) lightning damage and 7 (2d6) thunder damage and is pushed up to 10 feet away from the peri. On a success, a creature takes half the damage and isn't pushed.

Peris in the Southlands

Peris are found in the Chelamite Mountains and the Granite Teeth in the Lands of Wind and Sand, where they enjoy playing tricks on the Tamasheq nomads and the nature spirits who serve Boreas. Windspeakers (see *Southlands Player's Guide*) often call upon peris to pass on their requests for spells.

Ramnath Nanthakumar (Order #37530305)

Pescavitus

Fine iridescent scales reflect the sun's rays in a flashing, multihued spectrum of light. The creature's fins are long and fine, resembling a billowing cloud, and its fishlike body gives way to a symmetrical humanoid face.

Pescavituses are sometimes called the fish of life by sailors who have been lucky enough to be near one after a shipwreck or sinking. Pescavituses cruise the seas alone or in groups no bigger than three, healing injured creatures, helping stranded land-dwellers to make their way to shore, and addressing threats to the ocean, such as fiendish activity or the presence of some malign artifact.

Angel Fish. Pescavituses originate in the perfectly ordered oceans of the Upper Planes. Schools of the creatures roam those waters, living in perfect harmony with goodly merfolk and pelagic devas (see page 27). On the Material Plane, they often ally with incandescent ones (see page 244) when facing great threats in the shallower parts of the oceans, where pelagic devas rarely roam. Pescavituses understand the delicate balance of the sea—and how harsh and unforgiving its natural cycles can be—and they don't work against such forces. However, they happily heal the injuries of beasts that have evaded a predator.

Mistaken for Monsters. Pescavituses have historically been confused for ningyos (see *Creature Codex*), often to the detriment of the creature that makes the mistake. Mortals who eat the flesh of a pescavitus, hoping it will grant them eternal life, often find their lifespan cut short as injury or exhaustion overtake them.

PESCAVITUS

Small Celestial, Neutral Good

Armor Class 13

Hit Points 44 (8d6 + 16)

Speed 0 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	15 (+2)	15 (+2)	10 (+0)	16 (+3)

Saving Throws Wis +2, Cha +5

Damage Resistances radiant

Senses darkvision 120 ft., passive Perception 10

Languages Celestial, telepathy 60 ft.

Challenge 1 (200 XP) **Proficiency Bonus** +2

Celestial Weapons. The pescavitus's weapon attacks are magical. When the pescavitus hits with any weapon, the weapon deals an extra 2d4 radiant damage (included in the attack).

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

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

Piscine Curse. When a creature reduces the pescavitus to 0 hp, that creature must succeed on a DC 13 Charisma saving throw or be cursed for 5 days. A cursed creature can be detected as a fiend with spells such as *detect evil and good*. In addition, for the duration, the cursed creature gains only half the benefit of magic that restores hp and gains no benefits from finishing a long rest. A creature that consumes any amount of the flesh of a pescavitus is automatically cursed. The curse can be lifted by a *remove curse* spell or similar magic.

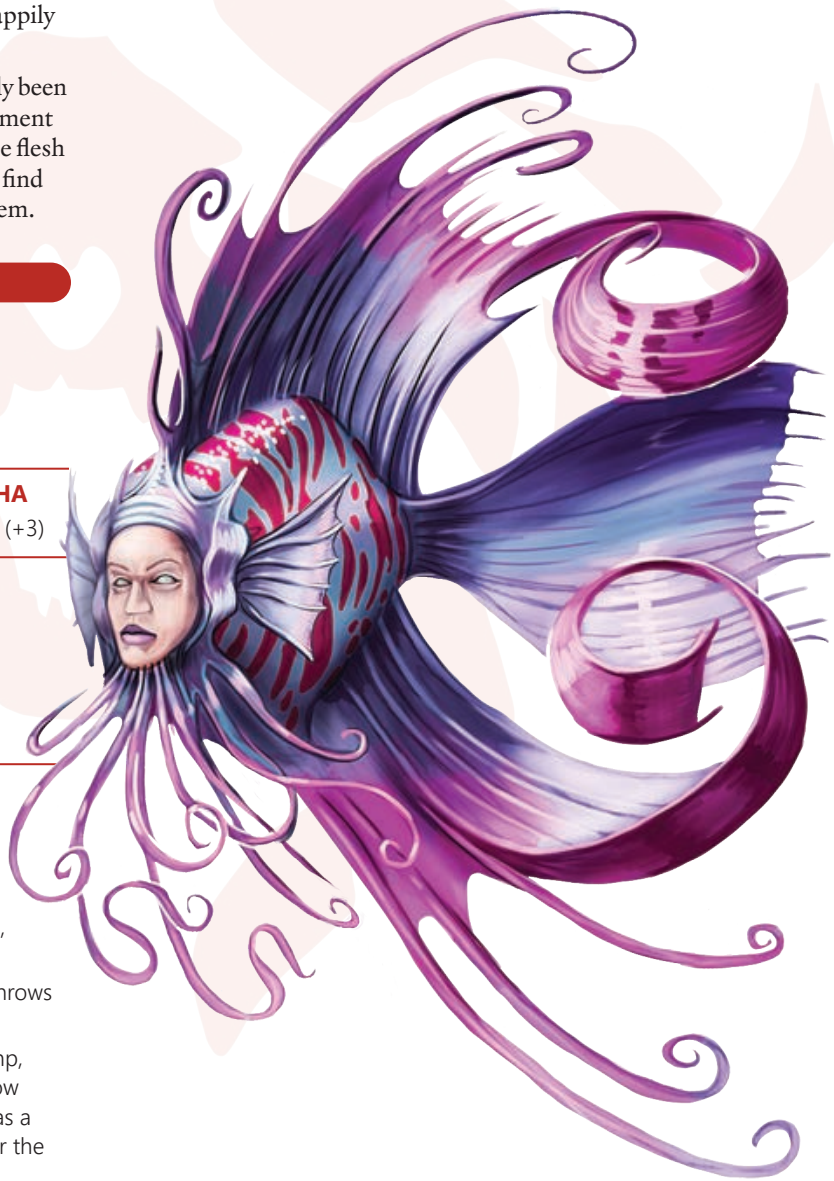
Water Breathing. The pescavitus can breathe only underwater.

Actions

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

Air Bubble (Recharges after a Short or Long Rest). The pescavitus creates an air bubble around the heads of any number of creatures that are touching it. A creature that benefits from an air bubble can breathe underwater and gains a swimming speed of 20 feet, if it doesn't already have a swimming speed. The air bubbles hold enough air for 24 hours of breathing, divided by the number of breathing creatures that received an air bubble.

Healing Touch (3/Day). The pescavitus touches another creature. The target magically regains 5 (1d8 + 1) hp and is freed from any disease, poison, blindness, or deafness.



Ramnath Nanthakumar (Order - 375303305)

Phoenixborn

As much flame as bird, this avian humanoid sheds light from its glorious plumage.

Phoenixborn are birdlike humanoids who hail from the surface of the Elemental Plane of Fire. Their glorious plumage of red, orange, and yellow reflects their incandescent heritage.

Blessings. Phoenixborn were mundane birds once. The first of them were blessed by phoenixes after they warned about an impending demon invasion.

Cheating Death. Blows that would kill lesser creatures hardly seem to bother phoenixborn, who cheat death by bursting into balls of flames, just as their namesakes do. Clever foes target phoenixborn from a distance to avoid being caught in the flames.

PHOENIXBORN

Medium Humanoid (Phoenixborn), Any Alignment

Armor Class 13
Hit Points 33 (6d8 + 6)
Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	13 (+1)	8 (–1)	10 (+0)	14 (+2)

Skills Perception +2
Damage Resistances fire
Senses passive Perception 12
Languages Common, Ignan
Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Fiery Feathers. The phoenixborn sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

Rebirth (1/Day). If the phoenixborn is reduced to 0 hp, it erupts in a burst of flame. Each creature within 10 feet of it takes 3 (1d6) fire damage, and the phoenixborn regains hp equal to the total damage taken.

ACTIONS

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

Hurl Flame. *Ranged Spell Attack:* +4 to hit, range 60 ft., one target. *Hit:* 5 (1d6 + 2) fire damage.

PHOENIXBORN SORCERER

Medium Humanoid (Phoenixborn), Any Alignment

Armor Class 13 (16 with *mage armor*)
Hit Points 60 (11d8 + 11)
Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	13 (+1)	10 (+0)	10 (+0)	17 (+3)

Skills Arcana +2, Perception +2, Persuasion +5
Damage Resistances fire
Senses passive Perception 12
Languages Common, Ignan
Challenge 3 (700 XP) **Proficiency Bonus** +2

Fiery Feathers. As the phoenixborn.

Rebirth (1/Day). If the phoenixborn sorcerer is reduced to 0 hp, it erupts in a burst of flame. Each creature within 10 feet of it takes 7 (2d6) fire damage, and the phoenixborn sorcerer regains hp equal to the total damage taken.

ACTIONS

Multiattack. The phoenixborn sorcerer makes two Talon or Hurl Flame attacks. It can replace one attack with a use of Spellcasting.

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

Hurl Flame. *Ranged Spell Attack:* +5 to hit, range 60 ft., one target. *Hit:* 10 (2d6 + 3) fire damage.

Fire Jet (Recharge 6). The phoenixborn sorcerer shoots a jet of fire in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 13 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save, or half as much damage on a successful one.

Spellcasting. The phoenixborn sorcerer casts one of the following spells, using Charisma as the spellcasting ability (spell save DC 13):

At will: *mage hand*, *minor illusion*, *light*, *prestidigitation*
2/day each: *charm person*, *continual flame*, *mage armor*
1/day: *dispel magic*



Ramnath Nanthakumar (Order - 375303305)

Porcellina

This diminutive creature resembles a pale pink piglet at first glance. However, it's wide mouth is filled with razor-sharp teeth and its eyes glitter with a fierce hunger.

The porcellina is a deceptively adorable creature—until it opens its mouth and screams a blood-chilling hunting cry. Also known as ankle biters, porcellinas hunt in packs and focus on crippling their prey to bring much larger creatures down for the kill. Typically found in badlands, the porcellina is an unassuming but deadly predator.

Pack Animals. Porcellinas live in tight-knit packs of ten to twenty, though these numbers can swell drastically during breeding season. Only the strongest offspring stay with the pack, however, and the weaker younglings are chased off once they can hunt on their own. These exiles either form new packs of their own, join other packs, or die of hunger and exposure.

Opportunistic Omnivores. The porcellina is not a picky eater. It will consume bugs, rodents, or other smaller prey, but it prefers larger game. Porcellinas also graze on the scrub brush found throughout the terrain and can digest plants that other creatures find poisonous. If they feed on enough toxic flora, they secrete the plant's poison through special pores in their skin, purging it from their system.



PORCELLINA

Tiny Beast, Unaligned

Armor Class 13

Hit Points 28 (8d4 + 8)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	16 (+3)	12 (+1)	3 (–4)	10 (+0)	6 (–2)

Saving Throws Dex +5

Skills Perception +2, Stealth +5

Languages —

Challenge 1/2 (100 XP) **Proficiency Bonus** +2

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

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

Poisonous Flesh. A creature that touches the porcellina or consumes the meat of the porcellina must succeed on a DC 11 Constitution saving throw or become poisoned for 1 hour.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) piercing damage, and the target must succeed on a DC 11 Dexterity saving throw or be knocked prone. The DC increases by 1 for each other porcellina that hit the target since the end of this porcellina's previous turn, to a maximum of DC 15.

Reactions

Squeal. When a porcellina is hit with an attack, it can let out a blood-curdling scream. Each creature within 10 feet of the porcellina must succeed on a DC 11 Wisdom saving throw or become frightened until the end of its next turn.

Ramnath Nanthakumar (Order #37530305)

Primordial Matriarch

The massive living storm contorts with writhing, intertwined bands of elemental power. With each crack of thunder, lesser elementals emerge from the maelstrom.

This primordial contains equal parts of all four classical elements, a roiling mass that shifts quickly from fire to water, crackling storm clouds to roiling dust, equally all of them at once. Though not impervious to them all, the matriarch can choose one dominant element, depending on the circumstances, to protect herself against such attacks.

Planar Visitors. Primordial matriarchs exist primarily in the Elemental Planes, continuously drifting from one to another. The mass destruction of elementals in a short time span causes an unbalance in the natural world, attracting a matriarch to other planes.

Prime Elemental. Because a matriarch is a powerful, creative elemental force, lesser elementals follow her commands without question. Even mighty elemental beings like the primordial surge (see page 320) or storm lord (see *Creature Codex*) defer to a matriarch's will.

Mountain Eater. On the Material Plane, a primordial matriarch is most often found in mountainous regions. She settles atop a high peak and devours the entire mountain, over time, to fuel herself as she produces more elementals. Only her destruction or the renewed balance of the plane's elementals stops a matriarch or convinces her to move on to another plane.

A Primordial Matriarch's Lair

The primordial matriarch's lair is the mountain peak where it create new elementals. It remains only until she has deemed there are enough new elementals to renew the balance on her current plane—or until the mountain is reduced to nothing.

Lair Actions

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

- **Consume.** The matriarch chooses a point on the ground she can see within 30 feet of her. The ground partially dissolves into her form, restoring 21 (6d6) hp to the matriarch. The ground within 10 feet of that point then becomes difficult terrain.
- **Rock Fall.** The matriarch chooses a point on a rockface or the ground within 120 feet of her. Rocks tumble down or roll forward from that point in a 60-foot line that is 10 feet wide. Each creature in that line must succeed on a DC 20 Dexterity saving throw or take 18 (4d8) bludgeoning damage and be knocked prone.
- **Tremor.** The terrain within 60 feet of the matriarch rumbles. Each creature standing on the ground in that area must succeed on a DC 20 Dexterity saving throw or be knocked prone and incapacitated until the end of its next turn.

Regional Effects

While the presence of a primordial matriarch is already a catastrophe, her surging, elemental power also creates one or more of the following effects:

- **Cacophony.** Within 1 mile of the matriarch's mountaintop, the thunderous noise of her presence and the resulting destruction is obvious. Animals flee the area in a panic, and do not return until the matriarch is gone.
- **Empowered Elementals.** Elementals within 5 miles of a primordial matriarch have advantage on up to three saving throws each day.
- **Erratic Weather.** The area within 10 miles of a primordial matriarch's mountain suffers from frequent weather changes. These weather events are violent and often unseasonal, but they rarely last more than 1 hour.

If the primordial matriarch dies, these effects fade over the course of 1d10 days.

Primordial Matriarch

Gargantuan Elemental, Neutral

Armor Class 20

Hit Points 313 (19d20 + 114)

Speed 0 ft., fly 120 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	30 (+10)	23 (+6)	10 (+0)	21 (+5)	18 (+4)

Saving Throws Str +11, Wis +12, Cha +11

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

Damage Immunities poison

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

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 15

Languages Primordial

Challenge 21 (33,000 XP) **Proficiency Bonus** +7

Elemental Attacks. The primordial matriarch's weapon attacks are magical. When she hits with any weapon, the weapon deals an extra 5d6 damage of the type determined by Roiling Elements.

Elemental Aura. At the start of each of the primordial matriarch's turns, each creature within 5 feet of her takes 10 (3d6) damage of the type determined by Roiling Elements. A creature that touches the primordial matriarch or hits her with a melee attack while within 10 feet of her takes 10 (3d6) damage of the type determined by Roiling Elements. A nonmagical weapon that hits the matriarch is destroyed after dealing damage.

Elemental Nature. The primordial matriarch doesn't require air, food, drink or sleep.

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

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

Ramnath Nanthakumar (Order #37530305)

Roiling Elements. At the start of each of her turns, the primordial matriarch chooses one of the following damage types: acid, cold, fire, lightning, or thunder. The matriarch has immunity to that damage type until the start of her next turn.

Siege Monster. The primordial matriarch deals double damage to objects and structures.

ACTIONS

Multiattack. The elemental matriarch uses Storm Blast. She then makes two Elemental Lash attacks.

Elemental Lash. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 32 (4d10 + 10) bludgeoning damage plus 17 (5d6) damage of the type determined by Roiling Elements.

Storm Blast. The primordial matriarch emits elemental energy in a 90-foot cone. Each creature in the area must make a DC 20 Dexterity saving throw. On a failure, a creature takes 21 (6d6) damage of the type determined by Roiling Elements and suffers one of the following effects, depending on the damage type. On a success, a creature takes half the damage and doesn't suffer an additional effect, unless specified below.

- ***Acid Blast.*** On a failed save, the creature is covered in acid. At the start of each of its turns, it takes 7 (2d6) acid damage until it or another creature takes an action to scrape or wash off the acid.
- ***Cold Blast.*** On a failed save, the creature is restrained by ice until the end of its next turn, or until it or another creature takes an action to break it free. On a successful save, the creature's speed is reduced by 10 feet until the end of its next turn.
- ***Fire Blast.*** On a failed save, the creature catches fire. Until it or another creature takes an action to douse the fire, the creature takes 7 (2d6) fire damage at the start of each of its turns.
- ***Lightning Blast.*** On a failed save, the creature is incapacitated until the end of its next turn. On a successful save, the creature can't take reactions until the start of its next turn.
- ***Thunder Blast.*** On a failed save, the creature is deafened for 1 minute. At the end of each of its turns, a deafened creature can repeat the saving throw, ending the deafness on itself on a success. On a successful save, the creature is deafened until the end of its next turn.

Create Elementals. The primordial matriarch magically creates up to 3d6 mephits, 2 air, earth, fire, or water elementals, 2 ice elementals (see *Tome of Beasts* 2), or 1 rockslide elemental (see page 168). The Elementals arrive at the start of her next turn, acting as allies of the matriarch and obeying her spoken commands. The Elementals remain for 1 hour, until the matriarch dies, or until the matriarch dismisses them as a bonus action. The primordial matriarch can have any number of Elementals under her control at one time, provided the combined total CR of the Elementals is no higher than 10.



REACTIONS

Elemental Adaptation. When the matriarch would take acid, cold, fire, lightning, or thunder damage, she can change the element selected with Roiling Elements to that type of damage, gaining immunity to that damage type, including the triggering damage.

Legendary Actions

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

Elemental Change. The primordial matriarch changes the damage immunity granted by Roiling Elements.

Fly. The primordial matriarch flies up to half her flying speed without provoking opportunity attacks.

Create Elemental (Costs 2 Actions). The primordial matriarch uses Create Elementals.

Return to Mother (Costs 3 Actions). The primordial matriarch absorbs an Elemental within 10 feet of her, gaining a temporary hp equal to 10 times the CR of the Elemental absorbed.

Ramnath Nanthakumar (Order #37530305)

Primordial Surge

A storm front rolls over the village, making the daylit sky appear as black as night. Brilliant energy crackles around the roiling gray and black clouds, while thunderous booms and the sound of raging wind make it difficult to hear anything else.

Primordial surges were created when the universe and all its planes of existence sprang into being. They contain all four elements bound together by eldritch force and celestial radiance.

Ruin and Renewal. A primordial surge is a harbinger of creation and destruction. While the surge rages, raining acid and liquid flame over a wide area. It then spends an equal amount of time saturating the area with the waters of creation to restore it. Onlookers present at the destruction of a primordial surge struggle to describe the explosion of growth and life that results.

PRIMORDIAL SURGE

Gargantuan Elemental, Neutral

Armor Class 19 (natural armor)

Hit Points 232 (15d20 + 75)

Speed 40 ft., fly 90 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	22 (+6)	20 (+5)	7 (–3)	14 (+2)	6 (–2)

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

Damage Immunities poison

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

Senses blindsight 120 ft., passive Perception 12

Languages Primordial

Challenge 16 (15,000 XP) **Proficiency Bonus** +5

Elemental Nature. The primordial surge doesn't require air, food, drink, or sleep.

Life From Death. When the surge dies, it explodes in a burst of raw creation. The area in a 50-foot radius centered on the primordial surge is blanketed in lush flora native to the region, providing enough food to feed a dozen Large or smaller creatures for 6 (1d12) days. Creatures in the area that have been dead no longer than 1 day are returned to life with 4 (1d8) hp.

Primordial Form. The primordial surge can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the primordial surge or hits it with a melee attack while within 5 feet of it takes 7 (2d6) acid, cold, fire, lightning, or thunder damage (the primordial surge's choice). In addition, the primordial surge can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 7 (2d6) acid, cold, fire, lightning, or thunder damage (the surge's choice). A creature that starts its turn in the primordial surge's space must succeed on a DC 18 Constitution saving throw or be blinded and deafened until it starts its turn outside the surge's space.

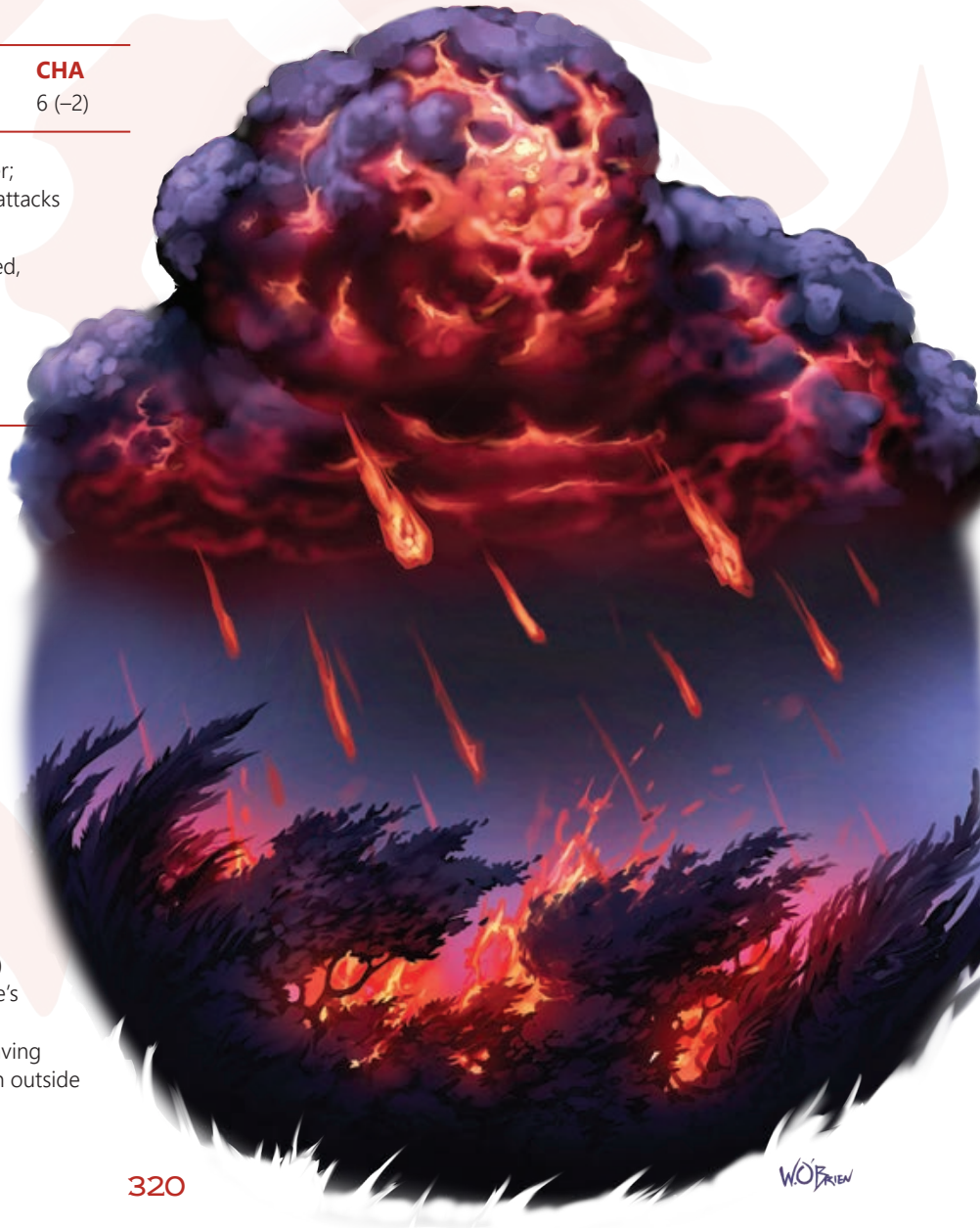
ACTIONS

Multiattack. The primordial surge makes three Elemental Strike attacks.

Elemental Strike. *Melee or Ranged Weapon Attack:* +11 to hit, reach 15 ft. or range 60 ft., one target. *Hit:* 28 (4d10 + 6) acid, cold, fire, lightning, or thunder damage (the primordial surge's choice).

Primordial Storm (Recharge 6). A rain of elemental energies falls around the primordial surge, producing one of the following effects:

- **Restorative Rain.** Each creature within 30 feet of the surge that isn't a Construct or Undead regains 27 (5d10) hp. The area becomes difficult terrain as nonmagical plants in the area become thick and overgrown.
- **Ruinous Rain.** Each creature within 30 feet of the surge must make a DC 18 Dexterity saving throw. On a failure, a creature takes 27 (5d10) acid damage and 27 (5d10) fire damage and is coated in burning acid. On a success, a creature takes half the damage and isn't coated in acid. A creature coated in acid takes 5 (1d10) acid damage and 5 (1d10) fire damage at the start of each of its turns until it or another creature takes an action to scrape or wash off the acid.



Ramnath Nanthakumar (Order #37530305)

Púca



A dark horse draped in thick silver chains emerges from the shadows between the trees, its eyes glowing with an eerie light.

This mysterious equine fey appears at night beside lonely forest roads and tempts weary travelers to ride it. Once upon its back, however, the púca takes the foolish individual on a nightmarish ride through the dark woods before returning them to where they started at dawn, exhausted. Those who have ridden a púca report seeing twisted, otherworldly forests and strange creatures.

Redeemable. The púca is a fey creature corrupted by shadow. If a rider who is pure of heart willingly climbs astride the púca, enjoys the ride, and thanks the púca when they return at dawn, the púca is cleansed of the shadow taint, and the chains fall away from its body. The púca is then free to aid lost travelers instead of terrorizing them.

Púca

Large Fey, Neutral Evil

Armor Class 12

Hit Points 142 (19d10 + 38)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	15 (+2)	12 (+1)	10 (+0)	18 (+4)

Saving Throws Cha +7, Str +7

Skills Athletics +6, Perception +3

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks not made with cold iron weapons

Senses darkvision 30 ft., passive Perception 13

Languages Sylvan, Umbral

Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Beguiling Aura. The mere sight of the púca is a temptation for road-weary travelers. Whenever a creature that can see the púca starts its turn within 30 feet of the púca, that creature succeed on make a DC 15 Wisdom saving throw or be charmed for 1 minute. A charmed creature must take the Dash action and move toward the púca by the safest available route on each of its turns, trying to get within 5 feet of the fey horse to mount it. Each time the creature takes damage and at the end of each of its turns, the creature can repeat the saving throw, 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 púca's Beguiling Aura for the next 24 hours.

Nightmarish Ride. If a creature mounts the púca, the creature must succeed on a DC 15 Charisma saving throw or become paralyzed and restrained by chains on the púca's back until the next dawn. While it has a rider captured in this way, the púca takes the Dash or Disengage actions on each of its turns to flee with the rider. After it moves 100 feet, it disappears with the captured rider, magically racing along a nightmarish landscape. At the next dawn, it returns to the space where it disappeared or the nearest unoccupied space, the rider lands in an unoccupied space within 5 feet of the púca, and the púca flees. At the end of the ride, the rider suffers one level of exhaustion.

Actions

Multiattack. The púca makes two Chain Whip attacks and one Hooves attack.

Chain Whip. *Melee Weapon Attack:* +7 to hit, reach 15 ft., one target. *Hit:* 15 (2d10 + 4) bludgeoning damage, and the target is grappled (escape DC 15) if it is a Medium or smaller creature and the púca doesn't have two other creatures grappled. Until this grapple ends, the target is restrained.

Hooves. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage, and the target must succeed on a DC 15 Strength saving throw or be knocked prone.

Púca in the Shadow Realm

In the Midgard setting and the Shadow Realm, the púca can travel the shadow roads at will. During its nightmarish rides, it crosses in and out of these pathways, allowing riders to glimpse terrifying things. If a rider redeems a púca and asks for its aid, the rider can use the mount to gain access to the shadow roads.

Ramnath Nanthakumar (Order - 375303305)

Puffinfolk

A small, but stocky bird-like person looks up along its bright orange bill. It wears a simple leather vest over the short, black and white feathers that cover its body. Its wings end in clawed hands, one of which holds a smoking pipe.

Family Birds. Puffinfolk live in small colonies on rocky coastlines and on small islands that are inhospitable to most other creatures. They make their homes high in the sides of cliffs or in the sides of small hills on islands. Puffinfolk have close-knit communities that work together on most tasks and help provide for each other.

Renowned Fishers and Ocean Explorers. Puffinfolk eat a steady diet of fish that they capture by diving into the water from the air. They never use boats and rarely use nets. Though small, they have surprising endurance and can go on prolonged hunting flights, returning with heavy loads of fish. No matter how far out they fly or swim or what path they take, they can always find their way back home or to a favored fishing spot. When puffinfolk trade with outsiders, it is usually for their reserves of fish or the strange objects or locations they discover while swimming in remote areas.

Worshipers of Sea Gods. Puffinfolk worship and give tribute to all gods and powerful creatures of note that live in the sea. They don't choose sides when it comes to gods of the sea, and they pay their respects to all these gods in hopes of gaining favor for their communities. This worship sometimes includes sacrificing goods or performing blood rituals, but they never sacrifice sentient creatures for such worship.

Puffinfolk

Small Humanoid (Puffinfolk), Neutral

Armor Class 15 (leather armor)

Hit Points 22 (4d6 + 8)

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

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

Skills Athletics +3, Nature +3, Stealth +6, Survival +4

Senses darkvision 60 ft., passive Perception 12

Languages Aquan, Common

Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Blessings of the Sea Gods. The puffinfolk has advantage on saving throws while flying over or swimming in ocean waters.

Hardy Ocean Explorers. The puffinfolk is considered a Medium creature when determining its carrying capacity. In addition, it can hold its breath for 30 minutes.

Oceanic Recall. The puffinfolk can perfectly recall any path it has traveled above or within an ocean.

Actions

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

Reactions

Quick and Nimble. When a creature the puffinfolk can see targets it with a melee or ranged weapon attack, the puffinfolk darts out of the way, and the attacker has disadvantage on the attack roll.



Puffinfolk Nets

Puffinfolk spend hours each day exploring the ocean's shores and depths for treasures they can trade to travelers. They developed special nets to aid them in this endeavor, allowing them to haul more treasures back to their village.

Net of Lightening

Weapon (net), common

Woven from strands of seagrass, this net is lightweight and easy to throw. You have a +1 bonus to attack rolls with this magic net. In addition to the normal effects of a net, this net halves the weight of any creature restrained by it or objects inside of it. This doesn't allow the net to hold a creature larger than Large.

The net has AC 10 and 10 hit points, and if it is reduced to 0 hit points, it is destroyed. The net repairs itself daily at dawn, regaining all of its hit points, provided it wasn't destroyed and was submerged in saltwater for at least 10 minutes since the previous dawn.

Ramnath Nanthakumar (Order - 375303805)

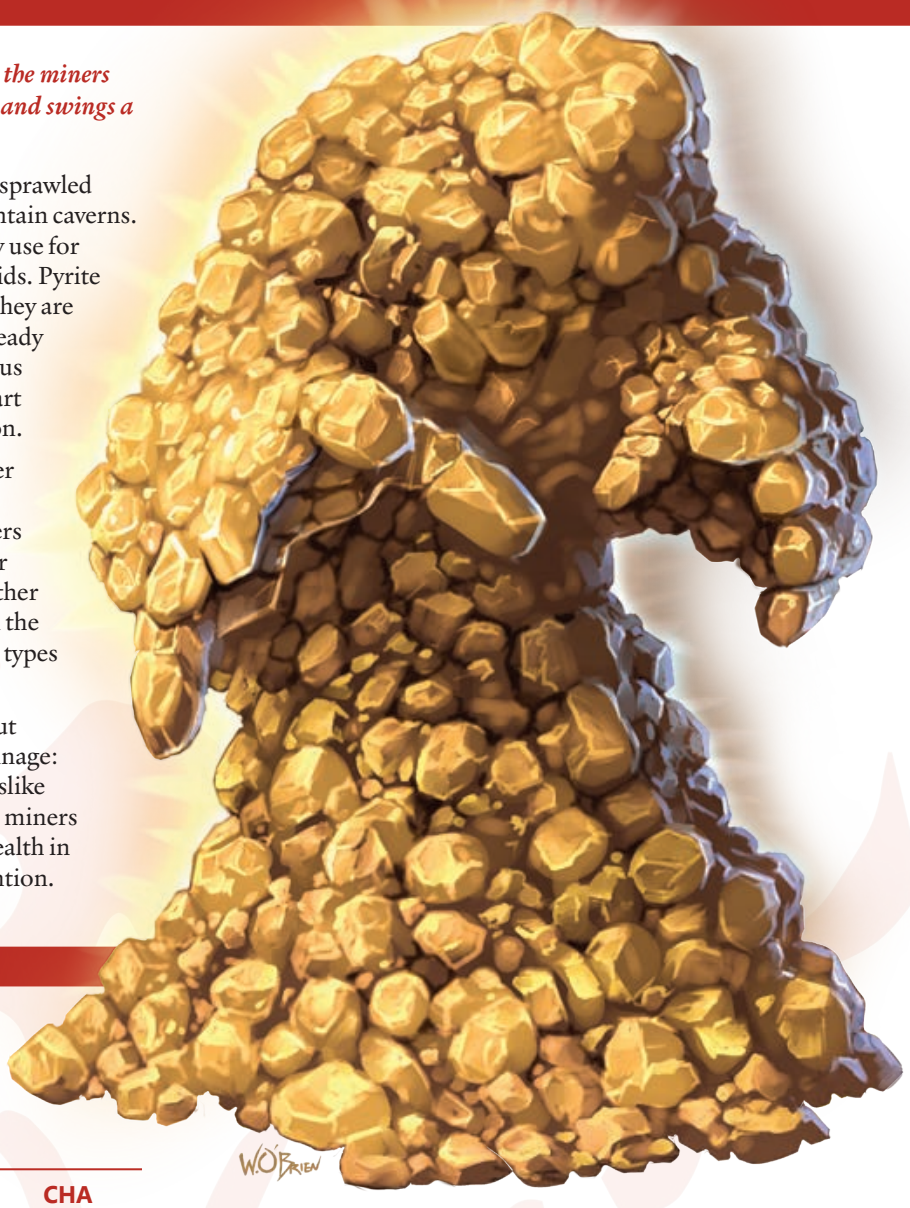
Pyrite Pile

Light gleams off a pile of shining golden nuggets. As the miners approach it, it rises in a lumbering humanoid form and swings a blunt golden arm like a fist toward the closest one.

When they are quiescent, pyrite piles can be found sprawled across mountainsides as well as in mines and mountain caverns. They easily collapse from the humanoid forms they use for travel into a pile of golden nuggets to lure humanoids. Pyrite piles don't eat humanoids, or any other beast, but they are intelligent enough to know that humanoids are a ready source of their favored meal: gold and other precious metals. They also know humanoids are loathe to part with their treasures without a bit of painful coercion.

Miner's Bane. Pyrite piles represent a true danger to miners. When attracted to a mine by a freshly revealed vein of metal, a pyrite pile sometimes enters a greed-fueled frenzy, often leading to the deaths or dismemberment of honest miners. Xorns on the other hand, view pyrite piles as their mortal enemies. On the Elemental Plane of Earth, clashes between the two types of creatures are frequent, violent, and fatal.

Picky Eaters. Pyrite piles eat precious metals, but they are fussy eaters. They prefer metals used in coinage: platinum, gold, electrum, and silver. Pyrite piles dislike the unique tang of copper and refuse to eat it. Wise miners in areas frequented by pyrite piles carrying their wealth in copper coins to avoid attracting the creatures' attention.



PYRITE PILE

Large Elemental, Unaligned

Armor Class 18 (natural armor)

Hit Points 136 (13d10 + 65)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	20 (+5)	5 (–3)	8 (–1)	19 (+4)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 9

Languages understands Dwarvish and Terran but can't speak

Challenge 6 (2,300 XP) **Proficiency Bonus** +3

False Appearance. While the pyrite pile remains motionless, it is indistinguishable from a normal pile of gold nuggets.

Gold Fever. When a Humanoid or xorn that can see the pyrite pile starts its turn within 60 feet of the pyrite pile, that creature must succeed on a DC 15 Wisdom saving throw or be charmed until the end of its next turn. A charmed creature must take the Dash action and move toward the pyrite pile by the safest available route on its next turn, trying to get within 5 feet of the Elemental.

Metal Sense. The pyrite pile can pinpoint, by scent, the location of precious metals within 60 feet of it and can sense the general direction of Small or larger deposits of such metals within 1 mile.

Actions

Multiattack. The pyrite pile makes two Slam attacks. If the pyrite pile hits one Medium or smaller creature with both attacks, the target is grappled (escape DC 16). Until this grapple ends, the target takes 7 (2d6) bludgeoning damage at the start of each of its turns. The pyrite pile can have only one creature grappled at a time.

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

Hurl Nugget. *Ranged Weapon Attack:* +8 to hit, range 20/60 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Eat Gold. The pyrite pile absorbs 52 (8d12) gp worth of nonmagical items and coins made of precious metals, ignoring copper, worn or carried by one creature grappled by it, and the elemental regains hp equal to half that amount. Absorbed metal is destroyed.

Ramnath Nanthakumar (Order - 375303305)

Pyrrhic Podthrower

This patch of crabgrass has four radial blades, with a seedpod flickering with flame at the end of each blade.

Many weeds can persist in the face of poisoning or industrious digging. Pyrrhic podthrowers use aggression, incendiary seeds, and natural regeneration to survive.

Fiery but Edible. Some farmers tolerate a pyrrhic podthrower because the plant harms pests that would otherwise destroy more valuable crops. While the flammable oil running from its bulb to its long blades makes those blades bitter, the core surface plant is edible. The podthrower allows grazing animals to chew on it before setting them alight, using their incinerated remains to self-fertilize.

Mostly Ordinary. Except for their fiery means of self-preservation, pyrrhic podthrowers require sunlight and water like any other plants. Their natural healing ceases if they've gone for a week without water or if they suffer any form of blight.

Long-Lived. Undisturbed pyrrhic podthrowers can live for up to 40 years. Even podthrowers that face resistance have long lifespans, due to their tendency to burrow away from stout opposition. Their longevity has the fortunate side effect of keeping the podthrowers in relative check, as they reproduce infrequently.



Pyrrhic Podthrower

Small Plant, Unaligned

Armor Class 13
Hit Points 127 (17d6 + 68)
Speed 20 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	19 (+4)	2 (–4)	10 (+0)	4 (–3)

Damage Resistances bludgeoning, lightning
Damage Immunities fire
Condition Immunities blinded, deafened, frightened
Senses tremorsense 90 ft., passive Perception 10
Languages —
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

False Appearance. While the pyrrhic podthrower remains motionless, it is indistinguishable from a clump of crabgrass.

Flaming Seedpod Regrowth. The pyrrhic podthrower has four Flaming Seedpods. Used Flaming Seedpods may regrow each turn. If the pyrrhic podthrower starts its turn with less than four Flaming Seedpods, roll a d6. On a roll of 5 or 6, it regrows 1d4 Flaming Seedpods, to a maximum of 4.

Regeneration. The pyrrhic podthrower regains 10 hp at the start of its turn. If the podthrower takes necrotic damage or if it is grappled and removed from the ground, this trait doesn't function at the start of its next turn. The podthrower dies only if it starts its turn with 0 hp and doesn't regenerate.

Actions

Multiattack. The pyrrhic podthrower makes three Grass Blade attacks, or it uses Flaming Seedpod twice.

Grass Blade. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Flaming Seedpod. The podthrower lobs a flaming seedpod at a point it can see within 60 feet of it. The seedpod explodes on impact and is destroyed. Each creature within 10 feet of that point must make a DC 15 Dexterity saving throw, taking 12 (5d4) fire damage on a failed save, or half as much damage on a successful one.

Reactions

Unstable Bulb. When the pyrrhic podthrower is grappled and removed from the ground while above 0 hp, the unstable root bulb bursts. Each creature within 10 feet of the podthrower must make a DC 15 Dexterity saving throw, taking 12 (5d4) fire damage on a failed save, or half as much damage on a successful one.

Podthrower Bulb

A pyrrhic podthrower's flammable oil is fueled by a bulb hidden in its roots. If a pyrrhic podthrower is uprooted after it is reduced to 0 hp, a creature within 5 feet of it can extract the bulb by making a DC 15 Wisdom (Survival) check or a DC 15 Wisdom check using an herbalism kit. On a failure, the creature triggers the podthrower's Unstable Bulb reaction. On a success, the creature extracts the bulb, which can be used like an alchemist's fire, except it deals 5d4 fire damage instead of 1d4. The bulb lasts for 7 days then decays.

Ramnath Nanthakumar (Order - 375303305)

Quagga

This zebra-like centaur is well-armed, with a twin-bladed knife, javelins, and a shield of rhinoceros hide.

Smaller than their horse-like cousins, quagga have a zebra body topped with a humanoid torso, head, and arms. They traditionally style their manes into stiffened crests and sport decorative piercings and ritual scarring, which varies from tribe to tribe. Despite their similarity to centaurs, quagga despise the moniker "zebrataurs," finding it highly insulting.

Nomads and Hunters. Quagga e travel in herd-groups numbering from ten to 200, roaming vast arid savannahs and subtropical grasslands. The quagga follow herd animals, such as wildebeests, giraffes, and gazelles, as they make their annual migrations. These herds are their primary food sources, and quagga do what they can to ensure these beasts thrive.

Territorial Warriors. For the quagga, land, water, and migratory routes are inherited from their ancestors. Water sources and grassland that a tribe has visited and used for generations are theirs for perpetuity. Conflicts arise when other creatures, especially humanoids, build settlements around or wall off resources claimed by a quagga tribe. It may be months, even years, before a tribe returns to a particular area, depending on their current migratory route, only to find "their" land taken from them. They will demand its return from whatever creatures have laid claim to the area. If they are refused, the quagga often declare war, fighting until they triumph or it is time for the herd to move on. If the issue is not settled before they leave, the quagga resume raiding when they next return to the area.

QUAGGA

Medium Monstrosity, Neutral

Armor Class 16 (shield)
Hit Points 84 (13d8 + 26)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	14 (+2)	9 (–1)	13 (+1)	11 (+0)

Skills Athletics +4, Perception +5, Survival +5
Senses passive Perception 15
Languages Common, Sylvan
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Keen Sight and Smell. The quagga has advantage on Wisdom (Perception) checks that rely on sight or smell.

Knife Dancer. When the quagga hits a creature with a Twin Blade attack, it doesn't provoke opportunity attacks when it moves out of that creature's reach.

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

Trampling Charge. If the quagga moves at least 20 feet straight toward a target and then hits it with a Twin Blade attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the quagga can make one Hooves attack against it as a bonus action.

Actions

Multiattack. The quagga makes two Twin Blade attacks and one Hooves attack, or it makes four Javelin attacks.

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

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Twin Blade. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Bonus Actions

War Surge. When the quagga reduces a creature to 0 hp with a melee attack on its turn, the quagga can move up to half its speed and make a Twin Blade attack.



Ramnath Nanthakumar (Order - 375303805)

Qumdaq

The sand rises in a vaguely humanoid form with only the faintest suggestion of facial features. Then another rises. Then another.

Qumdaq are small, earthen elementals that live and move in groups.

Magical Guardian. The qumdaq are attracted to areas of magical corruption, where they slowly work to return the land to its natural state. This process takes years or decades, but the qumdaq are patient and hardworking. The elementals treat any magic-wielding creature they find near a tainted area as if that creature were responsible for the land's corruption and vent their wrath upon the unfortunate soul.

Desert Dwellers. These elementals are commonly found in arid or desert areas, though their attraction to magical corruption means they can be found in wastelands or other magic-blasted environs. In ancient times, the mages of desert lands knew how to summon and bind the qumdaq to guard hidden tombs and vaults, where some still patrol to this day.

Qumdaq

Small Elemental, Neutral

Armor Class 13 (natural armor)

Hit Points 18 (4d6 + 4)

Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	14 (+2)	13 (+1)	6 (–2)	11 (+0)	10 (+0)

Saving Throws Wis +2

Skills Perception +2, Stealth +4

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 30 ft., tremorsense 30 ft., passive Perception 12

Languages Terran

Challenge 1/4 (50 XP)
Proficiency Bonus +2

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

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

Final Gift. When the qumdaq dies, it bursts in a shower of sand. A qumdaq of the dying qumdaq's choice within 10 feet of it regains 5 (2d4) hp, or the target gains 5 (2d4) temporary hp if it is at its hp maximum.

Horde Tactics. The qumdaq has advantage on attack rolls against a creature if at least one of the qumdaq's allies is within 5 feet of the creature and the ally isn't incapacitated. In addition, the qumdaq's weapon attacks deal an extra 2 (1d4) bludgeoning damage on a hit, if at least three of the qumdaq's allies are within 5 feet of the target and the allies aren't incapacitated.

Sense Magic. The qumdaq senses magic within 60 feet of it at will. This trait otherwise works like the *detect magic* spell but isn't itself magical.

Actions

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

Desiccation Field (1/Day). The qumdaq extends its arms, sending sand and grit swirling around itself. Each creature that isn't a qumdaq within 10 feet of the qumdaq must make a DC 10 Constitution saving throw. On a failure, a creature takes 5 (2d4) bludgeoning damage and suffers one level of exhaustion for 1 hour, or until it drinks at least 1 pint of water. On a success, a creature takes half the damage and isn't exhausted. A creature can suffer no more than a total of three levels of exhaustion from Desiccation Field, regardless of how many qumdaqs use the action.



Qumdaq in Midgard

The greatest number of qumdaq can be found in the Stone Desert of the Dominion of the Wind Lords, but smaller populations dwell in desert climates or near areas of magical corruption, such as the White Marches, the Red Wastes, and the Wasted West. Ancient Nurian mages once summoned and used qumdaq, but the method to cajole the small elementals has been lost.

Ramnath Nanthakumar (Order #37530305)

Rafflesian

This conical red flower is a tight bud of scarlet pedals. A web of delicate vein-like roots keeps it in place on the human's back.

A rafflesian is a sentient tropical flower that develops a symbiotic relationship with a willing humanoid companion and uses willing humanoid hosts to germinate its offspring.

Long-Lived. Rafflesian flowers, even without a host creature, live for up to three centuries and germinate only one seed each century. When ready to plant a seed, each rafflesian works with its companion to find a willing humanoid host, and a fully formed offspring sprouts from that host's flesh soon after.

True Symbiosis. A rafflesian is interested in ensuring its host companion's survival, and it prefers to share its life with a singular companion and its descendants. A single rafflesian is often inherited by many generations of the same family until the flower eventually expires.

RAFFLESIAN

Small Plant, Unaligned

Armor Class 17 (natural armor)

Hit Points 136 (16d6 + 80)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (–1)	20 (+5)	14 (+2)	14 (+2)	18 (+4)

Skills Perception +5, Survival +5

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 17

Languages understands the languages of its host companion but can't speak

Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Symbiote. A rafflesian can bond with a willing Humanoid creature that remains in physical contact with it for 10 minutes. While bonded in this way, the host creature gains a +2 bonus to AC and saving throws and has resistance to all damage, and the rafflesian's speed is 0, moving with the host when it moves. Each time the host takes damage, the rafflesian takes the same amount of damage. If the host is subjected to an effect that would force it to make a saving throw, the host can use its saving throw bonuses or the rafflesian's. If both are subjected to the same effect, only one of them is affected, the rafflesian's choice. The rafflesian and the host otherwise retain their own statistics and take separate turns. The rafflesian and the host can't be separated, unless the rafflesian chooses to terminate the connection. The rafflesian can detach itself safely from a host over the course of 1 hour, or it can detach itself from the creature as an action, which immediately kills the host.

Symbiotic Thought. The rafflesian and its host can communicate telepathically while bonded.



ACTIONS

Multiattack. The rafflesian makes three Vine Whip attacks. It can replace one attack with a use of Blood Root.

Vine Whip. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 17 (3d8 + 4) slashing damage.

Blood Root. The rafflesian launches a root toward one creature it can see within 30 feet of it. The creature must succeed on a DC 15 Dexterity saving throw or take 14 (4d6) necrotic damage as the rafflesian drains blood from it. The rafflesian or the host (the rafflesian's choice) then regains hp equal to the damage taken.

REACTIONS

Last Resort. When the host dies, the rafflesian can reanimate it for up to 10 days, provided the host's body is still intact. During this time, the host is protected from decay and can't become undead. The rafflesian can use a bonus action to cause the host to move as it could in life, but the host can't take any other actions. If the host could speak in life, the rafflesian can speak with the host's voice. A host body reanimated in this way can be restored to life by any spell capable of doing so.

Ramnath Nanthakumar (Order #375303805)

Rakshasa

A trio of cat people stand beside a seated tiger man, dutifully poised to carry out his instructions.

In the rigid hierarchy of rakshasas, low-ranking rakshasas serve the more powerful to gather and increase their own power.

The Saahase. The fierce infantry class of the rakshasa, more commonly known as myrmidons, serves as the tiger's claws. Myrmidons blend arcane might and martial warfare, and they guard the palaces and secret hideaways of their masters or serve as bodyguards for the masters themselves.

The Pustakam. When a rakshasa is killed on the Material Plane, its spirit is banished back to the Hells, where it is tormented by devils until it is reincarnated in a new body. Sometimes, when it committed a grave error that resulted in its death, the slain fiend returns in an inferior form, obliged to perform a series of evil deeds before regaining its former status. These rakshasas occupy a unique rank outside the standard hierarchy and are called pustakams. Separate from their brethren, pustakams reside almost entirely on the Material Plane, disguising themselves as books, paintings, or statuettes and insinuating themselves into mortal hands. Their natural form is that of a mauve-skinned fiend the size of a halfling with the tell-tale backward hands of a rakshasa.

To regain its former status as a full rakshasa, the pustakam must tempt mortals into committing evil acts, and the severity of its failure determines the depth of the acts or how many mortals it must manipulate before it regains its power, which only the pustakam itself knows. Pustakams typically coerce victims into performing minor acts first, then push them into progressively more evil and depraved actions until the pustakam earns its return to the Hells, where it is reincarnated as a true rakshasa.



The Chhota. The laborer class of the rakshasa, called servitors, serve as the lowest rung in rakshasa society. Minor functionaries, builders, and laborers, servitors possess a burning desire to advance. When a servitor proves itself worthy, elder rakshasas perform the "Unnati" ritual. In this ritual, the servitor literally earns its stripes, transforming from a leopard-like fiend into a more powerful, tiger-like rakshasa.

The Slayer. When a rakshasa or greater rakshasa (see *Creature Codex*) needs an enemy spied upon or killed, it sends a slayer to carry out the mission. Slayers operate outside rakshasa society to better protect themselves and their employers. They can assume dozens of identities and humanoid forms, switching identities as needed.

Myrmidon Rakshasa

Medium Fiend, Lawful Evil

Armor Class 18 (scale mail, shield)

Hit Points 51 (6d8 + 24)

Speed 30 ft.

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

Skills Athletics +6, Perception +3, Stealth +4

Damage Vulnerabilities piercing from magic weapons wielded by good creatures

Damage Resistances bludgeoning, piercing, slashing from nonmagical attacks

Senses darkvision 60 ft., passive Perception 13

Languages Common, Infernal

Challenge 3 (700 XP) **Proficiency Bonus** +2

Arcane Weapons. The myrmidon's weapon attacks are magical. When the myrmidon hits with any weapon, the weapon deals an extra 2d4 force damage (included in the attack).

Dedicated Warrior. The myrmidon has advantage on saving throws against being charmed and frightened.

Limited Magic Immunity. The myrmidon can't be affected or detected by spells of 1st level or lower unless it wishes to be. It has advantage on saving throws against all other spells and magical effects.

Tiger Tag Team. The myrmidon has advantage on attack rolls against a creature if at least one friendly rakshasa is within 5 feet of the creature and that rakshasa isn't incapacitated.

Actions

Multiattack. The myrmidon rakshasa makes two Forked Scimitar or Arcane Bolt attacks.

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Forked Scimitar. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage plus 5 (2d4) force damage. Instead of dealing damage, the myrmidon can disarm a target wielding a weapon. The target must succeed on a DC 12 Strength saving throw or its weapon lands in a random space within 10 feet of the target.

Arcane Bolt. *Ranged Spell Attack:* +4 to hit, range 60 ft., one target. *Hit:* 12 (4d4 + 2) force damage.

Spellcasting. The myrmidon casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 12):

At will: *detect thoughts*, *disguise self*

2/day: *expeditious retreat*

REACTIONS

Allied Parry. When a creature the myrmidon can see attacks a creature within 5 feet of it, the myrmidon can impose disadvantage on the attack roll. To do so, the myrmidon must be wielding a shield.

PUSTAKAM RAKSHASA

Small Fiend, Lawful Evil

Armor Class 15 (natural armor)

Hit Points 91 (14d6 + 42)

Speed 25 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	16 (+3)	13 (+1)	16 (+3)	18 (+4)

Skills Deception +7, Insight +6, Stealth +5

Damage Vulnerabilities piercing from magic weapons wielded by good creatures

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 60 ft., passive Perception 13

Languages Common, Infernal, telepathy 60 ft.

Challenge 5 (1,800 XP) **Proficiency Bonus** +3

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

Limited Magic Immunity. The pustakam can't be affected or detected by spells of 2nd level or lower unless it wishes to be. It has advantage on saving throws against all other spells and magical effects.

ACTIONS

Multiattack. The pustakam makes two Claw attacks or uses False Promises twice. It can replace one use of False Promises with a use of Spellcasting.

Claw (Fiend Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage plus 9 (2d8) psychic damage.

False Promises. The pustakam whispers promises of power and riches in the mind of one creature it can see within 60 feet of it. The target must make a DC 15 Wisdom saving throw. On a failure, a creature takes 18 (4d8) psychic damage and is charmed for 1 minute. On a success, a creature takes half the damage and isn't charmed. While charmed, a creature has disadvantage on saving throws against the pustakam's enchantment spells. A charmed creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



Spellcasting. The pustakam casts one of the following spells, requiring no material or somatic components and using Charisma as the spellcasting ability (spell save DC 15):

At will: *detect thoughts, mage hand, minor illusion*

3/day each: *command, suggestion*

BONUS ACTIONS

Change Shape. The pustakam transforms into a Tiny object or back into its true form, which is a fiend. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

SERVITOR RAKSHASA

Medium Fiend, Lawful Evil

Armor Class 13

Hit Points 32 (5d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	14 (+2)	12 (+1)	14 (+2)	11 (+0)

Skills Insight +4, Perception +4

Damage Vulnerabilities piercing from magic weapons wielded by good creatures

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 60 ft., passive Perception 14

Languages Common, Infernal

Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Limited Magic Immunity. The servitor can't be affected or detected by cantrips unless it wishes to be. It has advantage on saving throws against all other spells and magical effects.

ACTIONS

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

Hand Crossbow. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 3 (1d6) poison damage.

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Spellcasting. The servitor casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 11):

At will: *detect thoughts*, *disguise self*

1/day: *cause fear*

REACTION

Protecting Pounce. When a rakshasa the servitor can see within 15 feet of it is the target of an attack, the servitor can move up to half its speed toward that rakshasa without provoking opportunity attacks. If it ends this movement within 5 feet of the rakshasa, the servitor becomes the target of the attack instead.

SLAYER RAKSHASA

Medium Fiend, Lawful Evil

Armor Class 18 (natural armor)

Hit Points 142 (19d8 + 57)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	16 (+3)	13 (+1)	14 (+2)	18 (+4)

Skills Deception +8, Insight +6, Perception +6, Stealth +9

Damage Vulnerabilities piercing from magic weapons wielded by good creatures

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 60 ft., passive Perception 16

Languages Common, Infernal

Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Limited Magic Immunity. The slayer can't be affected or detected by spells of 4th level or lower unless it wishes to be. It has advantage on saving throws against all other spells and magical effects.

ACTIONS

Multiattack. The slayer makes three Rapier or Light Crossbow attacks.

Rapier. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage plus 7 (2d6) poison damage, and the target must succeed on a DC 16 Constitution saving throw or be poisoned until the end of its next turn.

Light Crossbow. *Ranged Weapon Attack:* +9 to hit, range 80/320 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage plus 7 (2d6) poison damage, and the target must succeed on a DC 16 Constitution saving throw or be poisoned until the end of its next turn.

Spellcasting. The slayer casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 16):

At will: *detect thoughts, disguise self*

3/day: *invisibility*

1/day: *mislead*

BONUS ACTIONS

Cunning Action. The slayer takes the Dash, Disengage, or Hide action.

Gain the Upper Hand. The slayer studies one creature it can see within 30 feet of it, granting the slayer advantage on the next attack roll it makes against the target before the start of the slayer's next turn. If the attack hits, the slayer's weapon attack deals an extra 9 (2d8) piercing damage.

REACTIONS

Shadow Leap. When a creature moves into a space within 5 feet of the slayer while the slayer is in dim light or darkness, the slayer can teleport to an unoccupied space it can see within 30 feet of it. The destination must also be in dim light or darkness.



Ramnath Nanthakumar (Order #37530305)

Relentless Hound



A low, deep growl rumbles in the darkness where two colorless and pitiless eyes blink above the canine's foaming maw.

Legend has it that a merciless thief made a network of caverns his base of operations. His only companions in his ruthless attacks from this network were abused hounds trained to do his dirty work.

When the hounds refused to carry out orders to destroy a helpless family, the thief trapped them in the deepest cavern to die, alone and abandoned by their only master. There, their cries and howls went unheard, and one by one, they perished—but not before their grief turned to rage. Bound to the places where they were left to die, the ghosts of the maddened hounds lurk, stronger and more vicious than any living canine, looking for vengeance.

Multiplying Menace. When struck while near death, the relentless hound splits, creating a duplicate of itself. In this way, packs of relentless hounds can quickly double or triple in size just when an opponent seems to have gotten the upper hand.

Hounds at Heart. Despite the misery they endured, relentless hounds are still hounds hurting over their mistreatment. Stories abound of relentless hounds that have been redeemed and put to rest by a kind traveler offering food; other stories tell of relentless hounds refusing to attack travelers who treat their canines well.

Relentless Hound

Medium Undead, Chaotic Neutral

Armor Class 12

Hit Points 52 (8d8 + 16)

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

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	15 (+2)	4 (–3)	11 (+0)	6 (–2)

Saving Throws Wis +2

Skills Perception +4, Stealth +4

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

Damage Immunities cold, necrotic, poison

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

Senses darkvision 60 ft, passive Perception 14

Languages —

Challenges 4 (1,100 XP) **Proficiency Bonus** +2

Good Dog. If a Humanoid that hasn't harmed the relentless hound in the last 24 hours takes an action to offer the hound a morsel of food or speak kind words to it, the hound must succeed on a DC 12 Wisdom saving throw or be charmed by that Humanoid for 1 hour or until the Humanoid or its companions do anything harmful to the hound. In addition, the relentless hound has disadvantage on saving throws against the *command* spell.

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

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

Undead Nature. The relentless hound doesn't require air, food, drink, or sleep.

Actions

Multiattack. The relentless hound makes two Spectral Bite attacks. If both attacks hit the same target, the target must succeed on a DC 13 Constitution saving throw or take 10 (3d6) necrotic damage and its hp maximum is reduced by that amount. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hp maximum to 0.

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

Reactions

Multiply (3/Day). When the relentless hound takes damage while below half its hp maximum, it creates a spectral hound. The spectral hound uses the statistics of a shadow, except it doesn't have the Sunlight Weakness trait and it can't make new shadows when it kills Humanoids. It appears in an unoccupied space within 5 feet of the relentless hound and acts on the same initiative as that hound. After the spectral hound finishes a long rest, it becomes a relentless hound.

Ramnath Nanthakumar (Order - 375303805)

Rochade

A small, agile figure with pointed ears and large, dark eyes darts out of hiding; its long arms and fingers give it an ape-like gait. Small horns protrude from its forehead through the ochre fuzz that covers its body and face.

Rochades are small fey that survive in dark underground caves and dungeons by scavenging and stealing. They live off anything that they can steal from more organized denizens of the underground and aren't picky about their spoils. They depend on two strategies to survive the harsh and dangerous life underground: stealth and their innate ability to teleport. They avoid open conflict by fleeing as soon as they are discovered, but they defend themselves when cornered.

Confounding Teleportation. With their stealth and mobility, rochades can switch places with opponents using minor teleportation magic. This switching can leave opponents disoriented about each rochade's true location, giving the rochades time to escape—or to steal an extra item while an opponent is left scrambling for a sword several feet away.

Steal and Run. Rochades are masterful thieves and scavengers, but are not discriminating in their thefts. They grab whatever valuables they can and get out of the reach of their pursuers as quickly as possible. Usually they take practical items, such as food and tools, rather than gems or gold; the elusive creatures pose more of a nuisance than a threat to most underground travelers.



ROCHADE

Small Fey, Neutral

Armor Class 14

Hit Points 27 (6d6 + 6)

Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	12 (+1)	6 (–2)	10 (+0)	8 (–1)

Skills Perception +2, Stealth +6, Sleight of Hand +6

Senses darkvision 120 ft., passive Perception 12

Languages Undercommon

Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Elusive. The rochade has advantage on saving throws and ability checks made to avoid or escape an effect that would reduce its speed. In addition, nonmagical difficult terrain composed of natural rocks or cavernous terrain doesn't cost it extra movement.

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

Actions

Thieving Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage. Instead of dealing damage, the rochade can steal one item the target is wearing or carrying, provided the item weighs no more than 10 pounds, isn't a weapon, and isn't wrapped around or firmly attached to the target. For example, a rochade could steal a hat or belt pouch but not a creature's shirt or armor.

Rock. *Ranged Weapon Attack:* +6 to hit, range 20/60 ft, one target. *Hit:* 7 (1d6 + 4) bludgeoning damage.

Bonus Actions

Relay. The rochade teleports one object it is holding that weighs no more than 10 pounds into the empty hand of one friendly creature it can see within 30 feet of it. If the target isn't a rochade, it must succeed on a DC 14 Dexterity saving throw to catch the object, otherwise the object falls to the ground in a space within 5 feet of the target.

Short Step. The rochade teleports to an unoccupied space it can see within 15 feet of it.

Reactions

Switch. When a creature the rochade can see targets it with an attack, the rochade can switch places with any creature it can see within 15 feet of it. An unwilling creature must succeed on a DC 14 Dexterity saving throw to avoid the switch. If the switch is successful, the switched creature becomes the target of the attack instead.

Ramnath Nanthakumar (Order #37530305)

Rock Salamander

A lizard-like shape rises from the mottled stone surface. The creature's legs are embedded in the stone, but it seems unconcerned. Its gray tongue flickers as it pulls its legs from the surface, and its claws leave no trace of its presence in the stone.

Rock salamanders are earth elementals that dwell in mountains, hills, and stony wastelands. They prefer the Material Plane, where they can eat their favorite insects and small rodents and can avoid the larger earth elementals that consume them. Even on the Material Plane, rock salamanders must remain alert for stone giants, who consider the salamanders a delicacy.

Bonded Territory. Rock salamanders are magically attuned to the stone in their lairs. This bonding doesn't grant the salamanders any benefits other than sensing creatures in contact with the bonded stone, giving the salamander better awareness of predators and prey. A mated pair of salamanders deposits its eggs deep within the stone for the best safety.

Cautious Hunter. Young salamanders consume stone for the first week of their lives before reverting to a carnivorous diet. A rock salamander aggressively attacks prey it knows it can overwhelm. Against larger or more powerful opponents, the salamander uses its ability to manipulate and pass through stone to harry them. If it encounters a foe that can move through stone, it flees.

Rock Salamander

Tiny Elemental, Unaligned

Armor Class 13

Hit Points 27 (6d4 + 12)

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

STR	DEX	CON	INT	WIS	CHA
8 (–1)	17 (+3)	14 (+2)	5 (–3)	13 (+1)	8 (–1)

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 11

Languages understands Terran but can't speak

Challenge 1/2 (100 XP) **Proficiency Bonus** +2

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

Stone Camouflage. The rock salamander has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

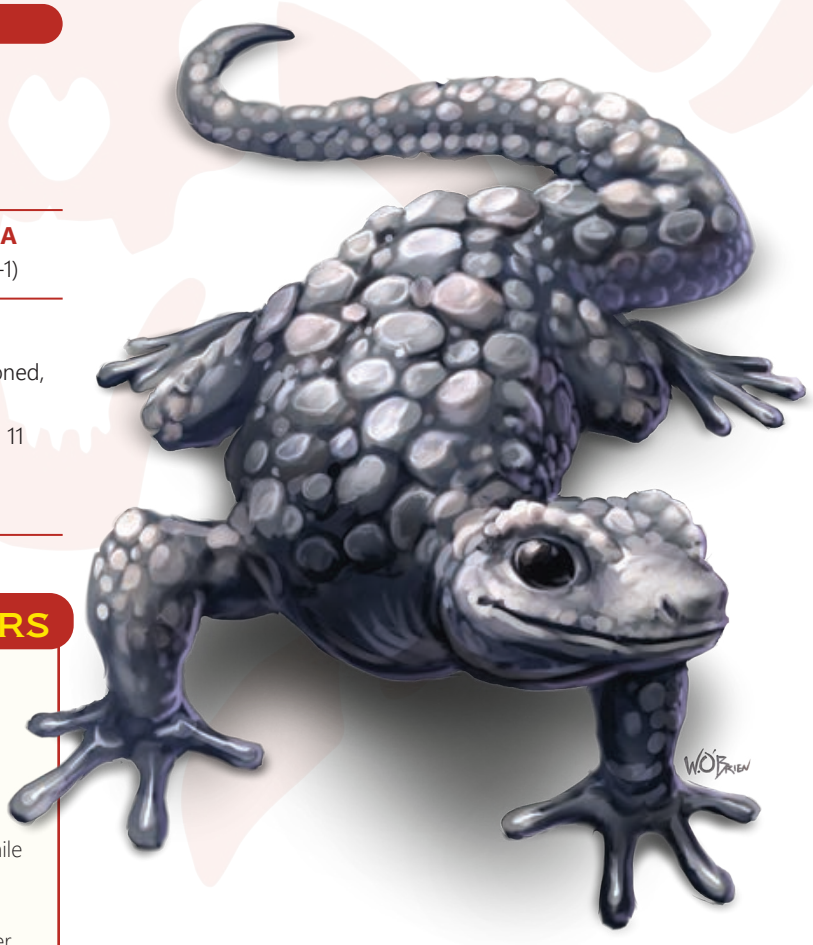
Stone Spider Climb. The rock salamander can climb difficult stone surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

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

Manipulate Stone. If the rock salamander is touching stone, it can manipulate stone contiguous with its location to create one of the following effects:

- **Rumbling Earth.** One creature touching stone within 10 feet of the salamander must succeed on a DC 12 Dexterity saving throw or be knocked prone.
- **Softened Earth.** One creature touching stone within 10 feet of the salamander must succeed on a DC 12 Strength saving throw or be restrained by softened, mud-like stone until the end of its next turn.
- **Stone Armor.** The salamander's AC increases by 2 until the start of its next turn.



Rock Salamander Familiars

Some rock salamanders are willing to serve a spellcaster as a familiar. Such salamanders have the following trait.

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

Ramnath Nanthakumar (Order - 375303305)

Rockwood

Chalcedony and quartz form the enormous trunk and wide-spread limbs of a leafless stone tree with gnarled mineral fingers in red hues. Stone eyes crack open, and the tree moves, each earthshaking step a rockslide with implacable force.

When a treant dies in a place with strong connections to the Plane of Earth, the wood sometimes petrifies and takes on new life. Rockwoods emerge from volcanic slopes and old riverbeds, yearning for ancient forests that live only in their memories.

A Dream of Spring. Rockwoods recall life as plants. They remember growth, the taste of rain and sun, a breeze's caress, and the clutch of fierce gales snatching at long-lost leaves. Their new bodies can no longer know such sensations, leaving rockwoods melancholy and, in some cases, harboring a seething anger beneath their rocky exteriors.

Hardened Avengers. Never forgetting slights against stone or tree, rockwoods take vengeance on anyone caught quarrying rock or harvesting lumber. Their nigh-impregnable bodies resist most counterattacks by lumberjacks or miners. However, rockwoods remember the terror of storms and forest fires, and fire and thunder may provoke panic or incite wrath.



ROCKWOOD

Huge Elemental, Chaotic Neutral

Armor Class 17 (natural armor)

Hit Points 94 (9d12 + 36)

Speed 30 ft., burrow 15 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (–1)	19 (+4)	10 (+0)	15 (+2)	10 (+0)

Damage Vulnerabilities thunder

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., tremorsense 60 ft., passive perception 12

Languages Sylvan, Terran

Challenge 6 (2,300 XP) **Proficiency Bonus** +3

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

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

Persistence of Stone (Recharges after a Short or Long Rest). When the rockwood is reduced to below half its hp maximum, Fossil Barrage recharges.

Roiling Roots. The stony roots of the rockwood make the ground within 15 feet of the rockwood difficult terrain for creatures other than the rockwood.

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

Towering Reach. The rockwood doesn't have disadvantage on ranged attack rolls from being within 5 feet of a hostile creature, though it may still have disadvantage from other sources.

Actions

Multiattack. The rockwood makes two Whomping Slam or Rock attacks. If both Whomping Slam attacks hit one target, each creature within 5 feet of the target must succeed on a DC 15 Dexterity saving throw or take 9 (2d8) bludgeoning damage and be knocked prone.

Whomping Slam. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage, and if the target is a Large or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Rock. *Ranged Weapon Attack:* +8 to hit, range 60/180 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage.

Fossil Barrage (Recharge 6). The rockwood sprays shards of stone in a 30-foot cone. feet around it Each creature in that area must make a DC 15 Dexterity saving throw, taking 28 (8d6) piercing damage on a failed save, or half as much damage on a successful one.

Ramnath Nanthakumar (Order # 375303805)

Savior Lumen

Dozens of miniature angels with crow wings pack together, emitting a warm glow.

Though many celestials relish grand battles against evil, few stay behind to help in the aftermath of battles or celestial judgment. Despite celestial victories against the forces of darkness, there are always innocents whose homes and lives become collateral damage. These victims care most about surviving to the next day and not any grand design. Seeing these lives crushed in the clashes of good and evil, the tiny lumen take it upon themselves help. With disasters both large and small, natural and supernatural, the lumen stay busy helping societies rebuild.

Celestial Helpers. As immortals, lumen are attuned to catastrophes in the making, reaching the site of a disaster scant minutes after calamity strikes. The lumen search for victims trapped in collapsed, burning, or flooded buildings, and they assist mortals engaged in lifesaving tasks. Their power and size make them uniquely suited for finding lost creatures and accessing dangerous locations larger mortals can't reach.

Confused Encounters. The creatures saved by lumen rarely remember their saviors' identity. Because the lumen prefer their anonymity, they cloud the minds of those they rescue; most survivors believe they saw nothing more than glowing or flashing lights, which explains their name of "savior lights" or "savior lumen." Even creatures who remember their rescues often misidentify the lumen as cherubic faeries.

SAVIOR LUMEN

Large Swarm of Tiny Celestials, Chaotic Good

Armor Class 15
Hit Points 114 (12d10 + 48)
Speed 20 ft., burrow 20 ft., fly 50 ft. (hover), swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	18 (+4)	10 (+0)	15 (+2)	16 (+3)

Saving Throws Con +7, Wis +5, Cha +6
Skills Investigation +6, Medicine +8, Perception +5, Survival +5
Damage Resistances acid, bludgeoning, cold, fire, piercing, radiant, slashing
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned
Senses darkvision 120 ft., passive Perception 15
Languages Celestial, Common, telepathy 60 ft.
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Amphibious. The savior lumen swarm can breathe air and water.

Fleeting Memory. When the savior lumen swarm leaves a creature's sight, that creature must succeed on a DC 16 Wisdom saving throw or remember the swarm only as softly glowing lights.

Illumination. The savior lumen swarm sheds bright light in a 20-foot radius and dim light for an additional 20 feet.

Immortal Nature. The savior lumen swarm doesn't require food, drink, or sleep.

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

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

Team Effort. The savior lumen swarm is considered to be a single Large creature for the purpose of determining its carrying capacity, and it has advantage on Strength checks made to push, pull, lift, or break objects.

ACTIONS

Flurry of Tools. *Melee Weapon Attack:* +8 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 10 (4d4) bludgeoning damage plus 10 (4d4) piercing damage and 10 (4d4) slashing damage, or 5 (2d4) bludgeoning damage plus 5 (2d4) piercing damage and 4 (2d4) slashing damage if the swarm has half of its hp or fewer.

Dismantle. The savior lumen swarm destroys up to a 5-foot cube of nonmagical debris, structure, or object that isn't being worn or carried.

Spellcasting. The savior lumen swarm casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 14):

At will: *floating disk, mending, spare the dying*
3/day each: *gentle repose, knock, sending*
1/day each: *locate creature, passwall*



Ramnath Nanthakumar (Order # 37530305)

Sazakan

This pale blue creature resembles a dwarf carved out of ice, moving silently and gracefully as it stares with unblinking, frozen eyes.

Sazakan are dwarf-like elementals native to the Material Plane. The first sazakan were dwarves frozen for centuries as sculptures in an ice elemental's (see *Tome of Beasts 2*) lair. When the elemental perished during a particularly warm winter brought on by a nearby cult's corruption of the area, its residual elemental magic infused the sculptures, imbuing them with a new life and a new purpose: to cherish and protect their icy homelands from all corruption.

Giant Foes or Friends. Some giants ally themselves with sazakan, seeing the natural advantage of befriending such creatures. Others cannot look past their resemblance to dwarves and attack them on sight.

Crafted of Ice. Sazakan do not reproduce. Each is carved from glacial ice by another sazakan and imbued with a portion of the crafter's elemental essence. No two sazakan are alike. This method of creation makes sazakan rare, as their population growth is slow and deliberate.



SAZAKAN

Medium Elemental, Lawful Neutral

Armor Class 16 (natural armor)
Hit Points 142 (19d8 + 57)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	16 (+3)	11 (+0)	18 (+4)	9 (–1)

Saving Throws Wis +4
Skills Perception +7
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities cold, poison
Condition Immunities exhaustion, paralyzed, petrified, poisoned
Senses blindsight 30 ft., darkvision 60 ft., passive Perception 17
Languages Aquan, Common, Giant
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Blizzard Heart. Nearby weather responds to the sazakan's desires. At the start of each hour, the sazakan can choose to change the precipitation and temperature within 1 mile of it by one stage, up or down (no action required). This effect works like the changing weather conditions aspect of the *control weather* spell, except the sazakan can't change the wind, the conditions change immediately, and the sazakan can never make it warm, hot, or unbearable heat.

Icy Nature. The sazakan is infused with elemental power, and it requires only half the amount of air, food, and drink that a Humanoid of its size needs.

Wintry Aura. At the start of each of the sazakan's turns, each creature within 5 feet of it takes 7 (2d6) cold damage.

Actions

Multiattack. The sazakan makes three Icy Wind Lash attacks.

Icy Wind Lash. *Melee or Ranged Spell Attack:* +7 to hit, reach 5 ft. or range 60 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage plus 7 (2d6) cold damage. If the sazakan scores a critical hit, the target is restrained by ice until the end of its next turn.

Ice Whirlwind (Recharge 5–6). The sazakan surrounds itself in icy wind. Each creature within 10 feet of the sazakan must make a DC 15 Strength saving throw. On a failure, a creature takes 28 (8d6) cold damage, and is pushed up to 15 feet away from the sazakan and knocked prone. On a success, a creature takes half the damage and isn't pushed or knocked prone. If the saving throw fails by 5 or more, the creature is also restrained as its limbs become encased in ice. A creature, including the encased creature, can break the encased creature free by succeeding on a DC 15 Strength check. The encased creature is also freed if it takes fire damage.

Sazakans in Midgard

Fiercely territorial, most sazakan dwell deep in the Northlands and eastward in the Land of Frost and Bears. In the Southlands, a few sazakan lurk near the observatory on the peak of Dunhumadzi. The first Sazakan were made to serve Boreas, Lord of the North Wind.

Ramnath Nanthakumar (Order #37530305)

Scarab, Ruin

The large beetle is bone white and moves in eerie silence, carving into a pile of corpses with incredible speed.

Ruin scarabs are undead preparers of the dead, stripping meat from bones with cleaver-like mandibles and sorting of dead matter for their masters.

Undead Pets. These undead beetles were created by lords of undeath with just enough intelligence to be trainable. They butcher corpses with ease and determination, they clean the bones, and they sort and store the various vital bits for later use. The scarabs make fine guards, and every so often, they employ both sets of skills simultaneously when unwanted intruders stop by. They are commonly found roaming important mausoleums and necropolises as guards and cleaners, and they serve as guards deterrents in the demesne of undead lords.

Rare Parts Retrieval. Occasionally, a necromancer needs a very specific component for a ritual, or for a fine supper—maybe an aasimar spleen, a basilisk eye, a certain drake's wing, or a giant oyster's pearl. Whatever the need, ruin scarabs make excellent retrievers, going straight to the source for the freshest of specimens.

RUIN SCARAB

Large Undead, Neutral Evil

Armor Class 15 (natural armor)

Hit Points 136 (16d10 + 48)

Speed 30 ft., burrow 15 ft., climb 15 ft., fly 15 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	16 (+3)	3 (–4)	14 (+2)	4 (–3)

Skills Stealth +5

Damage Immunities poison, thunder

Condition Immunities charmed, frightened, poisoned, restrained

Senses blindsight 90 ft. (blind beyond this radius), passive Perception 12

Languages —

Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Flesh-Eating Aura. When a creature that doesn't have all of its hp starts its turn within 10 feet of the scarab, the creature takes 2 (1d4) necrotic damage. In addition, any magical healing within 10 feet of the scarab is halved.

Silent Steps. No sound emanates from the ruin scarab, whether moving, attack, or ripping into a corpse. It has advantage on Dexterity (Stealth) checks, and each creature within 5 feet of the scarab is deafened.

Undead Nature. The ruin scarab doesn't require air, food, drink, or sleep.

Unstoppable. Moving through difficult terrain doesn't cost the ruin scarab extra movement, and its speed can't be reduced.

Actions

Multiattack. The ruin scarab makes two Bite attacks. It can replace one attack with a use of Gut Rip.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 14 (2d10 + 3) slashing damage plus 5 (2d4) necrotic damage, and the target must make a DC 14 Strength saving throw. On a failure, the target is knocked prone or pushed 5 feet away, the scarab's choice.

Gut Rip. The ruin scarab tears into one prone creature within 5 feet of it. The target must make a DC 15 Constitution saving throw. On a failure, the target takes 11 (2d10) slashing damage and 5 (2d4) necrotic damage and is incapacitated for 1 minute. On a success, the target takes half the damage and isn't incapacitated. An incapacitated creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

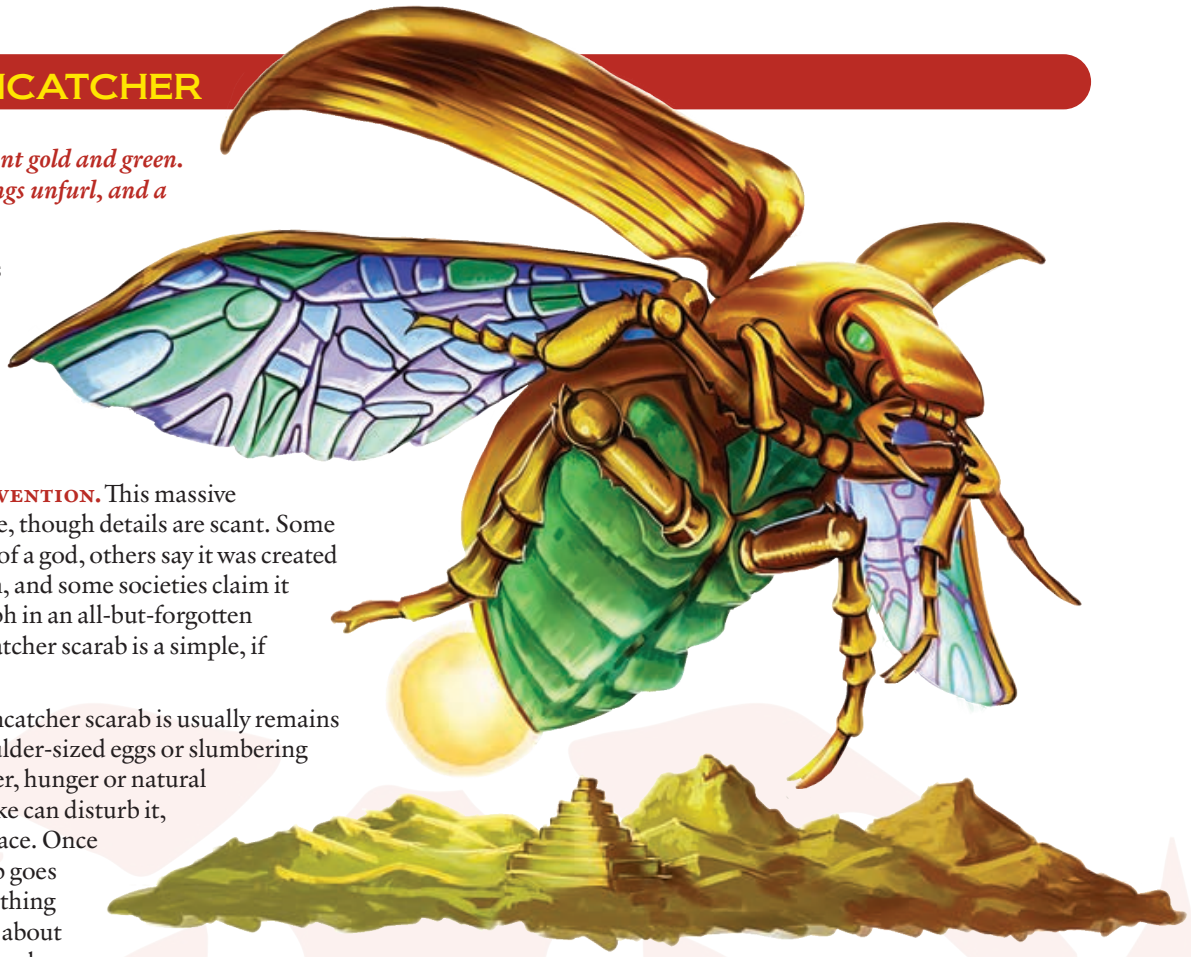
Reactions

Relentless Pursuit. When a creature within 10 feet of the ruin scarab moves away from it, the scarab can move up to half its speed toward that creature.



Ramnath Nanthakumar (Order #37530305)

Scarab, Suncatcher



The immense scarab is a radiant gold and green. As its elytra open, colorful wings unfurl, and a loud droning fills the air.

The suncatcher scarab gets its name from the stained-glass pattern on its wings, which cast colorful shadows when it flies overhead. Unfortunately, such shadows often presage destruction.

Product of Godly Intervention. This massive insect is a relic of a bygone age, though details are scant. Some believe it was once the avatar of a god, others say it was created to end a now dead civilization, and some societies claim it helped their ancestors triumph in an all-but-forgotten war. Now, however, the suncatcher scarab is a simple, if large, insect.

Destructive Force. A suncatcher scarab is usually remains underground, tending its boulder-sized eggs or slumbering for decades at a time. However, hunger or natural disasters such as an earthquake can disturb it, making it burrow for the surface. Once exposed to the sun, the scarab goes on a rampage, destroying anything in its path and devouring just about anything to sate its omnivorous hunger. If not stopped, the beast eventually tires and returns to its underground lair, where it remains for decades before returning to the surface.

SUNCATCHER SCARAB

Gargantuan Beast, Unaligned

Armor Class 19 (natural armor)

Hit Points 145 (10d20 + 40)

Speed 30 ft., burrow 40 ft., fly 15 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	18 (+4)	1 (–5)	12 (+1)	16 (+3)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison, radiant, thunder

Condition Immunities charmed, frightened, paralyzed, poisoned, restrained

Senses blindsight 90 ft. (blind beyond this radius), passive Perception 11

Languages —

Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Discordant Drone. Creatures within 15 feet of the suncatcher scarab can't hear each other's spoken words and can't cast spells with verbal components.

Siege Monster. The suncatcher scarab deals double damage to objects and structures.

Unstoppable. Moving through difficult terrain doesn't cost the suncatcher scarab extra movement, and its speed can't be reduced.

Actions

Multiattack. The suncatcher scarab makes three Bite attacks.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage plus 7 (2d6) poison damage, and the target must succeed on a DC 16 Constitution saving throw or be poisoned until the end of its next turn.

Burrowing Burst. If the suncatcher scarab burrows at least 20 feet as part of its movement, it can use this action to emerge in a space that contains one or more other creatures. Each of those creatures and each creature within 10 of the scarab's space must make a DC 16 Dexterity saving throw. On a failure, a creature takes 27 (6d8) bludgeoning damage and is knocked prone. On a success, a creature takes half the damage and is pushed up to 10 feet out of the scarab's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the scarab's space. The area within 10 feet of the scarab's space then becomes difficult terrain.

Wing Beat (Recharge 5–6). The suncatcher scarab rapidly beats its wings, releasing sound or light in a 60-foot cone. Each creature in that area must make a DC 16 Constitution saving throw. The effect depends on if the elytra is closed or open:

- **Closed Elytra.** On a failed save, a creature takes 35 (10d6) thunder damage, is pushed up to 15 feet away from the scarab, and is knocked prone. On a successful one, a creature takes half the damage and isn't pushed or knocked prone.
- **Open Elytra.** On a failed save, a creature takes 35 (10d6) radiant damage and is blinded until the end of its next turn. On a successful one, a creature takes half the damage and isn't blinded.

Ramnath Nanthakumar (Order #37530305)

Scarsupial

They dropped from the tree, looking like small boulders covered in grey moss. As they neared the ground, they spread their wicked claws wide to attack.

Scarsupials, also called drop beasts, killer-awahs, and gravity bears by various groups, are creatures of the great forests. They lurk in the high canopy of the trees, waiting for prey to pass along the jungle floor. Scarsupials range in numbers from solitary bulls to colonies of the creatures, and they are cunning enough to coordinate their attacks. At rest, they appear to be mostly harmless, pudgy grey bears. When on the hunt, they extend long, needle-sharp claws, and their eyes glow a baleful red.

Patient Hunters. Scarsupials normally feast on birds, squirrels, and small monkeys, but their favorite prey are slow-moving ground-dwelling creatures, who rarely see them coming. Colonies of scarsupials will coordinate ambushs on larger prey, waiting until their target is within range before dropping down on the creature. If the colony brings down large prey, it drags the body up into the canopy and leisurely feasts on the remains. Finding the bodies of ground-dwelling animals stuck in trees is a sure sign of scarsupial presence.

Death from On High. Scarsupials prefer to take the high ground against larger opponents. They dive on their foes from trees or other high perches, knocking down their prey and biting exposed flesh. Those that miss quickly scramble back up into the trees to make another attack, or aid their fellows that have downed prey.

Scarsupial

Small Beast, Unaligned

Armor Class 13 (natural armor)
Hit Points 39 (6d6 + 18)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	2 (–4)	13 (+1)	10 (+0)

Skills Acrobatics +3, Perception +3
Senses passive Perception 13
Languages —
Challenge 2 (450 XP) **Proficiency Bonus** +2

Perfect Landing. A scarsupial doesn't take damage from falling and is never knocked prone from falling.

Vertical Pounce. If the scarsupial moves vertically, such as by falling from a tree, 10 feet towards a creature and then hits with a claw attack on the same turn, the target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is knocked prone, the scarsupial can make a bite attack as a bonus action.

Actions

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

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

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

Bonus Actions

Scrabble. The scarsupial takes the Dash or Disengage action.



Ramnath Nanthakumar (Order - 375303805)

Scorchrunner Jackal

This jackal stands as high as a human's waist, with a coat of beautiful, dirty-gold fur. Two ridges of callused flesh run along its back, dotted with fleshy bulbs that glow orange.

Scorchrunner jackals are monstrous creatures, warped by rampant magic in the wastelands they call home. Smarter and tougher than their mundane brethren and capable of emitting rays of flame from their mouths, they work in packs to harry prey across the trackless wastes, slowly burning their quarry to death with gouts of flame. Ravenous hunters, a lone scorchrunner jackal won't think twice of attacking unlucky humanoids caught in the vast, open plains of the badlands, while a pack will gleefully attack caravans, setting wagons alight and eating their fill of the inhabitants.

Sun-Powered Harriers. Scorchrunner jackals use daylight to fuel their magical abilities. The ridges on their back absorb the light of the sun, glowing ever-more-brightly as they charge, and slowly dimming as the jackal tires or spits flame. Travelers in scorchrunner territory fear cloudless days and high noon, when the jackals are at the height of their power. During the night, scorchrunners retreat to hidden dens, both to avoid conflict and to reserve their power until the sun rises again. In areas with harsh winters, scorchrunners are a seasonal threat, because frequent cloud cover, low temperatures, and long nights forces them to hibernate or hunter less actively for long months.

Social Hunters. Scorchrunner jackals are deeply social creatures and live in packs of up to eight adults and their pups. While territorial toward perceived threats, they are more than willing to share territory with other scorchrunner packs and creatures that have a mutualistic relationship with them. Scorchrunner packs have been observed helping wyverns, manticores, and griffons tackle difficult prey, then eating whatever the larger predator leaves behind. On rarer occasions, packs have shared a hydra's lair, protecting its eggs during the winter, and bringing back excess meat for their massive roommate during the summer.

Bandit's Best Friend. This sociability has caught the eye of bandits and marauders in the wastes. Particularly well-off groups often try to gain scorchrunners of their own, either by capturing pups and rearing them or by bribing a pack with meat and bringing them into the fold. Such bandits use scorchrunners as scouts and skirmishers, sending them forward to find potential victims then having them burn guards and harry defenders while the bandits attack. Particularly beloved scorchrunners often sport patchwork armor, brutal collars, or lovingly made nametags scrimshawed from the charred bones of their victims.

Scorchrunner Jackal

Medium Monstrosity, Unaligned

Armor Class 13
Hit Points 38 (7d8 + 7)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	16 (+3)	12 (+1)	4 (–3)	14 (+2)	10 (+0)

Saving Throws Dex +5, Wis +4
Skills Perception +4, Stealth +5, Survival +4
Damage Immunities fire
Senses passive Perception 14
Languages —
Challenge 1 (200 XP) **Proficiency Bonus** +2

Day Hunter. When the scorchrunner jackal makes an attack roll while in sunlight, it can roll a d4 and add the number rolled to the attack roll.

Actions

Multiattack. The jackal makes two Bite or Flame Ray attacks.

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

Flame Ray. *Ranged Spell Attack:* +4 to hit, range 120 ft., one target. *Hit:* 6 (1d8 + 2) fire damage. If the jackal hits a creature with Flame Ray, the jackal gains half-cover against all attacks that originate more than 30 feet away from it until the start of its next turn.

Bonus Actions

Daylight Skirmish. While in sunlight, the jackal takes the Dash or Dodge action.



Ramnath Nanthakumar (Order #37530305)

Sewer Weird



A water elemental rises from the sewer, bringing a tide of filth with it. Its form is thick with the city's detritus: discarded food, rotting trash, and offal. It moves with a malevolence its purer kin lack.

Sewer weirds are corrupted water elementals born of urban decay. As filth piles in ill-maintained sewers and as streets and drains crumble, the accumulated rot coalesces into a maddened elemental dedicated to destroying its environs. These elementals resemble desecrated forms of proper water elementals, their wave-like forms filled with the waste that birthed them.

Bringers of Plague. A sewer weird's arrival is often accompanied by the outbreak of new and horrible diseases. Sudden epidemics pop up faster than clerics can cure them, the disease seemingly appearing without cause as curative measures fail and investigators disappear. The sudden stress of the epidemics causes filth to build up and infrastructure to degrade, creating even more sewer weirds.

Symptoms of Rot. Sewer weirds thrive when an underlying problem degrades the city's health: conspirators or wererats hiding in the sewer system, monsters burrowing beneath the city, or good old fashioned political corruption stirring enoughdiscontent in the populace that it coalesces as animated sewage. Regardless of the specifics, something happening in the city generates sewer weirds, and heroes seeking to destroy the weirds would do well to figure out and solve the source before the weirds overwhelm the city.

Urban Terrors. Sewer weirds are well-adapted to cities and settlements. They travel through the sewers, unseen by most, and pick off isolated victims, dragging their body into the sewers to further the rot. Even after a sewer weird is identified, fighting it requires crawling through a collapsing sewer system, where hunters might be ambushed with little room to retreat or call for help.

SEWER WEIRD

Large Elemental, Neutral Evil

Armor Class 15 (natural armor)

Hit Points 136 (16d10 + 48)

Speed 30 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	19 (+4)	17 (+3)	5 (–3)	10 (+0)	3 (–5)

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

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 10

Languages Aquan

Challenge 8 (3,900 XP) **Proficiency Bonus** +3

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

Flammable Fumes. If the sewer weird takes fire damage it erupts in a gout of flame. The weird immediately takes 5 (2d4) thunder damage, and each creature within 10 feet of the weird must succeed on a DC 15 Dexterity saving throw or take 3 (1d6) thunder damage and 7 (2d6) fire damage.

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

ACTIONS

Multiattack. The sewer weird makes three Slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage, and the target must succeed on a DC 15 Constitution saving throw or be poisoned until the end of its next turn.

Sewer Overflow (Recharge 5–6). The sewer weird emits a tide of filth and water from itself in a 15-foot cube. Each creature in this cube must make a DC 15 Constitution saving throw. On a failure, a creature takes 18 (4d8) bludgeoning damage and 18 (4d8) poison damage and is infected with *sewer plague*. On a success, a creature takes half as much damage and isn't infected.

Ramnath Nanthakumar (Order #37530305)

Shadow Lurker

A slim human-like figure stands in the alley, dressed in a tattered suit. A shadowy mist creeps in around its feet as it takes off its tattered top hat and bows. The shadows on the walls begin to move on their own, creeping forward as the figure smirks.

The shadow lurker was once a humanoid with a shadow of its own, but it traded the shadow in a bargain for fey riches. Too late, it discovered the horrors of being shadowless.

Shadow Thief. The lurker is envious of people who still have their own shadows, and it enjoys forcing those people into hardships by convincing their shadows to come with it. The shadow lurker prefers to approach at night while a victim is sleeping. Then, it convinces the victim's shadow that the shadow's owner doesn't appreciate it and that there is more fun to be had with the shadow lurker.

Mischief Makers. The shadow lurker enjoys stalking small towns and cities on full moon nights. After gathering several stolen shadows, the lurker leads its new friends on a rampage, vandalizing the town and terrorizing its citizens.

SHADOW LURKER

Medium Fey, Chaotic Evil

Armor Class 16
Hit Points 84 (13d8 + 26)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	22 (+6)	14 (+2)	12 (+1)	14 (+2)	16 (+3)

Skills Acrobatics +9, Deception +6, Persuasion +9, Stealth +9
Damage Resistances cold
Damage Immunities necrotic
Senses darkvision 60 ft., passive Perception 12
Languages Common, Elvish
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Creeping Mists. While the shadow lurker isn't in sunlight, a shadowy mist surrounds it. This mist reduces bright light within 60 feet of the shadow lurker to dim light.

Shadow Sight. The shadow lurker has advantage on Wisdom (Perception) checks while in dim light or darkness.

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

ACTIONS

Multiattack. The shadow lurker makes two Shadow Strike attacks. It can replace one attack with a use of Shadow Steal.

Shadow Strike. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) slashing damage and 7 (2d6) cold damage.

Shadow Steal. The shadow lurker chooses a creature it can see within 30 feet of it and convinces that creature's shadow to leave its owner. The target must succeed on a DC 15 Charisma saving throw or be cursed. A sleeping target has disadvantage on this check. While cursed, the target doesn't have a shadow and suffers one level of exhaustion that can't be removed until the curse ends. The curse ends only if the target convinces its shadow to rejoin with it by succeeding on a DC 15 Charisma (Persuasion) check while within 10 feet of its shadow or if the shadow is returned with a *wish* spell.

While the target is cursed, its shadow becomes a living shade (see *Creature Codex*) under the shadow lurker's control. Alternatively, the shadow lurker can combine two stolen shadows into a shadow instead. The shadow lurker can have no more than ten living shades or five shadows under its control at one time.

If a cursed creature's shadow is destroyed, it becomes a mundane shadow and moves to within 10 feet of the cursed creature, and the cursed creature has advantage on the check to convince the shadow to rejoin with it. If the shadow lurker dies, all stolen shadows return to their rightful owners, ending the curses.

BONUS ACTIONS

Shadow's Embrace. While in dim light or darkness, the shadow lurker can take the Hide action.



Ramnath Nanthakumar (Order : 375303305)

Shetani

What first appeared to be a wandering traveler is something more. Horns curl from a broad brow beneath a protective headwrap. Two black eyes and a crooked nose sit above a grinning mouth—snarled teeth protrude on one side and sit straight and even on the other. One leg ends in a booted foot; the other, a cloven hoof.

Shapeshifting fiends that prowl savannahs and deserts, shetani seek intelligent creatures to torment. Shetani entertain themselves by using their magic to lead mortals astray, giving false directions or advice or disguising dangers along a path with illusions.

Asymmetrical. All shetani are asymmetrical in some way—mismatched eyes, one ear larger than the other, a limb an inch or two shorter than the other of the pair—varying with the individual. This asymmetry carries over into the different forms they assume.

Banished from Hell. Once powerful devils, the shetani have been banished to the mortal realm. Some seek to bribe their way back into the infernal hierarchy with captured souls. Others prefer life among mortals, taking what they will from the weak, without chafing at the strictures of infernal politics.

Soul Merchants. Shetani often bargain for souls. A shetani may lead a creature into danger, then offer rescue in exchange for its soul. A shetani trades its ill-gotten goods with demons, devils, and night hags alike, uninterested in planar politics.



SHETANI

Medium Fiend (Shapechanger), Neutral Evil

Armor Class 18 (natural armor)
Hit Points 190 (20d8 + 100)
Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	19 (+4)	20 (+5)	18 (+4)	17 (+3)	20 (+5)

Saving Throws Dex +9, Wis +8, Cha +10
Skills Deception +10, History +9, Insight +8, Perception +8
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons
Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 18
Languages Abyssal, Common, Infernal, telepathy 120 ft.
Challenge 14 (11,500 XP) **Proficiency Bonus** +5

Devil's Sight. Magical darkness doesn't impede the shetani's darkvision.

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

Necrotic Weapons. Shetani weapon attacks are magical. When the shetani hits with any weapon, the weapon deals an extra 4d8 necrotic damage (included in the attack).

Actions

Multiattack. The shetani makes three Claw or Necrotic Bolt attacks. It can replace one attack with a use of Spellcasting.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage plus 18 (4d8) necrotic damage.

Necrotic Bolt. *Ranged Spell Attack:* +10 to hit, range 120 ft., one target. *Hit:* 27 (5d8 + 5) necrotic damage.

Desiccating Breath (Recharge 5–6). The shetani inhales sharply, drawing moisture from surrounding creatures. Each creature that isn't a Construct or Undead within 15 feet of the shetani must make a DC 18 Constitution saving throw, taking 54 (12d8) necrotic damage on a failed save, or half as much damage on a successful one. If a creature fails the saving throw by 5 or more, it suffers one level of exhaustion.

Spellcasting. The shetani casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 18):

At will: *charm person*, *silent image*

3/day each: *major image*, *suggestion*

1/day each: *mirage arcane* (as an action), *programmed illusion*

Bonus Actions

Change Shape. The shetani transforms into a Large or smaller Beast or Humanoid, or back into its true form, which is a Fiend. Without wings, it loses its flying speed. Its statistics, other than its size and speed, are the same in each form. Any equipment it is wearing or carrying is transformed as desired by the shetani, taking whatever color or shape it deems appropriate. It reverts to its true form if it dies.

Ramnath Nanthakumar (Order #37530305)

Silent Crier

A hunched figure stoops under the weight of a massive bronze bell that hangs above its head, held aloft by sturdy metal rods affixed to its shoulders. A veil obscures a face with eyes and mouth sewn shut, and tattered robes cover a slender body.

Silent criers were first created by ancient gods of madness to spread terror and strife across the land in their name. Now, often given life and form by powerful cults or mad wizards, silent criers are used to weaken and demoralize a people before their final death knell is rung.

For Whom the Bell Tolls. Inscribed with ancient spells and curses, each bell saturates the body of the chosen bearer with dark magic, twisting the bearer into its pitiable form and granting it fearsome power.

Endless Knell. The bell atop the silent crier is silent only when the crier stops to receive orders from the cult, temple, or deity it serves. At all other times, the bell rings endlessly, as the silent crier forever marches and sways, drowning out all sound, thought, and feeling.

SILENT CRIER

Medium Fiend, Neutral Evil

Armor Class 15 (natural armor)
Hit Points 105 (14d8 + 42)
Speed 30 ft.

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

Skills Perception +7
Damage Resistances cold, fire, lightning, psychic
Damage Immunities poison, thunder
Condition Immunities blinded, charmed, deafened, frightened, poisoned
Senses blindsight 120 ft. (blind beyond this radius), passive Perception 17
Languages understands Abyssal, Common, and Infernal but can't speak
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Broken Silence. The bell of the silent crier is infused with ancient and powerful magic, ensuring all creatures know the bell's significance. The silent crier's Bell Toll action affects even creatures that are deafened or can't otherwise hear the bell's ringing.

Actions

Multiattack. The silent crier makes two Slam attacks and uses Bell Toll.

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

Bell Toll. The silent crier wracks its body, causing the bell affixed to it to toll, producing one of the following effects. The silent crier can't use the same effect two rounds in a row.

- **Concussive Knell.** The bell tolls with a crippling chime. Each creature within 20 feet of the silent crier must succeed on a DC 15 Constitution saving throw or be stunned until the end of the silent crier's next turn.
- **Crushing Toll.** The bell tolls with a thunderous strike. Each creature within 20 feet of the silent crier must make a DC 15 Constitution saving throw, taking 18 (4d8) thunder damage on a failed save, or half as much damage on a successful one.
- **Endless Ringing.** The silent crier sways back and forth rapidly, producing an endless, piercing ringing. The silent crier must take a bonus action on its subsequent turns to continue this ringing, and it can end the ringing at any time. While using Endless Ringing, the silent crier can't move or use Bell Toll. When a creature enters a space within 60 feet of the silent crier for the first time on a turn or starts its turn there, the creature must succeed on a DC 15 Constitution saving throw or be deafened and unable to cast spells with verbal components until the start of its next turn.
- **Herald of Dread.** The silent crier chimes one terror-inducing note. Each creature within 60 feet of the silent crier must succeed on a DC 15 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the silent crier's Herald of Dread for the next 24 hours.



Ramnath Nanthakumar (Order #37530305)

Sinstar

This tiny cactus is covered in spines and dotted with star-shaped pink blooms. Vaguely human-shaped cactuses fill the area around the plant.

Sinstars originate from the far reaches between the stars, traveling to different worlds and planes as seed-spores encased in rocky shells. When their rocky vessels impact the surface of a plane, the spores are released, allowing them to take root if the conditions are right. Sinstars are startlingly intelligent, and their goal of assimilation often puts them at odds with their new home's native life forms. Most sinstar scourges are destroyed before they get too large, but the prospect of a continent-sized infestation is truly terrifying.

Body Snatchers. Sinstars spread their influence by transforming humanoid victims into star thralls, their cactus-like servitors and guards. Star thralls are driven by the need to bring more humanoid victims to the sinstar, and some roam miles away from their sinstar parent to do so.

A Sinstar's Lair

Sinstars lair on hills and on mountainsides below the treeline in most climate zones, eschewing only the coldest climes. Their lairs are identifiable by the multitude of eerily human-like cactuses that dot the nearby terrain.

Lair Actions

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

- **Bolster Thrall.** One star thrall the sinstar can see within 60 feet of it regains 10 (3d6) hp and has advantage on attack rolls until initiative count 20 on the next round.
- **Cactus Bloom.** Small, spiny cactuses fill a 20-foot radius centered on a point on the ground the sinstar can see within 120 feet of it. That area becomes difficult terrain. When a creature that isn't a star thrall moves into or within the area, it takes 7 (2d6) piercing damage for every 5 feet it travels. The cactuses wither away when the sinstar uses this lair action again or when the sinstar dies.
- **Choking Cloud.** Nearby cactuses shed plumes of hairlike needles toward up to three creatures the sinstar can see within 60 feet of it. Each target must make a DC 19 Constitution saving throw or be incapacitated until the end of its next turn, as it coughs and chokes. A target within 5 feet of a star thrall has disadvantage on the saving throw.

Regional Effects

The region containing a sinstar's lair is altered by its otherworldly presence, which creates one or more of the following effects:

- **Aggressive Animals.** Beasts within 1 mile of the sinstar's lair behave erratically and attack Humanoids on sight.
- **Bitter Plants.** Vegetation that grows within 1 mile of the sinstar's lair tastes bitter and provides no sustenance to creatures that eat it.
- **False Lakes.** There are no large bodies of water within 1 mile of the sinstar's lair. Creatures discover that any major source of water they find is a mirage that fades away as soon as they approach within 20 feet of it.

Sinstar

Tiny Plant, Lawful Evil

Armor Class 17 (natural armor)
Hit Points 275 (50d4 + 150)
Speed 5 ft.

STR	DEX	CON	INT	WIS	CHA
5 (–3)	14 (+2)	17 (+3)	21 (+5)	18 (+4)	15 (+2)

Saving Throws Con +9, Int +11, Wis +10
Damage Resistances acid, cold, fire, lightning
Damage Immunities poison
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, poisoned, prone
Senses tremorsense 120 ft., blindsight 60 ft. (blind beyond this radius), passive Perception 14
Languages Common, Deep Speech, telepathy 120 ft.
Challenge 17 (18,000 XP) **Proficiency Bonus** +6

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

Spiny Defense. A creature that touches the sinstar or hits it with a melee attack while within 5 feet of it takes 10 (3d6) piercing damage and, if the target is a Humanoid, it must succeed on a DC 19 Constitution saving throw or contract the *thrall sickness* disease (see the Thrall Sickness trait).

Thrall Sickness. A Humanoid infected with this disease manifests symptoms 1d4 days after infection, which include excessive thirst, increased desire for exposure to sunlight, and the appearance of itchy bumps on the skin. This disease wears down the victim's psyche while slowly transforming its body. Until the disease is cured, at the end of each long rest, the infected creature must make a DC 19 Constitution saving throw. On a failure, the creature's Dexterity and Intelligence scores are each reduced by 1d4. The reductions last until the infected creature finishes a long rest after the disease is cured. The infected creature dies if the disease reduces its Dexterity or Intelligence score to 0. A Humanoid that dies from this disease transforms into a star thrall under the complete psychic control of the sinstar that infected it. This otherworldly disease can be removed by the *greater restoration* spell or similar magic.

Actions

Multiattack. The sinstar uses Alluring Whispers. It then makes three Spines or Psychic Lash attacks.

Spines. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 16 (4d6 + 2) piercing damage, and if the target is a Humanoid, it must succeed on a DC 19 Constitution saving throw or contract the *thrall sickness* disease (see the Thrall Sickness trait).

Psychic Lash. *Ranged Spell Attack:* +11 to hit, range 120 ft., one target. *Hit:* 18 (3d8 + 5) psychic damage.

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Alluring Whispers. The sinstar telepathically whispers soothing and beckoning words in the minds of all Humanoids within 120 feet of it. Each target must succeed on a DC 19 Wisdom saving throw or be charmed for 1 minute. While charmed, a creature is incapacitated, and if it is more than 5 feet away from the sinstar, it must move on its turn toward the sinstar by the most direct route, trying to get within 5 feet of the sinstar and touch it. The creature doesn't avoid opportunity attacks, but before moving into damaging terrain, such as lava or a pit, and whenever it takes damage from a source other than the sinstar, the creature can repeat the saving throw. A charmed creature can also repeat the saving throw at the end of each of its turns. If the saving throw is successful, the effect ends on it. A creature that successfully saves is immune to this sinstar's Alluring Whispers for the next 24 hours.

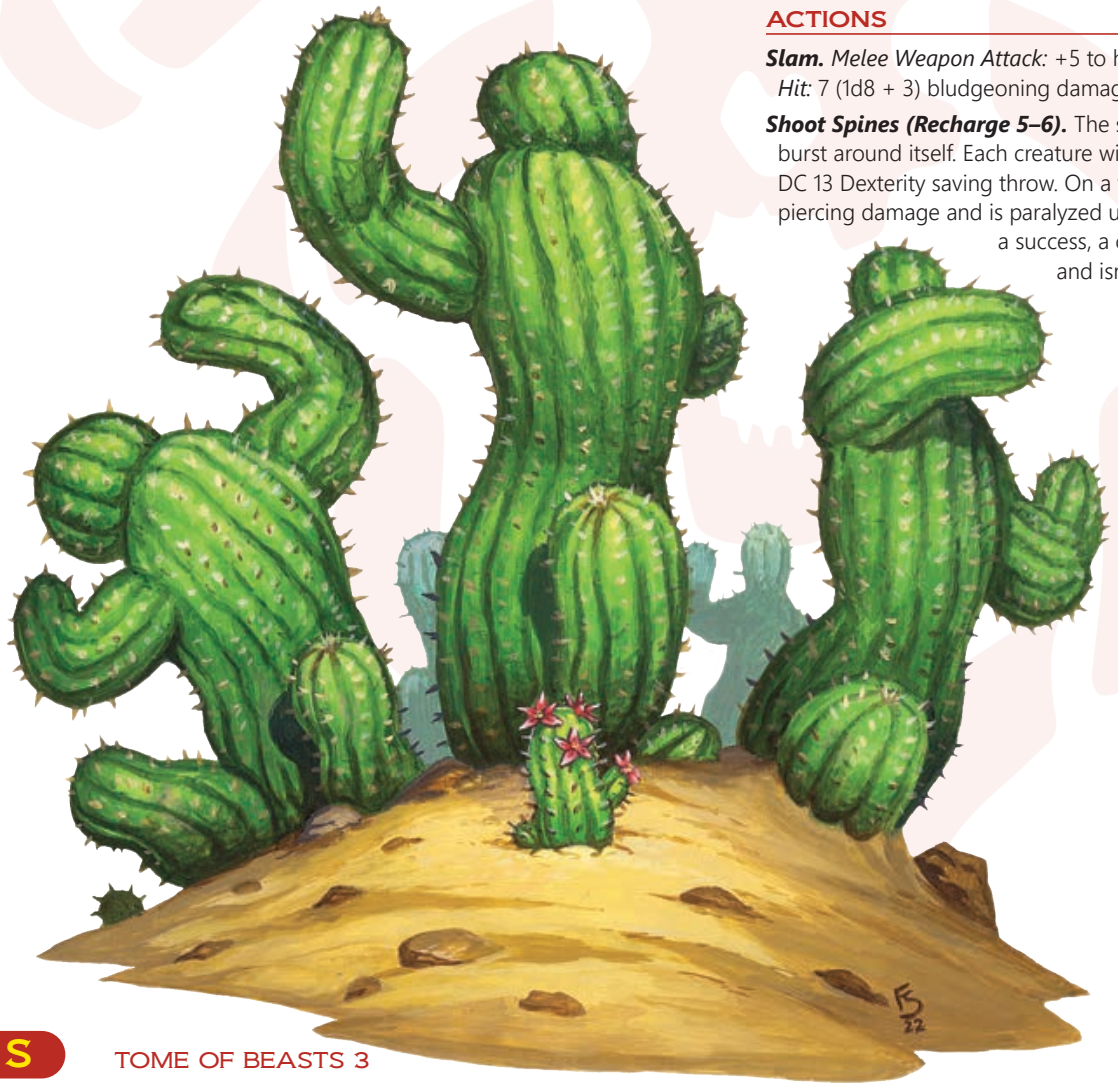
LEGENDARY ACTIONS

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

Spines. The sinstar makes one Spines attack.

Teleport. The sinstar magically teleports up to 120 feet to an unoccupied space it can see.

Detonate Thrall (Costs 2 Actions). The sinstar orders one of its star thralls to explode. Each creature within 10 feet of the thrall must make a DC 19 Dexterity saving throw, taking 10 (3d6) bludgeoning and 7 (2d6) piercing damage on a failed save, or half as much damage on a successful one.



STAR THRALL

Medium Plant, Unaligned

Armor Class 13 (natural armor)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	15 (+2)	3 (–4)	10 (+0)	1 (–5)

Damage Resistances cold, fire

Damage Immunities poison

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10

Languages —

Challenge 2 (450 XP) **Proficiency Bonus** +2

Spiny Defense. A creature that touches the star thrall or hits it with a melee attack while within 5 feet of it takes 3 (1d6) piercing damage and must succeed on a DC 13 Constitution saving throw or be paralyzed until the end of its next turn.

Telepathic Bond. While the star thrall is on the same plane of existence as the sinstar that created it, the star thrall can magically convey what it senses to the sinstar, and the two can communicate telepathically.

ACTIONS

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8 + 3) bludgeoning damage plus 3 (1d6) piercing damage.

Shoot Spines (Recharge 5–6). The star thrall sprays spines in a burst around itself. Each creature within 15 feet of it must make a DC 13 Dexterity saving throw. On a failure, a creature takes 10 (3d6) piercing damage and is paralyzed until the end of its next turn. On a success, a creature takes half the damage and isn't paralyzed.

Ramnath Nanthakumar (Order #37530305)

Slithy Tove

A small, white anteater with blue fur on its paws and tail, small nubs of horns on its head, and a long tail sits up on four of its six legs. Then, it frenetically leaps into the air, paws at the ground, and jumps in circles.

Slithy toves are adorably strange little creatures infused with a touch of fey magic. They love to play. And cheese. They can't get enough cheese.

Playful Scavengers. Slithy toves are exceedingly social creatures, living as crowded colonies in large, many-chambered dens they dig out in forests and grasslands. They subsist primarily on vegetation and insects, and they have an intoxicating love of cheese. Because of this, they live close to humanoid settlements, where they raid local stores of cheese. They love to play and turn any scavenging venture into a game. They are intelligent enough to prove very challenging to keep out of cheese stores, and some humanoids, tired of fighting the slithy toves, leave out cheese snacks on regular schedules to appease the creatures and save the rest for market.

Bonding Musk. Slithy toves emit a powerful musk that is mildly hallucinogenic to humanoids, making them complicated neighbors. To them, the musk is what bonds them to their colony, and each colony's members share a unique musk. If a colony takes a liking to a humanoid or a humanoid family—especially a humanoid that provides the colony with cheese—colony members might rub their musk on parts of the humanoid's property, showing other slithy toves that humanoid is part of their colony.



SLITHY TOVE

Small Monstrosity, Unaligned

Armor Class 15 (natural armor)
Hit Points 91 (14d6 + 42)
Speed 40 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	16 (+3)	5 (–3)	14 (+2)	9 (–1)

Skills Perception +4, Stealth +7
Condition Immunities paralyzed, poisoned, restrained
Senses darkvision 60 ft., passive Perception 14
Languages understands Common but can't speak
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Distraction. Each creature with an Intelligence of 5 or higher that starts its turn within 5 feet of the slithy tove must succeed on a DC 13 Wisdom saving throw or become incapacitated until the start of its next turn, as it hears imaginary murmurings and sees movement in its peripheral vision. On a successful saving throw, the creature has advantage on saving throws against the Distraction of all slighty toves for the next 24 hours.

Actions

Multiattack. The slithy tove makes two Claw attacks or one Claw attack and one Lick attack.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 12 (3d4 + 5) slashing damage.

Lick. *Melee Weapon Attack:* +7 to hit, reach 15 ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage, and the target must succeed on a DC 13 Strength saving throw or be pulled up to 10 feet toward the slithy tove.

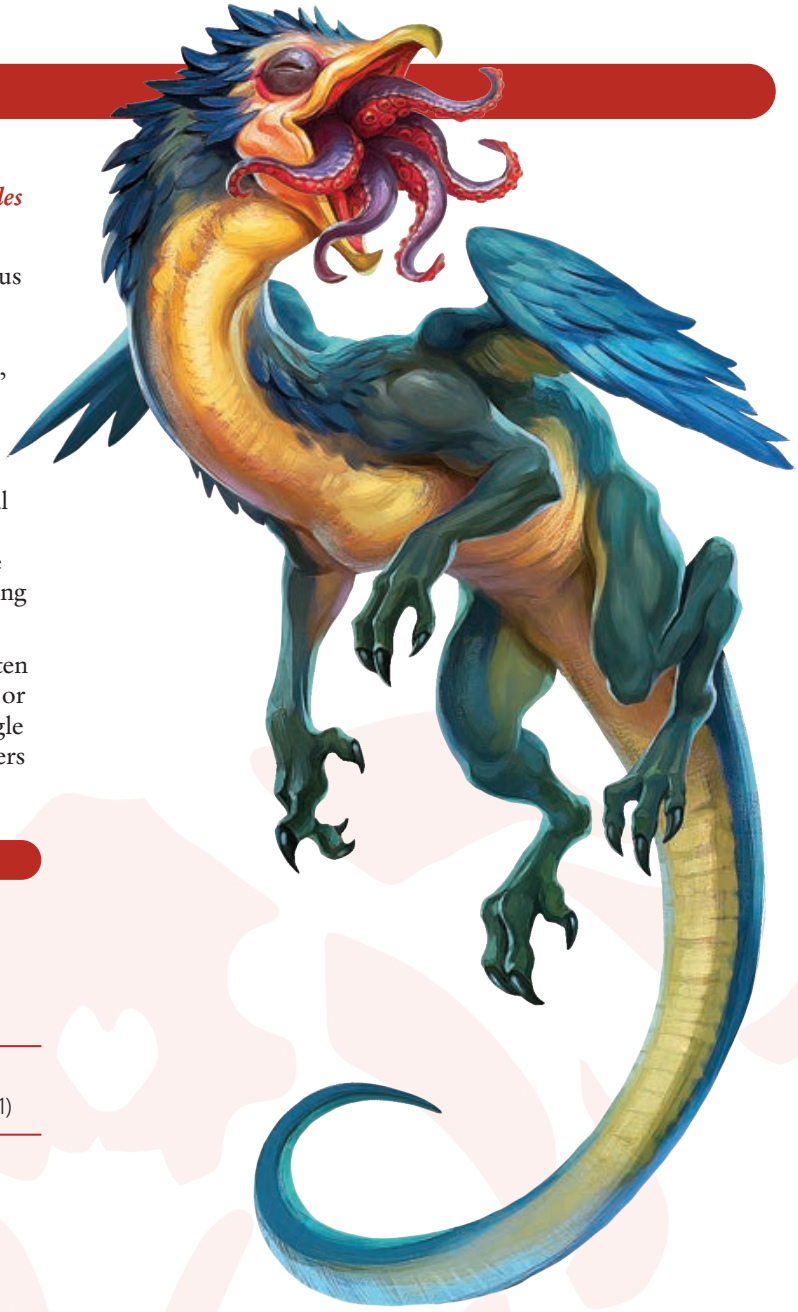
Musk of Clumsiness (Recharge 5–6). The slithy tove discharges musk in a 30-foot cone. Each creature in that area must make a C 13 Constitution saving throw. On a failure, a creature takes 10 (3d6) poison damage and is poisoned for 1 minute. On a success, a creature takes half the damage and isn't poisoned. When a poisoned creature moves more than 5 feet on its turn, it must succeed on a DC 13 Dexterity saving throw or fall prone, stepping in a hole, hitting its head on a branch, tripping over a rock, bumping into an ally, or some other clumsy act. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Bonus Actions

Hidden Step. The slithy tove magically teleports, along with any equipment it is wearing or carrying, up to 30 feet to an unoccupied space it can see and takes the Hide action.

Ramnath Nanthakumar (Order #37530305)

Snallygaster



The twisted hybrid of a giant bird and lizard flies forward on wings too small to support its bulk. A mass of writhing tentacles bursts from its open beak.

This horrific predator lairs and hunts in hilly and mountainous country, mainly preying on large, wild herd animals. If humanoids settle near its territory, however, a snallygaster is quick to take advantage of the easier prey of livestock, horses, and even people.

Aerial Predator. The snallygaster attacks from the air, swooping down to kill prey or entangle them in its tentacles before carrying them off to its lair for consumption. Its initial attack is prefaced by a horrific shriek that can be heard up to a mile away. Snallygasters are not speedy flyers, but they have excellent maneuverability in the air. They usually claim hunting territories within one to four miles of their lairs.

Polymorphic. Snallygasters vary widely in appearance, often looking vastly different from their parents. Some have horns or spikes of varying length and number, while others have a single eye centered on their heads. The colors and the ratio of feathers to scales on each snallygaster's body ranges widely as well.

SNALLYGASTER

Huge Aberration, Unaligned

Armor Class 16 (natural armor)
Hit Points 207 (18d12 + 90)
Speed 30 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	21 (+5)	4 (–3)	14 (+2)	12 (+1)

Saving Throws Str +12, Con +10, Wis +7
Damage Immunities acid, thunder
Condition Immunities frightened
Senses darkvision 120 ft., passive Perception 12
Languages —
Challenge 15 (13,000 XP) **Proficiency Bonus** +5

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

Regeneration. The snallygaster regains 15 hp at the start of its turn if it has at least 1 hp.

Actions

Multiattack. The snallygaster makes one Slimy Tentacles attack and three Talons attacks. If the snallygaster hits one creature with two Talons attacks, the target must succeed on a DC 18 Strength saving throw or take 11 (2d10) piercing damage and be knocked prone.

Slimy Tentacles. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage, and the target is grappled (escape DC 18). Until this grapple ends, the target is restrained and takes 18 (4d8) acid damage at the start of each of its turns, and the snallygaster can't use its Slimy Tentacles on another target.

Talons. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 20 (2d12 + 7) piercing damage.

Screech (Recharge 5–6). The snallygaster emits a loud squawk like a screeching whistle in a 60-foot cone. Each creature in that area must make a DC 18 Constitution saving throw. On a failure, a creature takes 49 (14d6) thunder damage and is stunned for 1 minute. On a success, a creature takes half the damage and isn't stunned. A stunned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Bonus Actions

Nimble Flier. The snallygaster takes the Dash or Disengage action. It must be flying to use this bonus action.

Reactions

Parry Spell. If the snallygaster succeeds on a saving throw against a spell of 5th level or lower that targets only the snallygaster, the spell has no effect. If the snallygaster succeeds on the saving throw by 5 or more, the spell is reflected back at the spellcaster, using the slot level, spell save DC, attack bonus, and spellcasting ability of the caster.

Ramnath Nanthakumar (Order #37530305)

Snatch Bat

The creature waddles forward on stubby legs, with a long arm where its head should be. Then, quick as lightning, it pulls a pouch off a man's belt and takes to the air on large, leathery wings.

Also called yoink bats or thefties, snatch bats are bats in only the broadest sense. Though they fly on leathery wings and they lack discernible eyesight like a common bat, the similarities end there. In addition to its wings, a snatch bat has a pair of sharp three-clawed feet attached to a stubby, bloated torso. Its most notable feature is its head, which is a left hand with six fingers at the end of a double-jointed arm as long as a python. A small maw sits in the palm of the hand, always seen chewing on the creature's latest bounty.

Extraplanar Scavengers. Native to planes of existence where dreams and shadows shape the laws of physics, snatch bats are nightmarish when unexpected. Only accomplished mages can locate and summon these creatures. Clever summoners use snatch bats for their knack in locating rarities, sending them to retrieve important spell components and disrupt rivals. Unfortunately, what is considered valuable to the snatch bat is often considered trash to others, and such missions don't always end as the sender hopes.

Thieving Compulsions. Snatch bats are incorrigible kleptomaniacs, and each has preferences about what it steals. Checking the contents of a snatch bat's belly after an encounter can be as delightfully surprising as it is gross. Scholars still puzzle over whether snatch bats subsist on actual meat or on the act of thievery itself. Interested parties have followed snatch bat flight patterns, hoping for insight into what drives them and their erratic tendencies. Such endeavors are often fraught with peril and most "successful" expeditions have yielded only worthless trinkets.

SNATCH BAT

Medium Aberration, Chaotic Neutral

Armor Class 16 (natural armor)

Hit Points 97 (15d8 + 30)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	14 (+2)	6 (–2)	12 (+1)	5 (–3)

Skills Perception +4, Sleight of Hand +8, Stealth +8

Damage Resistances force, psychic

Condition Immunities blinded, charmed, exhaustion

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 14

Languages understands Deep Speech and Umbral but can't speak

Challenge 5 (1,800 XP)

Proficiency Bonus +3

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

Treasure Sense. The snatch bat can pinpoint, by scent, the location of precious metals, gemstones, and jewelry within 60 feet of it and can sense the general direction of such objects within 1 mile of it.

Actions

Multiattack. The snatch bat makes three Claw attacks or two Claw attacks and one Pilfering Bite attack.

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

Pilfering Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 10 (2d4 + 5) piercing damage. Instead of dealing damage, the snatch bat can steal one item the target is wearing or carrying, provided the item weighs no more than 10 pounds, isn't a weapon, and isn't wrapped around or firmly attached to the target. For example, a snatch bat could steal a hat or belt pouch but not a creature's shirt or armor. The bat holds the stolen item in its long neck-arm and must regurgitate that item (no action required) before it can make another Pilfering Bite attack.



Ramnath Nanthakumar (Order # 37530305)

Sodwose

A scarecrow rises from the long grass as nearby vines snake toward its victim.

Sodwoses are plants with an aversion to all creatures made of flesh and bone, and they truly despise humanoids and the civilization such creatures represent. When settlements encroach upon the wild places of the world, sodwoses find their beloved grasslands becoming fewer and smaller. Sodwoses stop at nothing to drive away intruders, fighting to the death to defend their grassland homes.

Hunters and Trappers. Sodwoses know the only way to deal with intruders on their lands is to utterly exterminate them. The intelligent plants use their connection to their home to remain unnoticed as they take action, setting snares for the unwitting invaders. Sodwoses revel in leaving gory evidence of their presence, ensuring their victims are displayed to instill terror in those who discover the grisly remains.

Facing Extinction. Sodwose myths foretell the end of their species at the hands of humanoid progress. Furthering this fear, sodwose communities have found that as settlements grow larger and consume more grassland, the fewer of their kind there are to combat the phenomenon. The more they are pushed back and hedged out by humanoids, the more desperate and violent they become.



Sodwose

Medium Plant, Neutral Evil

Armor Class 15

Hit Points 127 (15d8 + 60)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	21 (+5)	18 (+4)	15 (+2)	14 (+2)	9 (–1)

Skills Perception +5, Stealth +8

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing

Damage Immunities poison

Condition Immunities blinded, charmed, exhaustion, frightened, poisoned, restrained, unconscious

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 15

Languages Common, Sylvan

Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Grassland Camouflage. The sodwose has advantage on Dexterity (Stealth) checks made to hide in grassland terrain.

Scarecrow. Any creature that starts its turn within 10 feet of the sodwose must succeed on a DC 15 Wisdom saving throw or be frightened until the end of its next turn. On a successful saving throw, the creature is immune to the sodwose's Scarecrow for the next 24 hours.

Actions

Multiattack. The sodwose makes three Grass Whip attacks.

Grass Whip. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one creature. *Hit:* 12 (2d6 + 5) slashing damage, and the target must succeed on a DC 15 Strength saving throw or be pulled up to 10 feet toward the sodwose.

Entangle (1/Day). The sodwose compels all plants and roots within 20 feet of a point on the ground it can see within 60 feet of it to grasp and pull at nearby creatures for 1 minute. When a creature enters the area for the first time on a turn or starts its turn there, that creature must succeed on a DC 15 Strength saving throw or be restrained by grasses and roots. A creature, including the restrained creature, can take an action to free the restrained creature by succeeding on a DC 15 Strength check.

Bonus Actions

Grass Step. The sodwose teleports, along with any equipment it is wearing or carrying, up to 30 feet to an unoccupied space it can see. The origin and destination spaces must contain grass.

Set Snare. The sodwose creates a snare in a square area it can see within 30 feet of it that is 5 feet on a side and at least half-filled with grass. The first creature to moves into that space within the next 1 minute must succeed on a DC 15 Strength saving throw or be restrained by grasses. A creature, including the restrained creature, can take an action to free the restrained creature by succeeding on a DC 15 Strength check.

The sodwose can have no more than three snares set at one time. If it sets a fourth snare, the oldest snare ceases to function.

Ramnath Nanthakumar (Order #375303805)

Soil Snake

A great serpentine creature rises from the ground, its striped hide blending with the tall grass around it. The long body is braced with bands of green bronze. The same verdigris-coated metal frames its head, forming jaws that open impossibly wide.

Created by a coalition of druids and wizards, soil snakes are unusual constructs designed to smother wildfires in grasslands. They can travel swiftly, moving overland or burrowing beneath the surface, and can move quite stealthily to avoid spooking local wildlife or drawing unwanted attention. When they find a wildfire, the soil snake works first to contain the blaze, then to extinguish it. With its high rate of speed and ability to intake soil, the snake digs fire breaks to stop the spread of the fire. It then expels soil to smother the flames.

Autonomous Protectors. Soil snakes are created with a limited intellect that allows them to work autonomously. They can find and fight fires without needing oversight. If they discover creatures setting fires, they strive to kill or drive off arsonists using their firefighting abilities.

Durable Design. A soil snake is made of thick leather stretched over a bronze framework. The leather is treated with special dyes that blend in with its grassland surroundings as well as making it difficult to burn.

SOIL SNAKE

Huge Construct, Unaligned

Armor Class 14 (natural armor)
Hit Points 115 (11d12 + 44)
Speed 40 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	18 (+4)	6 (–2)	12 (+0)	5 (–3)

Skills Perception +2, Stealth +2
Damage Resistances fire
Damage Immunities poison, psychic
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, prone
Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 12
Languages understands the languages of its creator but can't speak
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

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

Grassland Camouflage. The soil snake has advantage on Dexterity (Stealth) checks made to hide in grassland terrain.

ACTIONS

Multiattack. The soil snake makes one Bite attack and one Tail Whip attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage.

Tail Whip. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage.

Charging Swallow. The soil snake partially submerges in the ground and slithers forward, scooping up soil and creatures as it goes. The soil snake moves up to 30 feet in a straight line and can move through the space of any Medium or smaller creature. The first time it enters a creature's space during this move, that creature must make a DC 14 Dexterity saving throw. On a failure, a creature takes 14 (4d6) bludgeoning damage and is buried, as it is swallowed, bounced through the hollow inside of the soil snake, and deposited back in its space under a pile of soil. On a success, a creature takes half the damage and isn't buried. A buried creature is restrained and unable to breathe or stand up. A creature, including the buried creature, can take its action to free the buried creature by succeeding on a DC 14 Strength check.

Soil Blast (Recharge 5–6). The soil snake expels soil in a 30-foot cone. Each creature in that area must make a DC 14 Dexterity saving throw. On a failure, a creature takes 18 (4d8) bludgeoning damage and is knocked prone. On a success, a creature takes half the damage and isn't knocked prone.



Ramnath Nanthakumar (Order #37530305)

Splinter Matron

This woman's form is twisted, gnarled, and woody, with cracked and pitted skin. Her hands split into long, branch-like claws.

Splinter matrons are survivors, dryads from trees in areas that were once lush and green forests but have—due to shifting rains or magical catastrophes—become barren wastelands. The dryad and her tree cling to life, but as the tree becomes more withered, twisted, and diseased, so too does the dryad change, becoming a mad, desperate thing that focuses upon survival above all else. Over decades, even centuries, they turn into feral beasts that view any creatures near their tree as a possible attacker and respond mercilessly to repel the intruder.

Hatred of Fey. While they view all creatures as enemies, splinter matrons particularly despise other fey, who they despite for as having abandoned them. A splinter matron will go out of her way to kill any fey she meets.

Sought by Night Hags. While night hags create tree skinners (see *Tome of Beasts 2*) from dryads driven mad by the death of their trees, they view happening upon a splinter matron as a true gift. A splinter matron that has undergone the tree skinner transformation ritual becomes an unholy terror that makes common tree skinners look harmless by comparison.

SPLINTER MATRON

Medium Fey, Chaotic Evil

Armor Class 16 (natural armor)
Hit Points 136 (16d8 + 64)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	19 (+4)	11 (+0)	9 (–1)	14 (+2)

Saving Throws Con +7, Cha +5
Skills Perception +2, Stealth +5
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 60 ft., passive Perception 12
Languages Elvish, Sylvan
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

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

Protective Frenzy. For 1 minute after a splinter matron's tree takes damage, she has advantage on attack rolls against any creature that damaged her tree, and when she hits such a creature with her Claw, the Claw deals an extra 1d8 slashing damage.

Actions

Multiattack. The splinter matron makes two Claw or Splinter attacks.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) slashing damage plus 7 (2d6) poison damage. If the target is a creature other than an Undead or Construct, it must succeed on a DC 15 Constitution saving throw or take 4 (1d8) piercing damage at the start of each of its turns as splinters break off from the claws and dig into the wound. Any creature can take an action to remove the splinters with a successful DC 14 Wisdom (Medicine) check. The splinters fall out of the wound if the target receives magical healing.

Splinter. *Ranged Weapon Attack:* +7 to hit, range 30/120 ft., one target. *Hit:* 22 (4d8 + 4) piercing damage.

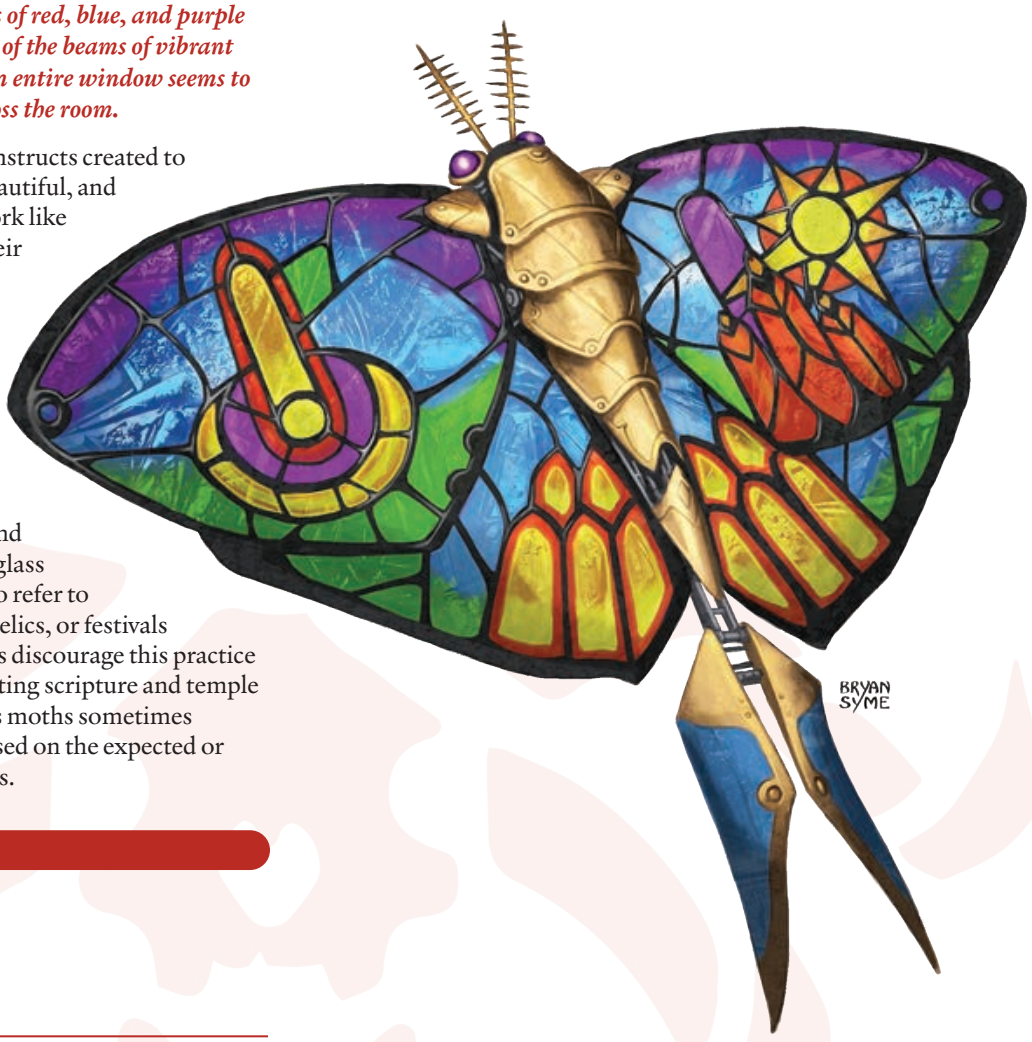
Splinter Spray (Recharge 6). The splinter matron blasts a spray of splinters in a 15-foot cone. Each creature in the area must make a DC 15 Dexterity saving throw. On a failure, a creature takes 45 (10d8) piercing damage and is blinded for 1 minute. On a success, a creature takes half the damage and isn't blinded. A blinded creature can make a DC 15 Constitution saving throw at the end of each of its turns, ending the effect on itself on a success.



Ramnath Nanthakumar (Order #37530305)

Stained-Glass Moth

The afternoon's warmth cascades through the church windows to light up the narthex with brilliant hues of red, blue, and purple from the ornamental windows. Several of the beams of vibrant light flicker and then shift entirely as an entire window seems to flutter of its own accord, swooping across the room.



Stained-glass moths are clockwork constructs created to protect places of worship. Delicate, beautiful, and designed to blend in with chapel artwork like stained glass, these moths brighten their cathedrals during the day and offer protection at night, aiding the priests in the defense of the temple.

Symbols of Faith. The wings of a stained-glass moth are beautiful depictions of persons or scenes specific to the faiths of the holy places they protect, and no two moths appear the same. For temples and churches with more than one stained-glass moth, the acolytes and young priests to refer to the moths by the names of the saints, relics, or festivals their wings depict, though elder priests discourage this practice to avoid newcomers to the faith conflating scripture and temple dressing. Particularly old stained-glass moths sometimes develop quirks or personality traits based on the expected or described behaviors of their namesakes.

STAINED-GLASS MOTH

Small Construct, Unaligned

Armor Class 12

Hit Points 45 (6d6 + 24)

Speed 20 ft., climb 20 ft., fly 30 ft.

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

Skills Perception +4, Stealth +4

Damage Vulnerabilities bludgeoning, thunder

Damage Immunities poison, psychic

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

Senses darkvision 60 ft., passive Perception 14

Languages understands Common but can't speak

Challenge 1 (200 XP) **Proficiency Bonus** +2

Construct Nature. The stained-glass moth doesn't require air, food, drink, or sleep.

False Appearance. While the stained-glass moth remains motionless against a window, wall, or ceiling, it is indistinguishable from an ordinary stained-glass window or artwork.

Flyby. The stained-glass moth doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Immutable Form. The stained-glass moth is immune to any spell or effect that would alter its form.

Magic Resistance. The stained-glass moth has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The stained-glass moth uses Blessed Wings. It then makes two Wing Slice or Radiant Wing attacks.

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

Radiant Wing. *Ranged Spell Attack:* +4 to hit, range 60 ft., one target. *Hit:* 6 (1d8 + 2) radiant damage.

Blessed Wings. The stained-glass moth marks one creature it can see within 30 feet of it with holy power. If the target is a hostile creature, the next attack roll made against the target before the start of the moth's next turn has advantage. If the target is a friendly creature, it gains a +2 bonus to AC until the start of the moth's next turn.

Ramnath Nanthakumar (Order #375303805)

Stargazer

This massive creature looks like a bizarre cross between a stingray, a Venus fly trap, and a crocodile.

The stargazer can be found in deserts, wastelands, and along the coast—anywhere with sand deep enough for it to bury itself. Its eyes and massive mouth are on the top of its body, flanked by tentacled, wing-like appendages.

Trap Hunter. When hungry, the stargazer buries itself beneath the sand and waits for prey to walk atop it. When a creature steps on the stargazer, it snaps its broad, wing-like appendages shut, trapping the prey. It then uses the tendrils around its mouth to hold the trapped creatures close to its waiting mouth.

STARGAZER

Huge Monstrosity, Unaligned

Armor Class 17 (natural armor)
Hit Points 168 (16d12 + 64)
Speed 15 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	18 (+4)	3 (–4)	14 (+2)	4 (–3)

Saving Throws Str +9
Skills Perception +6, Stealth +8
Condition Immunities prone
Senses tremorsense 60 ft., passive Perception 16
Languages —
Challenge 9 (5,000 XP)
Proficiency Bonus +4

Tendril Whip Regrowth. The stargazer has twelve tendrils. If all twelve tendrils are destroyed, it can't use Tendril Whip. Destroyed tendrils regrow when the stargazer finishes a long rest.

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

Actions

Multiattack. The stargazer makes three Bite or Slam attacks and two Tendril Whip attacks. It can replace one Bite attack with a use of Wing Trap.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 18 (3d8 + 5) piercing damage.

Slam. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one creature. *Hit:* 15 (3d6 + 5) bludgeoning damage.

Tendril Whip. *Melee Weapon Attack:* +9 to hit, reach 20 ft., one creature. *Hit:* The target is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the stargazer can't use the same tendril on another target. A tendril can be attacked and destroyed (AC 10; hp 20; immunity to poison and psychic damage). Destroying a tendril deals no damage to the stargazer.

Wing Trap. If the stargazer has no creatures trapped, it snaps its wing-like appendages shut, attempting to trap nearby creatures. Each creature within 5 feet of the stargazer must make a DC 16 Dexterity saving throw. A creature grappled by the stargazer has disadvantage on the saving throw. On a failure, a creature takes 14 (4d6) bludgeoning damage and becomes trapped, ending the grapple if it was grappled. On a success, a creature takes half the damage and isn't trapped. A trapped creature is blinded and restrained, it has total cover against attacks and other effects outside the stargazer, and it takes 10 (3d6) bludgeoning damage at the start of each of the stargazer's turns. A trapped creature can take its action to escape the trap by succeeding on a DC 16 Strength check.

A stargazer can have up to two creatures trapped at a time. While it has at least one creature trapped, the stargazer can't burrow and can't Bite creatures outside its Wing Trap.

Bonus Action

Reel. The stargazer pulls up to two creatures grappled by it up to 15 feet straight toward it.

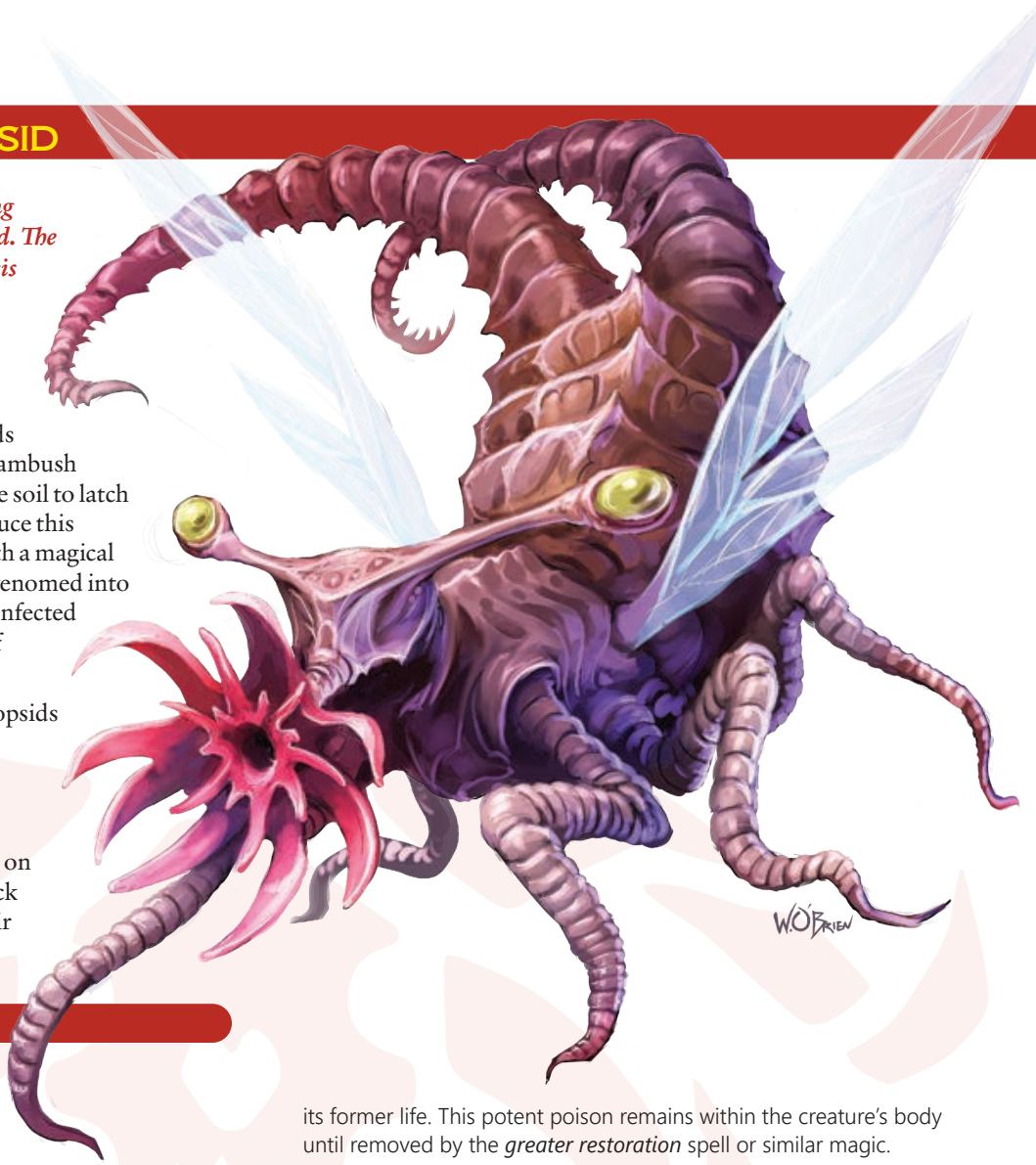
Reactions

Wing Trap Snap. When one or more creatures step onto a space on the ground no more than 10 feet directly above a hidden stargazer, the stargazer can burrow up to 10 feet and snap its wing-like appendages shut, emerging on the ground in a space directly above where it was buried and that contains one or more other creatures. Each of those creatures must succeed on a DC 16 Dexterity saving throw or be trapped as if it failed a saving throw against the stargazer's Wing Trap.



Ramnath Nanthakumar (Order #37530305)

Star-Nosed Diopsid



This horse-sized, insectoid creature has long eyestalks sticking out to the sides of its head. The starburst tentacles at the end of its proboscis move rhythmically as it scuttles forward.

Diopsids are highly intelligent, bug-like aberrations. They are semi-social and dig their small communal homes in intricate tunnel complexes in forests and grasslands not far from civilized lands. They hunt as ambush predators, burying themselves in the loose soil to latch onto unsuspecting prey. They also reproduce this way; captured humanoids are injected with a magical venom that eventually transforms the envenomed into another diopsid. In the meantime, those infected live their short lives as the eyes and ears of these strange creatures.

Students of Humanoid Nature. Diopsids often co-opt the senses of envenomed victims to observe humanoid culture and interactions. A diopsid will shadow the humanoid, close enough to remain in telepathic contact, and observe what goes on around it. Useful information is taken back and shared with the colony, adding to their collective knowledge.

STAR-NOSED DIOPSID

Large Aberration, Lawful Evil

Armor Class 16 (natural armor)

Hit Points 153 (18d10 + 54)

Speed 30 ft., burrow 15 ft., fly 30 ft.

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

Saving Throws Con +7, Int +7, Wis +7

Skills Perception +7, Stealth +6

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

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

Languages Deep Speech, Undercommon, telepathy 100 ft. (300 ft. with its own kind)

Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Mutagenic Venom. The diopsid produces a potent poison that envenoms the Humanoid victim and slowly transforms it into a new diopsid. While envenomed, a Humanoid treats all diopsid as if it were charmed by them. Every 24 hours that elapse, the envenomed creature must make a DC 16 Constitution saving throw, reducing its hp maximum by 5 (2d4) on a failure. This reduction lasts until the creature finishes a long rest after the venom is removed. The creature dies if this effect reduces its hp maximum to 0. A Humanoid that dies from this effect undergoes a horrific transformation, becoming a new diopsid and losing all memory of its former life. This potent poison remains within the creature's body until removed by the *greater restoration* spell or similar magic.

ACTIONS

Multiattack. The diopsid makes one Stinger attack and two Tentacle attacks.

Stinger. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 26 (4d10 + 4) piercing damage. If the target is a Humanoid, it must succeed on a DC 16 Constitution saving throw or succumb to the diopsid's venom (see the Mutagenic Venom trait).

Tentacle. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 17 (3d8 + 4) bludgeoning damage. The target is grappled (escape DC 16) if it is a Large or smaller creature and the diopsid doesn't have two other creatures grappled.

Share Senses. While within 300 feet of an envenomed Humanoid, the diopsid see through the target's eyes and hear what the target hears until the start of its next turn, gaining the benefits of any special senses the target has. On subsequent turns, the diopsid can use a bonus action to extend the duration of this effect until the start of its next turn.

Control Envenomed (3/Day). While within 300 feet of an envenomed Humanoid, the diopsid can telepathically suggest a course of activity to it. The Humanoid must succeed on a DC 16 Wisdom saving throw or pursue the course of activity suggested to it. On a success, the Humanoid takes 11 (2d10) psychic damage and has disadvantage the next time it makes this saving throw. This effect works like the *suggestion* spell, and the Humanoid is unaware of the diopsid's influence.

Ramnath Nanthakumar (Order #375303805)

Starving Specter

Several faces silently smile, scream, grimace, and twist atop the long, thin neck of the ghostly being. It raises razor-like arms and lunges forward.

The starving specter's eerily long, jagged, and broken neck has multiple heads showing faces of agony, distrust, rage, grief, and torment. Only one head holds the creature's true mouth, which is filled with thousands of razor-sharp teeth.

The Forgotten. Starving specters are driven by centuries of feeling forgotten by their loved ones, longing for the day they'll be remembered. The specter's disfigured neck and face is said to come from being forgotten, a painful truth for them to swallow. Now they hunger for the vitality of the living. Their blade-like arms reach out from their decrepit and malnourished bodies, fading in and out of existence as they strike.

Tragic horrors. Starving specters seek to understand why they have been forgotten, and they seek to kill those who have forgotten them. The specters are single-minded in this pursuit and don't hesitate to destroy anyone or anything in their paths.

A Taste for Tributes. Some say starving specters can be tamed or put to rest by giving them something to satiate their tormented souls. Some traditional tributes include blessed food offerings, burning money, sacrificing material possessions, and offering prayers from family and loved ones celebrating the specter's life.



STARVING SPECTER

Medium Undead, Chaotic Evil

Armor Class 13

Hit Points 90 (12d8 + 36)

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

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	17 (+3)	11 (+0)	14 (+2)	13 (+1)

Saving Throws Con +6, Wis +5

Skills Perception +5, Stealth +6

Damage Vulnerabilities psychic

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

Damage Immunities acid, necrotic, poison

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

Senses darkvision 60 ft., passive Perception 15

Languages the languages it knew in life

Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Aura of the Forgotten. Beasts and Humanoids within 10 feet of the starving specter have disadvantage on saving throws.

Ethereal Sight. The starving specter can see 60 feet into the Ethereal Plane.

Life Hunger. When a creature the starving specter can see regains hp, the next Bite attack the specter makes deals an extra 7 (2d6) necrotic damage on a hit.

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

Undead Nature. The starving specter doesn't require air, food, drink, or sleep.

Unnerving Visage. When a creature that can see the starving specter's faces starts its turn within 30 feet of the specter, at least one of the specter's faces shifts to look like one of the creature's departed loved ones or bitter enemies if the specter isn't incapacitated and can see the creature. The creature must make a DC 14 Wisdom saving throw. On a failure, the creature takes 7 (2d6) psychic damage and is frightened of the specter until the start of its next turn.

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

Actions

Multiattack. The starving specter makes one Bite attack and one Bladed Arm attack.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) piercing damage plus 3 (1d6) necrotic damage.

Bladed Arm. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage. This attack can target a creature on the Ethereal or Material Plane.

Ramnath Nanthakumar (Order #375303305)

Stone-Eater Slime

This translucent orange blob scoots along a smooth stone floor, leaving pits and scores in the surface as it passes.

Stone-eater slimes burbled up from a pit of vitriolic acid earth elementals refer to as the Great Dissolution. They infest underground caverns and have migrated to many mountain ranges. Their paths often cross with mineral oozes (see *Tome of Beasts 2*), which they occasionally consume. Fortunate slimes encounter mineral oozes just as they've encased a meal, doubling the bounty for the slimes.

Hated by Medusas. Stone-eater slimes consume stone and favor petrified creatures and worked stone to all other forms of stone. They can petrify prey, but their petrification is unreliable, often ending before the slime has completed its meal. Thus, they lurk in the lairs of basilisks, medusas, and other creatures capable of petrifying prey. Less intelligent creatures, like basilisks, pay little attention to the slimes, as the creatures consume their stony meals too quickly for the slimes to have an appreciable impact. However, medusas and others who cultivate their petrified victims as statuary despise stone-eater slimes, who first mar and later completely destroy the perfect stone.

Incidental Hazards. Stone-eater slimes wear grooves and pits into the stone where they live. While the slimes keep away from heavily trafficked areas, they eventually do enough damage to less-frequented areas to create dangerous pit traps or weaken stone ceilings to produce deadfalls. Kobolds and other trap-savvy creatures entice stone-eater slimes into their lair, scattering worked stone in an area they want the slimes to excavate.

STONE-EATER SLIME

Small Ooze, Unaligned

Armor Class 12 (natural armor)
Hit Points 90 (12d6 + 48)
Speed 20 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	19 (+4)	1 (–5)	6 (–2)	3 (–4)

Damage Immunities acid
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, petrified, prone
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8
Languages —
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Amorphous. The stone-eater slime can move through a space as narrow as 1 inch wide without squeezing.

Ooze Nature. The stone-eater slime doesn't require sleep.

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

Actions

Multiattack. The stone-eater slime makes two Slam attacks.

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage plus 3 (1d6) acid damage. The target must succeed on a DC 14 Constitution saving throw or become petrified for 1 minute. A petrified creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Dissolve Stone. The stone-eater slime touches a petrified creature or a nonmagical object or structure made of crystal or stone within 5 feet of it, ingesting some of the stone. If the object isn't being worn or carried, the touch destroys a 6-inch cube of it, and the slime regains 10 (3d6) hp. If the object is being worn or carried by a creature, the creature can make a DC 14 Dexterity saving throw to avoid the slime's touch.

If the target is a petrified creature, it must make a DC 14 Constitution saving throw, taking 21 (6d6) acid damage on a failed save, or half as much damage on a successful one. Being petrified doesn't give the creature resistance to this damage. The slime regains hp equal to half the damage taken.

If the object touched is stone armor or a stone shield being worn or carried, it takes a permanent and cumulative –1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed. If the object touched is a held stone weapon, it takes a permanent and cumulative –1 penalty to damage rolls. If its penalty drops to –5, the weapon is destroyed.



Ramnath Nanthakumar (Order #37530305)

Sunflower Sprite

A blooming sunflower sits atop the shoulders of the small humanoid, with legs of intertwining vines covered by a leaf skirt. A child-like face grins from its center, surrounded by a vibrant mane of yellow petals.

Sunflower sprites are small, plant-like fey that use sunlight to power their radiant magic. When the sun sets or if they are in darkness for too long, they go into a torpor, taking on the form of a faceless sunflower. Danger or need can awaken a sunflower sprite before dawn, but they tend to be sluggish and sleepy.

Positive Energy. Sunflower sprites are friends to all, always noting the positive aspects of any creatures they encounter, and even the most hostile creatures often grudgingly tolerate the sprites' presence. Because of this, many creatures in a forest inhabited by a sunflower sprite come to its aid or defend it when it is threatened. Sunflower sprites avoid conflict, but they support friends in need when they can.



SUNFLOWER SPRITE

Small Fey, Neutral Good

Armor Class 12

Hit Points 14 (4d6)

Speed 30 ft.

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

Skills Perception +4, Stealth +4

Senses passive Perception 14

Languages Sylvan

Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Diurnal. At night or when underground, a sunflower sprite has disadvantage on initiative rolls and Wisdom (Perception) checks.

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

Speak with Plants. The sunflower sprite can communicate with plants as if they shared a language.

Variable Illumination. The sunflower sprite sheds bright light in a 5- to 20-foot radius and dim light for an additional number of feet equal to the chosen radius. The sunflower sprite can alter the radius as a bonus action. The sunflower sprite can't use this trait if it hasn't been exposed to sunlight in the past 24 hours.

Actions

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

Light Ray. *Ranged Spell Attack:* +5 to hit, range 60 ft., one target. *Hit:* 8 (2d4 + 3) radiant damage.

Healing Radiance (Recharges after a Short or Long Rest). The sunflower sprite radiates a warm light. Each friendly creature within 10 feet of the sprite regains 5 (2d4) hp. The sunflower sprite can't use this action if it hasn't been exposed to sunlight in the past 24 hours.

Sunflower Sprite Familiars

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

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

Ramnath Nanthakumar (Order #37530305)

Swampgas Shade

An ethereal shadow of hatred and swampgas haunts the fens, and seeks to duplicate its own tragic demise.

A swampgas shade is the aggrieved soul of a humanoid murdered in a swamp. Mired in muck, the body cannot decompose, and spawns an undead instead. The soul is trapped on the Material Plane, tied to the area within a mile of its corpse. The soul grows furious at its condition as time passes, eventually combining with swampgas to form a ghostly undead that lashes out at others, whispering in the ears of the living.

Restless Slumber. The swampgas shade can be put to rest by finding and properly interring its corpse outside the swamp. Otherwise, the shade returns to haunt the swamp anew shortly after being slain.

Vile Compact. Dark powers often seek out swampgas shades, promising relief from their eternal torture if they can ensnare souls of those they kill. As it kills others, it traps their souls, which it barters in exchange for its freedom.

SWAMPGAS SHADE

Medium Undead, Neutral Evil

Armor Class 13

Hit Points 39 (6d8 + 12)

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

STR	DEX	CON	INT	WIS	CHA
6 (–2)	17 (+3)	15 (+2)	8 (–1)	12 (+1)	8 (–1)

Saving Throws Wis +3

Skills Stealth +5

Damage Vulnerabilities radiant

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

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 10

Languages understands all languages it knew in life but can't speak

Challenge 2 (450 XP)

Amorphous. The swampgas shade can move through a space as narrow as 1 inch wide without squeezing.

Rejuvenation. If it dies within its bound region, the swampgas shade returns to life in 1d4 days and regains all its hp. This trait doesn't function if the swampgas shade is put to rest, which occurs after its corpse has been reburied outside the swamp.

Swampbound. The swampgas shade is bound to a region of swamp within 1 mile of its body. If the shade leaves this region, it loses its Soul Drain action until it returns to the region. If it remains outside the region, it automatically teleports back to its corpse after 24 hours, regardless of distance.

Swamp Camouflage. The swampgas shade has advantage on Dexterity (Stealth) checks made to hide in swampy terrain.

Undead Nature. The swampgas shadow doesn't require air, food, drink, or sleep.

ACTIONS

Soul Drain. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 12 (2d8 + 3) psychic damage, and the target's Charisma score is reduced by 1d4. The target dies if this reduces its Charisma to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

If a Humanoid dies from this attack, it can't be restored to life until the swampgas shade is put to rest (see the Rejuvenation trait).

Haunting Murmurs. *Ranged Spell Attack:* +3 to hit, range 60 ft., one creature. *Hit:* 8 (1d8 + 3) psychic damage.

BONUS ACTIONS

Swampland Stealth. The swampgas shade takes the Hide action. It must be in swampy terrain to use this bonus action.



Ramnath Nanthakumar (Order : 375303805)

Swarm of Biting Gnats

This cloud of flying insects is so densely packed it blocks all vision as it descends on its prey.

While a single biting gnat may make itself a nuisance, easily swatted away or killed, clouds of the insects can nibble weaker victims to death.

Marsh Dwellers. Biting gnats thrive in damp environments and make themselves most at home in swamps, estuaries, and other wetlands. In areas with plenty of water and food, millions of gnats combine to create walls resembling storm clouds from a distance. Denizens of locales hosting these insects who can withstand multitudinous gnat bites or can control the gnats use them as deterrents to intruders and spies. Because gnats primarily hunt warm-blooded creatures, an amphibious, reptilian, construct, or undead creature can pass through a swarm of gnats relatively unscathed.

Short Lifespans. Biting gnats live less than a week, discounting the many predators which feed on them. In that time, the carnivorous insects consume as much flesh and blood as possible and lay hundreds of eggs. By the time they die, they produce young in quantities up to double their original number.

Hardy Eggs. Swarms of biting gnats make surprise visits to areas with little rain since their eggs can enter dormancy for up to one year, spontaneously hatching and spreading during the first rain after a long drought. In areas where food is scarce, the insects seek out dry areas where their eggs can wait for better conditions.



Biting Gnat Swarm

Medium Swarm of Tiny Beasts, Unaligned

Armor Class 13

Hit Points 16 (3d8 + 3)

Speed 10 ft., climb 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (–4)	17 (+3)	12 (+1)	1 (–5)	10 (+0)	1 (–5)

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses passive Perception 10

Languages —

Challenge 1/4 (50 XP) **Proficiency Bonus** +2

Blood Sense. The biting gnat swarm can pinpoint, by scent, the location of warm-blooded creatures within 20 feet of it.

Distracting Buzz. A creature that is not deafened and starts its turn in a space occupied by a swarm of biting gnats must succeed on a DC 10 Wisdom saving throw or become distracted by the droning of the gnats' wings. A distracted creature has disadvantage on attack rolls and ability checks that use Intelligence, Wisdom, or Charisma 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, the creature is immune to the swarm's Distracting Buzz for the next 10 minutes.

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

Actions

Bites. *Melee Weapon Attack:* +5 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 5 (2d4) piercing damage, or 2 (1d4) piercing damage if the swarm has half its hp or fewer. The target must succeed on a DC 11 Constitution saving throw or become blinded for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Alternatively, the target can take an action to clear its eyes of the insects, ending the effect.

Ramnath Nanthakumar (Order #37530305)

Swarm of Gryllus

The forgotten tome cracked open and out sprang a throng of tiny, colorful people; illustrations come to life.

Gryllus, also known as marginites, are manuscript illustrations brought to life through transmutation rituals. A singular gryllus is little more than a tiny armless humanoid with a costume and prop, often a caricature of a profession, such as baker or guard. But an entire tome's worth of gryllus forms a teeming swarm with a unified purpose, usually a compulsion to defend the book where they are found.

Secret Guardians. Wizards and other masters of arcana create swarms of gryllus to protect their precious spellbooks and esoterica. Religious and secret orders who lack the knowledge of their creation pay handsomely to have holy texts embellished with gryllus protection. Swarms of gryllus created this way often judge their book's readers, praising the worthy and annoying any undesirables who browse through their pages.

Gryllus Swarm

Large Swarm of Tiny Constructs, Lawful Neutral

Armor Class 15 (natural armor)

Hit Points 110 (17d10 + 17)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	13 (+1)	6 (–2)	13 (+1)	10 (+0)

Skills Insight +4, Perception +4

Damage Vulnerabilities acid, fire

Damage Resistances bludgeoning, piercing, slashing

Damage Immunities poison, psychic

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

Senses darkvision 60 ft., passive Perception 14

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

Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Book Bound. The swarm's hp maximum is reduced by 1 for every minute it is further than 60 feet from its book. When its hp maximum reaches 0, it dies. If the swarm's book is destroyed or moved to another plane of existence separate from the swarm, the swarm must succeed on a DC 11 Constitution saving throw or be reduced to 10 hp. The swarm can bind itself to a new book by spending a short rest in contact with the new book.

Construct Nature. The swarm of gryllus doesn't require air, food, drink, or sleep.

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

In the Margins. The swarm can spend half its movement to enter or exit its book. While inside its book the swarm is indistinguishable from illustrations on a page.

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 construct. The swarm can't regain hp or gain temporary hp.

Actions

Multiattack. The swarm of gryllus makes two Go for the Knees or Go for the Eyes attacks. It can replace one attack with a use of Timber.

Go for the Knees. *Melee Weapon Attack:* +7 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 18 (4d8) slashing damage, or 8 (2d4 + 3) slashing damage if the swarm has half of its hp or fewer. The target must succeed on a DC 15 Constitution saving throw or its speed is reduced by 10 feet until the end of its next turn.

Go for the Eyes. *Ranged Weapon Attack:* +7 to hit, range 20/60 ft., one target. *Hit:* 18 (4d8) piercing damage, or 8 (2d4 + 3) piercing damage if the swarm has half of its hp or fewer. The target must succeed on a DC 15 Wisdom saving throw or be blinded until the end of its next turn.

Timber. The swarm calls out in synchronous, tiny voices before chopping away at the feet of one creature in the swarm's space. The target must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is knocked prone, the swarm can then make one Go for the Knees attack against it as a bonus action.



Ramnath Nanthakumar (Order - 375303305)

Swarm of Ice Borers

The simple icicle moves, unfurling delicate, icy wings. As it reveals a hungry, gnawing mouth full of piercing teeth, dozens more follow suit.

Creatures originally from deep within the elemental planes, ice borers resemble a shard of ice at first glance. They have thin, membranous wings that they keep wrapped tight to their bodies when not in flight, and their mouths look like cracks in the ice when closed. The icicle façade fades instantly if an ice borer has eaten recently, as its body gains a red tint from the consumed blood.

Patient Hunters. Ice borers are carnivorous and station themselves above entrances to caves and on the eaves of buildings where icicles form. Hidden among the mundane icicles, a group of ice borers will wait for a hapless creature to walk beneath them, waiting to sense the warmth of a living creature. When a suitable victim approaches, they launch themselves from their perches to fall into their feast. If threatened by a particularly powerful foe or if their meal wasn't as easy as they thought, a swarm of ice borers takes wing to find a safer place to hunt.



SWARM OF ICE BORERS

Medium Swarm of Tiny Elementals, Unaligned

Armor Class 12

Hit Points 40 (9d8)

Speed 10 ft., climb 10 ft., fly 30 ft. (hover)

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

Skills Stealth +4

Damage Resistances bludgeoning, piercing, slashing

Damage Immunities cold

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses passive Perception 10

Languages —

Challenge 2 (450 XP) **Proficiency Bonus** +2

False Appearance. While the swarm remains motionless, it is indistinguishable from a cluster of icicles. This trait doesn't function if the swarm has damaged a creature with blood within the past 2 hours.

Frigid Mass. A creature that starts its turn in the swarm's space takes 4 (1d8) cold damage.

Heatsense. The swarm can pinpoint the location of creatures emitting heat, such as warm-blooded Beasts and Humanoids, within 30 feet of it.

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

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

Actions

Impale. *Melee Weapon Attack:* +4 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 7 (2d6) piercing damage plus 9 (2d8) cold damage, or 3 (1d6) piercing damage plus 4 (1d8) cold damage if the swarm has half its hp or fewer.

Ramnath Nanthakumar (Order - 375303805)

Swarm of Swamp Slirghs

A ghastly, slithering mass of eel-like creatures writhe together, moving with a singular purpose. Slick with mud and oozing a dark ichor, they slither forward, emitting a powerful stench.

Slirghs are lesser elementals which passingly resemble eels. Swamp slirghs drip with mud and ooze, marking their heritage as earth elementals. Their sulfuric stench is often overlooked by those traveling through swamplands, as it has a similar aroma to bog peat.

Mischievous Elementals. Swamp slirghs are devious and sly pranksters. When not hunting insects, fish, or small animals, they enjoy magically pulling unsuspecting creatures across their swampland homes, sometimes stranding the victim miles from where they started. Far from malicious, the slirghs can be convinced to return the creature or to even provide quick transportation for a group traversing the swamp—provided the slirghs get something tasty in return.

Communal. Swamp slirghs live together in writhing masses of mud and swamp muck. When threatened, they move as one to defend themselves, biting attackers or spitting globs of poisonous swamp sludge.

SWARM OF SWAMP SLIRGHS

Large Swarm of Tiny Elementals, Neutral

Armor Class 10

Hit Points 66 (12d10)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	10 (+0)	7 (–2)	15 (+2)	3 (–4)

Skills Stealth +2

Damage Resistances bludgeoning, piercing, slashing

Damage Immunities poison

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

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 12

Languages Aquan, Terran

Challenge 3 (700 XP) **Proficiency Bonus** +2

Puddle Jump. Once on its turn, the swarm can use 10 feet of its movement to step magically through a body of water with its reach and emerge from a second body of water within 60 feet of the first, appearing in an unoccupied space within 5 feet of the second body of water. If the swarm is in a Huge or larger body of water, it can teleport to another location within the same body of water instead.

Stench. Any creature that starts its turn within 5 feet of the swarm must succeed on a DC 12 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the swarm's Stench for the next 24 hours.

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

Actions

Bites. *Melee Weapon Attack:* +5 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 14 (4d6) piercing damage plus 9 (2d8) poison damage, or 7 (2d6) piercing damage plus 4 (1d8) poison damage if the swarm has half its hp or fewer.

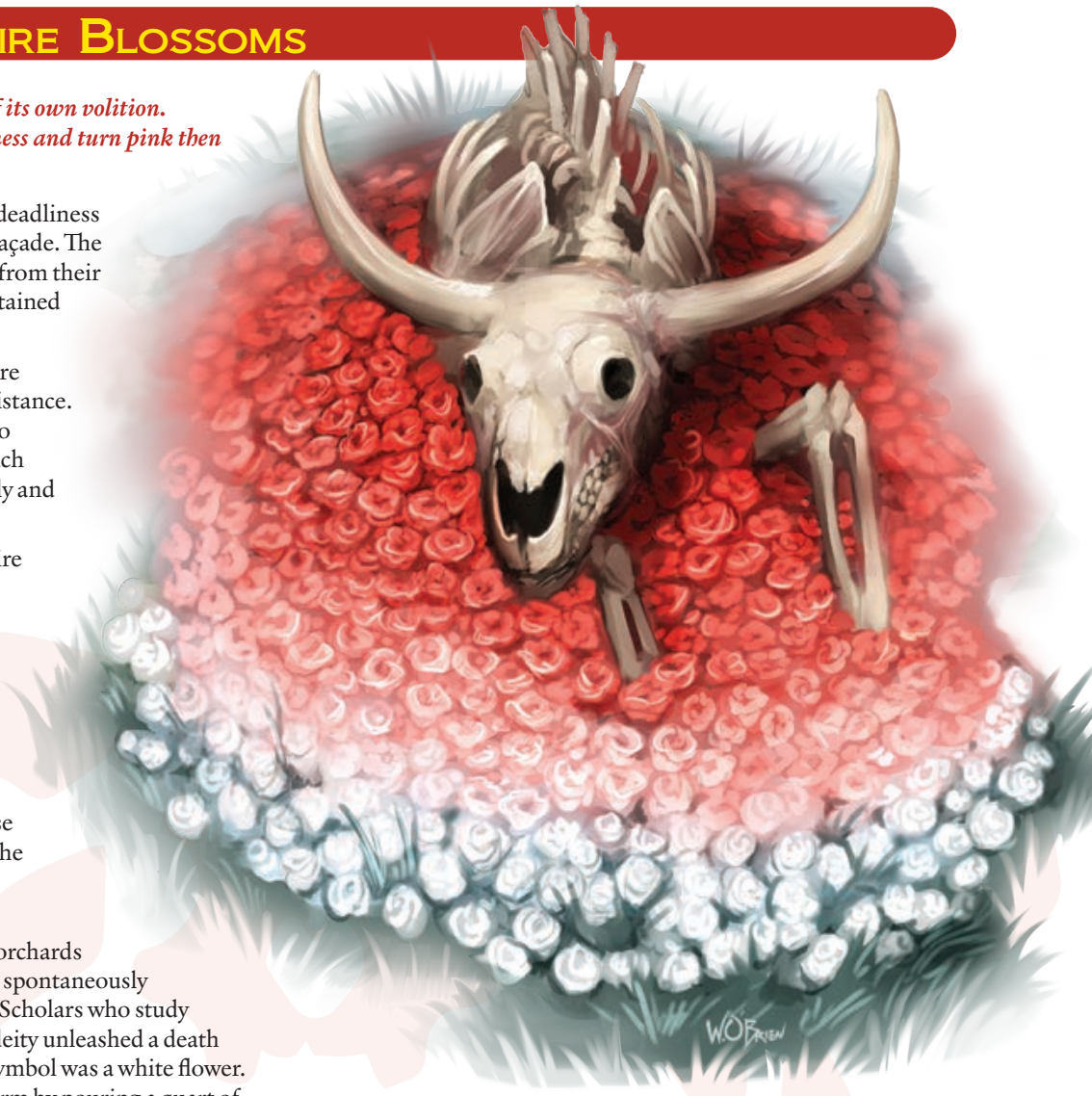
Spit Swamp Sludge. *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 18 (4d8) poison damage, or 9 (2d8) poison damage if the swarm has half its hp or fewer.

Soggy Relocation (Recharge 5–6). While at least one creature is in the swarm's space, the swarm uses Puddle Jump, attempting to pull one creature along for the ride. The target must succeed on a DC 13 Strength saving throw or be magically teleported along with the swarm to the swarm's destination.



Ramnath Nanthakumar (Order # 37530305)

Swarm of Vampire Blossoms



The pile of white petals swirls around of its own volition. Individual petals cut with razor sharpness and turn pink then red as they absorb the blood they let.

Vampire blossoms embody the idea of deadliness lying in wait within the most pleasant façade. The plants feed on blood and take so much from their victims that they become bloated and stained with their bounty.

Patient Hunters. Swarms of vampire blossoms can sense blood from a fair distance. However, they instinctively know not to immediately react to the presence of such creatures, since the swarms move slowly and might drive away their sources of food.

Blood Reservoir. Swarms of vampire blossoms subsist on blood, but they do so slowly. The swarms store excess fluid in their mass, causing their white flowers to turn pink and red. Creatures that feed on blood, such as vampires, cultivate the blossoms, allowing them to drink the stored blood without alerting others to their presence. Vampire blossoms don't sense undead and remain dormant through the extraction process.

Created Through Bloodshed. Considerable bloodshed in groves and orchards containing trees with white flowers can spontaneously generate swarms of vampire blossoms. Scholars who study the phenomenon conclude an ancient deity unleashed a death curse against the deity's slayer, whose symbol was a white flower. A creature can deliberately spawn a swarm by pouring a quart of blood at the base of a tree with white flowers while intoning the nigh-forgotten deity's name. The flowers disengage from the tree 24 hours later to create a new swarm. Regardless of how they are created, the swarms need not remain with their parent trees and often allow winds to carry them to new hunting grounds.

VAMPIRE BLOSSOM SWARM

Large Swarm of Tiny Plants, Unaligned

Armor Class 14

Hit Points 82 (11d10 + 22)

Speed 20 ft., fly 10 ft. (hover)

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

Saving Throws Cha +3

Damage Resistances bludgeoning, piercing, slashing

Damage Immunities psychic

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses passive Perception 12

Languages —

Challenge 3 (700 XP) **Proficiency Bonus** +2

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

Blood Sense. The swarm of vampire blossoms can pinpoint, by scent, the location of creatures that aren't constructs or undead within 30 feet of it. The swarm is otherwise blind.

False Appearance. While the swarm of vampire blossoms remains motionless, it is indistinguishable from a carpet of flower petals.

Swarm. The swarm of vampire blossoms can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny plant. The swarm can't regain hp or gain temporary hp.

Actions

Petal Slashes. *Melee Weapon Attack:* +6 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 18 (4d8) slashing damage, or 9 (2d8) slashing damage if the swarm has half its hp or fewer. The target must make a DC 13 Constitution saving throw, reducing its hp maximum by an amount equal to the damage taken on a failed save, or by half as much on a successful one. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hp maximum to 0.

Ramnath Nanthakumar (Order #37530305)

Talus Flow

This mass of scree and gravel causes the ground to rumble as it advances steadily up the slope in defiance of gravity.

When elemental spirits of earth become trapped on the Material Plane, they break down, weakened by the loss of connection to elemental power. Eventually, they crumble to oblivion, but a few of these earth elementals cling to life even after they've crumbled, holding the scattered stones and gravel of their beings together through sheer force of will. With the loss of one source of power, they seek another, feeding on the life blood of living creatures. Such corrupted elementals haunt lonely mountainsides and rocky coastlines, conserving their power, only coming to life when a potential meal strays too close.

Earthen Ambush. A talus flow attempts to take prey by surprise, lying still on a slope of scree and letting creatures move into its vicinity or sliding slowly downslope into attack range, behaving like a natural rockslide until it is close. Once prey is within range, the talus flow becomes a grinding, rumbling engine of destruction.

Objects of Worship. Some remote humanoid communities provide a nearby talus flow with blood sacrifices; sometimes these offerings still live. The talus flow receives a regular supply of energy, while the humanoids gain a protector, or at least remain unscathed. A talus flow receiving such regular offerings can occasionally rebuild itself, becoming a more powerful—but still blood-starved—elemental.

TALUS FLOW

Large Elemental, Neutral Evil

Armor Class 13 (natural armor)

Hit Points 102 (12d10 + 36)

Speed 30 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	16 (+3)	5 (–3)	12 (+1)	5 (–3)

Skills Perception +3, Stealth +2

Damage Vulnerabilities thunder

Damage Immunities poison

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

Senses darkvision 30 ft., tremorsense 120 ft., passive Perception 13

Languages Terran

Challenge 3 (700 XP) **Proficiency Bonus** +2

False Appearance. While the talus flow remains motionless, it is indistinguishable from a normal pile of rocks, pebbles, and scree.

Landslide. If the talus flow moves at least 15 feet before entering a creature's space, the creature must succeed on a DC 13 Dexterity saving throw or be knocked prone. If the target is prone, the talus flow can make one Slam attack against it as a bonus action.

Scree Form. The talus flow can enter a hostile creature's space and stop there. The talus flow can move through a space as narrow as 3 inches wide without squeezing. The talus flow's space is difficult terrain. When a creature starts its turn in the talus flow's space, it must succeed on a DC 13 Dexterity saving throw or be knocked prone.

Stone Camouflage. The talus flow has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

ACTIONS

Multiattack. The talus flow makes two Slam attacks. If both attacks hit a Medium or smaller target, the target is grappled (escape DC 13).

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

Grind. The talus flow grinds its form over one creature in its space or that is grappled by it. The target must make a DC 13 Dexterity saving throw, taking 21 (6d6) bludgeoning damage on a failed save, or half as much damage on a successful one. The talus flow regains hp equal to half the damage taken, if the creature is not a Construct or Undead.



Ramnath Nanthakumar (Order : 375303305)

Tatzelwurm

This draconic creature's serpentine tail whips sinuously back and forth as the beast rushes forward on two short, taloned legs. Despite its scaly skin, its head resembles a cat's, and its forked tongue darts from a fanged mouth leaking acrid vapors.

Though lesser dragons, tatzelwurms are nonetheless vicious, dangerous predators. Most inhabit forested hills and mountains, lairing in natural caves, hollow trees, or deadfalls. Some tatzelwurms lair in abandoned mines, and in some cases even chase miners out of a preferred site.

Setting Out Bait. Their hunting methods vary, but many tatzelwurms use bait to lure prey into an ambush, setting out piles of fruit, grains, carrion, or even treasure to attract food into their clutches. They pounce from hiding, coiling their snake-like body and releasing it like a spring, allowing for jumps that rival those of great cats. Others prefer to drop from trees onto prey.

Whistles and Hisses. The tatzel wurm is known for its horrible shrieks, low whistles, and hisses, and these noises can distract or frighten foes. Mounted riders find their mounts may be scared off or may rear on hearing a tatzelwurm's hiss. These sounds are also used as a warning to rivals and in mating season to attract mates.

TATZELWURM

Medium Dragon, Neutral Evil

Armor Class 15 (natural armor)
Hit Points 120 (16d8 + 48)
Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	16 (+3)	5 (–3)	12 (+1)	11 (+0)

Saving Throws Dex +5, Con +6, Wis +4
Skills Perception +4, Stealth +5
Damage Immunities poison
Condition Immunities poisoned, prone
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14
Languages Draconic
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Poisonous Blood. A tatzelwurm's blood is as toxic as its venomous bite. When the Tatzelwurm takes piercing or slashing damage, each creature within 5 feet of it must succeed on a DC 14 Constitution saving throw or take 5 (2d4) poison damage. A creature that consumes the flesh of a tatzelwurm must succeed on a DC 14 Constitution saving throw or be poisoned for 8 hours.

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

Actions

Multiattack. The tatzelwurm makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage plus 5 (2d4) poison damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 3) slashing damage.

Poisonous Breath (Recharge 6). The tatzelwurm exhales a cloud of poisonous vapor in a 15-foot cone. Each creature in that area must make a DC 14 Constitution saving throw. On a failure, a creature takes 21 (6d6) poison damage and is poisoned for 1 minute. On a success, a creature takes half the damage and isn't poisoned. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Legendary Actions

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

Move. The tatzelwurm moves up to half its speed without provoking opportunity attacks.

Angry Hiss (Costs 2 Actions). The tatzelwurm gives a loud, menacing hiss. Each creature within 30 feet of the tatzelwurm must succeed on a DC 13 Wisdom saving throw or be frightened until the end of its next turn.

Tail Slap (Costs 2 Actions). The tatzelwurm swings its tail in a wide arc around it. Each creature within 10 feet of the tatzelwurm must succeed on a DC 14 Strength saving throw or be knocked prone.



Ramnath Nanthakumar (Order #37530305)

The Flesh

The yellow-eyed dog barks at the end of the alley. Suddenly its flesh expands, revealing a giant maw in its chest and taloned limbs where its legs once stood.

The flesh is a formless parasite which begins life as a bizarre lump of pulsating tissue. This mass infests the body of a slain creature, animating the host and mimicking its mannerisms. The only evidence a creature has been inhabited by the flesh is the strange, yellow gleam in the host's eyes. When it is ready to strike new prey, the flesh warps and reshapes its host into a living weapon.

An Impostor Among Us. When it inhabits a host, the flesh retains only the creature's basic memories, which helps it blend in with its surroundings while seeking its next victim. It infiltrates the host's social circles, picking off each member one by one until it has consumed them all.

Evolving Threat. When the flesh attacks, it reveals its true form in a grotesque display of warped physiology, the host's body becoming a twisted mockery of its former form. However, once it has revealed its true form, the flesh must kill and infect another victim to adopt a new disguise.



THE FLESH

Medium Aberration, Neutral Evil

Armor Class 14 (natural armor)

Hit Points 78 (12d8 + 24)

Speed 30 ft., (climb 30 ft. and swim 30 ft. in true form)

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

Condition Immunities charmed, frightened

Skills Deception +4, Insight +5

Senses darkvision 60 ft., passive Perception 11

Languages the languages the host creature knew in life

Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Amphibious. The flesh can breathe air and water.

Amorphous (True Form Only). The flesh can move through a space as narrow as 1 inch wide without squeezing.

Mimicry (Assumed Form Only). The flesh can mimic the sounds and voice of its assumed form. A creature that hears these sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

Regeneration. The flesh regains 5 hp at the start of its turn. If the flesh takes acid or fire damage, this trait doesn't function at the start of the flesh's next turn. The flesh dies only if it starts its turn with 0 hp and doesn't regenerate.

Actions

Multiattack. The flesh makes two Slam attacks or two Manipulate Flesh attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Manipulate Flesh. The flesh can choose one of the following attack options:

- **Manifold Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (4d4 + 4) piercing damage, and the target can't regain hit points until the start of the flesh's next turn.
- **Tentacle.** *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained. The flesh can have up to two tentacles, each of which can grapple only one target.
- **Acidic Mucus.** *Ranged Weapon Attack:* +4 to hit, range 60 ft., one target. *Hit:* 14 (4d6) acid damage, and the target takes 7 (2d6) acid damage at the start of its next turn unless the target immediately uses its reaction to wipe off the mucus.

Bonus Actions

Assume Form. The flesh consumes the corpse of a Medium or smaller Humanoid or Beast within 5 feet of it and transforms into that creature. Its statistics, other than its size, are the same in the new form. Any equipment it is wearing or carrying melds into the new form. It can't activate, use, wield, or otherwise benefit from any of its equipment. It reverts to its true, aberrant form if it dies, makes a Manipulate Flesh attack, or uses Assume Form while transformed.

Ramnath Nanthakumar (Order - 375303805)

Thripper

An insectoid creature bursts through the window and leaps on the tavern table, swinging a spear with a curious tip. It hisses menacingly from its asymmetrical mouth before descending on the elves cowering in the corner.

Thrippers are humanoid insects from an aberrant dimension. Mottled brown in color, feathery winged, and tall and slender, thrippers have their own distinct language of hisses and whooshing they make with their bizarre mouth structures.

Feykin Hunters. Thrippers hunt and consume fey, requiring their blood to sustain themselves. Their innate magical aptitude allows them to sense and disrupt the fey they hunt and makes them resistant to wily fey magic. In battle, thrippers use hollow spears like straws to attack and harvest their foes up close or release a high-pitched, chitter that disorients distant prey.

Delicate Wings. A thripper's wings are soft, delicate, and incapable of sustaining the thripper in flight for long. They use their wings for short bursts of flight, such as catching airborne prey or escaping powerful foes.



THRIPPER

Medium Humanoid (Thripper), Chaotic Neutral

Armor Class 15 (natural armor)

Hit Points 104 (16d8 + 32)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	19 (+4)	15 (+2)	11 (+0)	16 (+3)	9 (–1)

Skills Athletics +5, Perception +6, Stealth +7

Damage Vulnerabilities cold

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Senses truesight 60 ft., passive Perception 16

Languages Thrippish, Void Speech

Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Feybane Weapons. The thripper's weapons are cold iron and are magical when used against fey. When the thripper hits a fey with any weapon, the weapon's damage is force instead of its normal damage type.

Fey Sense. The thripper can pinpoint, by scent, the location of fey within 60 feet of it and can sense the general direction of fey within 1 mile of it.

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

Actions

Multiattack. The tripper makes two Extractor Spear or Disorienting Chitter attacks.

Extractor Spear. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage plus 7 (2d6) necrotic damage. The target's hp maximum is reduced by an amount equal to half the necrotic damage taken, and the thripper regains hp equal to that amount. The reduction lasts until the target finishes a short or long rest. The target dies if this effect reduces its hp maximum to 0.

Disorienting Chitter. *Ranged Spell Attack:* +6 to hit, range 60 ft., one target. *Hit:* 16 (3d8 + 3) thunder damage, and the target must succeed on a DC 14 Wisdom saving throw or fall prone as it briefly becomes disoriented and falls.

Reaction

Glamour Counter. When a creature the thripper can see within 30 feet of it casts a spell, the thripper can counter the spell. This reaction works like the *counterspell* spell with a +6 spellcasting ability check, except the thripper can counter only spells from the enchantment or illusion schools, and it must make the ability check, regardless of the spell's level.

Ramnath Nanthakumar (Order - 375303805)

Tigebra

This creature is an impossible amalgam of lizard and tiger. Its head and neck are that of a rearing cobra.

Tigebra roam the borders of jungles and grasslands, not completely at home in either. They have just enough intelligence to sense their otherness, leaving them in a perpetual state of rage. Tigebra attack any creature they encounter, no matter how big or small, often killing without the intent of eating their prey.

Origin. No one is certain how tigebra came into existence. Rumors abound of ill-fated breeding experiments involving monitor lizards, tigers, and giant cobras, but no one has found evidence. Others believe tigebra are the result of a wizard's botched casting of *polymorph* or *shapechange* in an area of wild magic. Regardless of the truth, no one denies the danger these abominations pose to any living creature that encounters them.

Potent Bite. Tigebra venom is extremely powerful, and their bites are incredibly painful. Even creatures ordinarily resistant or immune to poison suffer some of the effects of tigebra venom.

Spiteful Beyond Death. Tigebra are vicious creatures, and that anger keeps them alive, even beyond death. After it dies, the tigebra's cobra head and neck survive for a time, separating from the body to continue fighting.

TIGEBRA

Large Monstrosity, Chaotic Evil

Armor Class 18 (natural armor)
Hit Points 190 (20d10 + 80)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	18 (+4)	5 (–3)	15 (+2)	5 (–3)

Saving Throws Dex +6, Con +9, Wis +7
Skills Perception +7
Damage Immunities poison
Condition Immunities charmed, frightened, paralyzed, poisoned
Senses blindsight 10 ft., passive Perception 17
Languages —
Challenge 13 (10,000 XP)
Proficiency Bonus +5

Final Fury. When a tigebra is reduced to 0 hp, its head and neck separate from the body. The snake-like remnant immediately attacks the nearest creature, moving up to its speed if necessary, even if it has already taken its turn this round. This snake remnant has the same statistics as the original tigebra, except it is Medium, has 30 hp, and can make only one Bite attack on its turn. The head remains active for 1d4 rounds or until killed.

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

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

Potent Poison. A creature that normally has resistance to poison damage doesn't have resistance to the tigebra's poison damage. If a creature normally has immunity to poison damage, it has resistance to the tigebra's poison damage instead.

Actions

Multiattack. The tigebra makes one Bite attack and two Claw attack.

Bite. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one creature. *Hit:* 27 (4d10 + 5) piercing damage plus 10 (3d6) poison damage, and the target must succeed on a DC 17 Constitution saving throw or be poisoned for 1 minute. While poisoned, the creature suffers wracking pain that halves its speed. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effects on itself on a success.

Claws. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 23 (4d8 + 5) slashing damage.

Bonus Actions

Hypnotic Gaze. The tigebra fixes its gaze on one creature it can see within 60 feet of it. If the target can see the tigebra, it must succeed on a DC 17 Wisdom saving throw or be paralyzed until the end of its next turn. On a successful saving throw, the target is immune to the tigebra's Hypnotic Gaze for the next 24 hours.



Ramnath Nanthakumar (Order # 37530305)

Torch Mimic

As the seemingly mundane torch is sparked, two drowsy eyes open, staring momentarily before it bursts into flames.

Torch mimics were originally bred by a wizard who grew tired of carrying torches through dungeons and dark forests. Adventurers often discover them by accident, mistaking them for ordinary torches.

Surprise Attackers. Torch mimics often lash out at those who dare hold them, biting their victims' hands with splinter-like teeth. Once dropped, torch mimics launch fiery blasts at their assailants in hopes of driving the creatures away.

Familiar Shape. While torch mimics are not shapechangers, adventurers have taken to calling these creatures mimics because of their resemblance to torches—and because they lash out from a dormant state, surprising the unsuspecting adventurers.

Reluctant Guides. Torch mimics have a basic understanding of Common, and some can even speak a few words or short sentences. Because of this, they can be reasoned with, and cunning adventurers have tricked, bribed, or convinced torch mimics to escort them through dungeons.

TORCH MIMIC

Tiny Monstrosity, Neutral

Armor Class 12

Hit Points 21 (6d4 + 6)

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

STR	DEX	CON	INT	WIS	CHA
7 (–2)	15 (+2)	13 (+1)	6 (–2)	12 (+1)	8 (–1)

Skills Stealth +4

Damage Resistances fire

Senses passive Perception 11

Languages understands Common but can't speak

Challenge 1/2 (100 XP) **Proficiency Bonus** +2

False Appearance. While the torch mimic remains motionless, it is indistinguishable from an ordinary torch.

Fiery Soul. The torch mimic can ignite or extinguish the fire that crowns its head as a bonus action. While ignited, the torch mimic sheds bright light in a 20-foot radius and dim light for an additional 20 feet. Whenever a torch mimic is subjected to an effect that would extinguish its flames against its will, such as being submerged or in the area of the *create or destroy water* or *gust of wind* spells, the torch mimic must succeed on a DC 11 Constitution saving throw or fall unconscious until it takes damage or someone uses an action to wake it. If the effect is nonmagical, the torch mimic has advantage on the saving throw.

Regeneration. The torch mimic regains 2 hp at the start of its turn. If the torch mimic takes cold damage, this trait doesn't function at the start of the torch mimic's next turn. The torch mimic dies only if it starts its turn with 0 hp and doesn't regenerate.

ACTIONS

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

Fire Blast. *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. *Hit:* 7 (2d4 + 2) fire damage.



TORCH MIMIC FAMILIARS

Some torch mimics are willing to serve spellcasters as a familiar. Creatures of comfort and companionship, torch mimics prefer spellcasters who spend time with them and feed them twigs, scraps of cloth, and other small flammable objects. Torch mimic familiars have the following trait.

Familiar. The torch mimic can serve another creature as a familiar, forming a magic, telepathic bond with that willing companion. While the two are bonded, the companion can sense what the torch mimic senses if they are within 1 mile of each other. When the companion uses an action to see and hear through the torch mimic's senses, the companion can also speak through the torch mimic, projecting its voice directly through the torch mimic or giving it an echo-like quality to make the source indeterminable. At any time and for any reason, the torch mimic can end its service as a familiar, ending the telepathic bond.

Ramnath Nanthakumar (Order #37530305)

Tripwire Patch

In a verdant meadow, a mass of plants grows wild. Vines rustle below the greenery, searching for unwary creatures on which to feed.

This huge mass of vines and foliage sits in woodlands and other clearings, waiting for creatures to draw close enough to attack. The tripwire patch knocks unsuspecting travelers off their feet, dragging them to its open maw to serve as its next meal.

Benign Fertilizers. When it consumes any living creature, the tripwire patch magically fertilizes the land for miles around it. The more creatures the patch consumes, the greater the blessing to the surrounding area. Plant creatures instinctively understand the odd yet powerful boost tripwire patches provide to a forest's health. Plants capable of trapping, luring, or moving animals often bring such creatures to tripwire patches in times of drought or after forest fires, following some unknown instinct to preserve the forest. Druids understand it is necessary to help devastated forests and interfere only when humanoid lives are at risk.

Unwitting Tools. Cultists aware of the tripwire patch's plenteous properties feed it victims to prove their fell god's power. Farmers hit with drought, blight, or crop infestations sometimes trick undesirables into entering a tripwire patch's territory, ensuring bountiful harvests while disposing of communal dead weight.



TRIPWIRE PATCH

Huge Plant, Unaligned

Armor Class 14 (natural armor)
Hit Points 95 (10d12 + 30)
Speed 10 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	17 (+3)	2 (–4)	12 (+1)	6 (–2)

Skills Perception +5, Stealth +4
Condition Immunities blinded, deafened, prone
Senses tremorsense 60 ft., passive Perception 15
Languages —
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Bountiful Death. When the tripwire patch reduces a creature to 0 hp, nearby plants erupt with growth. Plants within 20 feet of the body become thick, overgrown difficult terrain, and all plants within a 2-mile radius centered on the point where the creature was killed become enriched for 7 days for each CR of the slain creature (minimum of 7 days), cumulatively increasing in duration each time the patch kills a creature. Enriched plants yield twice the normal amount of food when harvested.

False Appearance. While the tripwire patch remains motionless, it is indistinguishable from a normal patch of foliage, such as flowers or bushes.

ACTIONS

Multiattack. The tripwire patch makes two Bite attacks or one Bite attack and two Tripwire Vine attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 13 (2d8 + 4) piercing damage.

Tripwire Vine. *Melee Weapon Attack:* +6 to hit, reach 20 ft., one creature. *Hit:* 7 (1d6 + 4) bludgeoning damage, and the target must succeed on a DC 14 Strength saving throw or be knocked prone and pulled up to 15 feet toward the tripwire patch.

REACTIONS

No Escape. If a prone creature within 5 feet of the tripwire patch stands up from prone, the tripwire patch can make one Bite attack against it.

Ramnath Nanthakumar (Order - 375303305)

Troll, Breakwater

The dark water roils with motion as dozens of foam-crusted trolls surge from the waves, locked in a vicious brawl.

Breakwater trolls are a coastal variety of marine troll, and they largely subsist on fish, shellfish, seals, and occasionally fisherfolk or sailors. Breakwater trolls are sometimes magically bound to protect coastal communities.

Hag Bound Trolls. The ritual necessary to create a bound horde of breakwater trolls was devised by sea hags, who would offer communities protection in exchange for gristly tribute. Hags keep the specifics of the ritual a closely-guarded secret, but the process binds the bodies and souls of captured trolls to a stretch of shoreline. When stormy seas roll in, the bound trolls appear in a violent foamy brawl that acts as a magical wave breaker, to protect small harbors, boats, and shoreline homes.

Necessary Evil. Breakwater trolls enjoy extreme weather events that stir up enormous and often dangerous waves. When the trolls sense an impending storm, they awake in a violent rage, attacking all creatures around them until the waves subside.

Shore Bound. Breakwater trolls rarely leave the area where they are bound, and they fight with one another when no other creatures are present during a storm. Though they attack anything on the shore, they don't chase victims that flee inland. Some breakwater trolls have even been observed helping those shipwrecked during a storm, though they are as likely to attack shipwrecked victims as aid them.



Breakwater Troll

Large Giant, Chaotic Neutral

Armor Class 15 (natural armor)

Hit Points 105 (10d10 + 50)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	20 (+5)	9 (–1)	14 (+2)	7 (–2)

Skills Athletics +7, Perception +5

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

Damage Immunities poison

Condition Immunities paralyzed, petrified, poisoned, prone

Senses darkvision 60 ft., passive Perception 15

Languages understands Giant but can't speak

Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Amphibious. The troll can breathe air and water.

Regeneration. The troll regains 10 hp at the start of its turn. If the troll takes lightning or force damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hp and doesn't regenerate.

Actions

Multiattack. The troll makes three Slam or Water Blast attacks. If it hits one Large or smaller creature with two Slam attacks, the target must succeed on a DC 15 Strength saving throw or be flung up to 15 feet to an unoccupied space the troll can see and knocked prone.

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

Water Blast. *Ranged Spell Attack:* +5 to hit, range 60 ft., one target. *Hit:* 11 (2d8 + 2) bludgeoning damage plus 3 (1d6) cold damage.

Surge (Recharge 5–6). The troll pushes a surge of water in a 30-foot line that is 10 feet wide. Each creature in that line must make a DC 15 Strength saving throw. On a failure, a creature takes 28 (8d6) bludgeoning damage and is pushed up to 15 feet away from the troll in a direction following the line. On a success, a creature takes half the damage and isn't pushed. The surge lasts until the start of the troll's next turn and any creature in the line must spend 2 feet of movement for every 1 foot it moves when moving closer to the troll. If the troll uses this action while underwater, creatures in the line have disadvantage on the saving throw, and any creature in the line must spend 4 feet of movement for every 1 foot it moves when moving closer to the troll.

Ramnath Nanthakumar (Order #37530305)

Troll, Gutter

A hunched figure climbs out of the ditch and creeps slowly down the street. It has a toad-like face, drab leathery skin covered in warts, and webbed feet. Its hands end in long, razor-sharp claws.

Standing just over six feet tall, gutter trolls are smaller, toad-like cousins of the common troll. They make their homes in sewer tunnels beneath cities or under city bridges, creeping out at night to prey on the local population.

Fey Origins. The first gutter troll is said to have spawned from a troll slain in battle with the Toad King (see *Tome of Beasts 2*), one of the fey animal lords. The troll took a big bite out of the Toad King before the animal lord and his servants took it down. The fey-touched flesh the troll had swallowed changed when it regenerated, and it returned to life as a toad-like, wart-covered gutter troll. Like frogs and toads, gutter trolls cannot attack the Toad King if they encounter him, unless magically compelled.

City Dwellers. Although gutter trolls can still sometimes be found dwelling in swamps and bogs or near riverside villages, they are most common in cities and towns where they can find more plentiful food. Cowards at heart, the trolls avoid drawing unwanted attention from city authorities by hunting their prey in the worst parts of town, where beggars and street urchins regularly go missing.

Sticky Tongues and Psychoactive Sweat. Gutter trolls are stealthy hunters, emerging from ditches or sewers, grabbing victims with their long sticky tongues, and dragging their prey down into their lairs. Their warty skin secretes sweat with psychoactive properties, which weaken the victim's ability to fight back.

Gutter Troll

Medium Giant, Neutral Evil

Armor Class 15 (natural armor)

Hit Points 75 (10d8 + 30)

Speed 30 ft., swim 30 ft.

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

Skills Perception +2, Stealth +5

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Giant

Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Amphibious. The troll can breathe air and water.

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

Psychoactive Sweat. Any creature that starts its turn within 5 feet of the troll must succeed on a DC 13 Constitution saving throw or be poisoned until the start of its next turn.

Regeneration. The troll regains 10 hp at the start of its turn. If the troll takes acid or fire damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hp and doesn't regenerate.

Actions

Multiattack. The troll makes one Bite attack and two Claw attacks. It can replace its Bite attack with a Sticky Tongue attack.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.

Sticky Tongue. *Melee Weapon Attack:* +6 to hit, reach 20 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage, and the target must succeed on a DC 14 Strength saving throw or be pulled up to 15 feet toward the troll.



Ramnath Nanthakumar (Order #37530305)

Troll, Rattleback

The sound of rattling echoes around a boulder as a creature rises behind it. Black diamond shapes decorate its scales. The creature's underbelly is yellow, its claws are black as coal, and its mouth opens to reveal two long fangs and a forked tongue—but it walks on two legs.

Rattleback trolls are a terror of the badlands where they live and hunt. They are primarily nocturnal and sleep away the days in rocky holes or small caves. Humanoids living near a rattleback troll's lair often leave slain game as tribute at the entrance while it sleeps, in hopes that it will not go hunting too close to their village that evening.

Venomous Killers. The rattleback troll's bite injects a debilitating venom that rots the flesh around the wound, preventing natural healing. When surrounded or attacked by multiple creatures, the troll expels a gout of this poison to drive off its attackers. Fortunately, the rattleback troll rarely enters a fray without shaking itself into a frenzy first, and the shell plates on its back give off a warning rattle before it strikes.

Rattleback Troll

Large Giant, Chaotic Evil

Armor Class 16 (natural armor)
Hit Points 126 (12d10 + 60)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	20 (+5)	7 (–2)	12 (+1)	7 (–2)

Saving Throws Con +8
Skills Perception +4, Stealth +7
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 14
Languages Common, Giant
Challenge 7 (2,900 XP)
Proficiency Bonus +3

Distracting Rattle. The troll's shell plates rattle constantly, creating a droning, distracting noise. When a creature casts a spell with a verbal component while within 30 feet of the troll, that creature must succeed on a DC 15 Constitution saving throw or lose the spell.

Night Hunters. While in dim light or darkness, the rattleback trolls has advantage on Wisdom (Perception) checks that rely on sight.

Regeneration. The troll regains 10 hp at the start of its turn. If the troll takes fire damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hp and doesn't regenerate.

Actions

Multiattack. The troll makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage plus 7 (2d6) poison damage. The target must succeed on a DC 15 Constitution saving throw or become poisoned for 1 minute. While poisoned this way, the target can't regain hp. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

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

Venom Spray (Recharge 5–6). The troll sprays its venom in a 30-foot cone. Each creature in that area must make a DC 15 Constitution saving throw. On a failure, a creature takes 28 (8d6) poison damage and is poisoned for 1 minute. On a success, a creature takes half the damage and isn't poisoned. While poisoned in this way, a creature can't regain hp. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



Ramnath Nanthakumar (Order #37530305)

Troll, Tumor



Bulging, swollen flesh and vestigial limbs, teeth, and heads emerge from this creature without rhyme or reason. It rears back, screaming at the sky.

A tumor troll is a troll that has developed a horrifying disease. The disease poisons the troll's blood and disrupts its regeneration, causing it to respond to even shed skin by generating new limbs and flesh. The result is a creature covered in teratomas and trapped in a cycle of endless pain. Tumor trolls are more aggressive than most trolls, as feeding is one of the few things that lessens their pain.

Reviled by Trolls. To other trolls, a tumor troll represents one of the worst fates imaginable. Most troll tribes will have nothing to do with their misshapen brethren, while others throw them into funeral bonfires or drop them into deep pits, as acts of mercy.

Accidental Creation. Though tumor trolls occur naturally, magical experiments on trolls occasionally result in a tumor troll. If the experimenter survives, they might leash the troll to guard some section of their lair, as the creatures are easier to manage than troll mercenaries.

TUMOR TROLL

Large Giant, Chaotic Evil

Armor Class 13 (natural armor)
Hit Points 125 (10d10 + 70)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	7 (–2)	24 (+7)	5 (–3)	7 (–2)	5 (–3)

Saving Throws Wis +1
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 8
Languages Giant
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Regeneration. The tumor troll regains 10 hp at the start of its turn. If the troll takes acid or fire damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hp and doesn't regenerate.

Uncontrolled Growth. When the tumor troll regains hp from its Regeneration trait, it gains a random teratoma from the Teratoma Chart. The teratoma and its effects last until the teratoma is removed or replaced by another teratoma. The troll can have only three teratomas at any given time. If it would gain a fourth, the oldest teratoma fades and is replaced with the new teratoma.

ACTIONS

Multiattack. The tumor troll makes two Bite attacks and two Claw attacks. It can replace one Claw attack with a Fling Limb attack. When it does, the tumor troll doesn't have disadvantage on this attack roll from being within 5 feet of a creature, though it can have disadvantage from other sources.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus 3 (1d6) poison damage.

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

Fling Limb. *Ranged Weapon Attack:* +7 to hit, range 20/60 ft., one target. *Hit:* 9 (2d4 + 4) bludgeoning damage plus 7 (2d6) poison damage. Remove one teratoma from the tumor troll. The tumor troll can't use this action if it doesn't have a teratoma.

TERATOMA CHART

d6	Teratoma
1	**New Senses.** A bevy of new ears and noses give the troll advantage on Wisdom (Perception) checks that rely on hearing or smell.
2	**Many Feet.** The troll can't be knocked prone.
3	**Adrenal Overdrive.** The troll can't be frightened, and it doesn't suffer from exhaustion.
4	**Clinging Limbs.** When this teratoma is removed with the Fling Limb action, it attaches to the target. While it is attached to the target, the target takes 3 (1d6) poison damage at the start of each of its turns. A creature, including the target, can use its action to detach the teratoma.
5	**Echo Chambers.** The troll has blindsight out to a range of 60 feet.
6	**New Pain Nerves.** The troll has disadvantage on any roll that is not an attack roll.

Ramnath Nanthakumar (Order #37530305)

Trollkin, Desert

The wizened trollkin, wearing thick robes and religious trinkets, raises its staff to the sky, fire coalescing around its hands. The ironclad trollkin beside it roars, hefts a large sword, and charges with the shaman's fire flying beside it.

The resilient desert trollkin make their homes in badlands and deserts. To most outsiders, theirs is a harsh culture, but to the trollkin, their unforgiving home demands strength, cunning, and hardiness.

Fire Shamans. Trollkin fire shamans are respected and feared among their people. They harness the fiery power of the desert sun, and they can incinerate anyone who dares to oppose them.

Ironmongers. Ironmongers are veteran trollkin armor and weaponsmiths clad in their creations. They act as vanguards for the desert trollkin.

Trollkin Fire Shaman

Medium Humanoid (Trollkin), Neutral

Armor Class 14 (leather armor)
Hit Points 45 (7d8 + 14)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	9 (–1)	16 (+3)	8 (–1)

Skills Arcana +1, Perception +5, Religion +3
Senses darkvision 60 ft., passive Perception 15
Languages Common, Trollkin
Challenge 2 (450 XP) **Proficiency Bonus** +2

Regeneration. The trollkin gains 3 hp at the start of its turn. If the trollkin takes acid or fire damage, this ability doesn't function at the start of the trollkin's next turn. The trollkin dies only if it starts its turn with 0 hp and doesn't regenerate.

Thick Skin. The trollkin's skin is thick and tough, granting it a +1 bonus to Armor Class. This bonus is already factored into the trollkin's AC.

Actions

Multiattack. The fire shaman uses Mark Foe. It then makes two Hurl Flame attacks or three Staff attacks.

Staff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage, or 4 (1d8) bludgeoning damage if used with two hands.

Hurl Flame. *Ranged Spell Attack:* +5 to hit, range 120 ft., one target. *Hit:* 8 (2d4 + 3) fire damage.

Mark Foe. One creature the shaman can see within 60 feet must succeed on a DC 13 Wisdom saving throw or be wreathed in magical fire for 1 minute. While wreathed, it can't take the Hide action or become invisible. The next time the creature takes damage, it takes an extra 7 (2d6) fire damage, and the magical fire ends.

Reactions

Fiery Escape (2/Day). When the shaman takes damage, each creature within 5 feet of it must succeed on a DC 13 Dexterity saving throw or take 7 (2d6) fire damage. The shaman is then wreathed in flames and teleports up to 30 feet to an unoccupied space it can see.

Trollkin Ironmonger

Medium Humanoid (Trollkin), Neutral

Armor Class 19 (plate)
Hit Points 105 (14d8 + 42)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	17 (+3)	11 (+0)	12 (+1)	9 (–1)

Senses darkvision 60 ft., passive Perception 11
Languages Common, Trollkin
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Regeneration. As the fire shaman, but it regains 5 hp.

Thick Skin. As the fire shaman.

Actions

Multiattack. The ironmonger makes one Greatsword attack and two Slam attacks, or it makes three Throwing Axe attacks.

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

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

Throwing Axe. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/60 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Reactions

Impregnable Counter. When a creature within 5 feet of the ironmonger misses a melee attack against it, the attacker must succeed on a DC 15 Strength saving throw or be knocked prone.



Ramnath Nanthakumar (Order # 37530305)

Trollkin Ragecaster



A thick-skinned trollkin wearing worn leather armor and a wolf fur cloak levitates. Hatred burns in its eyes as magic sparks around its arms.

Deadly Children. Ragecasters are spellcasters born among trollkin clans. Like many spellcasters, ragecasters display their magical gifts at a young age, but then their great tempers begin to show. These tempers lead to devastating incidents: huts housing the child are struck by lightning, villagers who upset the child catch on fire, trees fall when the child cries, and so on. Once a trollkin child shows the signs of being a ragecaster, it is given to the clan's shaman to learn to control of its magic and temper safely away from others.

Cursed Anger. Many trollkin clans believe ragecasters are the result of a curse put upon all trollkin after some ancient clan broke an oath to a powerful being. The legend differs from clan to clan, with some saying it was a god and others believing it was Baba Yaga. Whatever the origin, most trollkin view ragecasters as unpredictable, but a great asset in times of war.

Blood Moon Gatherings. Trollkin ragecasters who have learned control of their magic and temper keep to themselves and live on the outskirts of their clans. However, when the moon turns red, it fills ragecasters with uncontrollable anger, and they gather to unleash their elemental wrath on anything in the area.

TROLLKIN RAGECASTER

Medium Humanoid (Trollkin), Chaotic Neutral

Armor Class 15 (leather armor)

Hit Points 112 (15d8 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	16 (+3)	9 (–1)	14 (+2)	18 (+4)

Saving Throws Con +6

Skills Arcana +2, Perception +5, Intimidation +7

Senses darkvision 60 ft., passive Perception 15

Languages Common, Trollkin

Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Brutal Claws. A trollkin ragecaster's claw deals one extra die of its damage when the trollkin isn't ragecasting (included in the attack).

Magic Resistance. The ragecaster has advantage on saving throws against spells and other magical effects when it isn't ragecasting.

Regeneration. The trollkin ragecaster regains 10 hp at the start of its turn. If the tagecaster takes acid or fire damage, this trait doesn't function at the start of the ragecaster's next turn. The ragecaster dies only if it starts its turn with 0 hp and doesn't regenerate.

Thick Hide. The trollkin ragecasters skin is thick and tough, granting it a +1 bonus to Armor Class. This bonus is already factored into the trollkin's AC.

Actions

Multiattack. The trollkin ragecaster makes two Claw attacks or two Elemental Blast attacks.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 16 (3d8 + 3) slashing damage when not ragecasting, or 12 (2d8 + 3) slashing damage while ragecasting.

Elemental Blast (Ragecasting Only). *Ranged Spell Attack:* +7 to hit, range 120 ft., one target. *Hit:* 14 (3d6 + 4) cold, fire, lightning, or thunder damage (the trollkin's choice).

Spellcasting (Ragecasting Only). The trollkin ragecaster casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 15):

At will: *thunderwave*

3/day each: *call lightning*, *fireball*

1/day: *fire shield*

Bonus Actions

Ragecasting (3/Day). The trollkin ragecaster enters a special rage that allows it to channel the power of the elements for 1 minute. While ragecasting, the trollkin has disadvantage on Wisdom saving throws and gains a flying speed of 60 feet. The trollkin can end ragecasting as a bonus action. When the ragecasting ends, the trollkin descends 60 feet per round until it lands on a solid surface, and it can continue concentrating on a spell it cast while ragecasting.

Ramnath Nanthakumar (Order - 375303805)

Truant Devourer

The decaying form was once a gnoll. It is adorned with symbolic jewelry, religious fetishes, and tattoos of unholy iconography.

Truant devourers are enforcers of the lords of undeath and servants of the undying. They track down the enemies of the dead, especially those that were once counted as allies, and bring them to a fitting end.

Devourers of the Damned. Truant devourers hunt all those who have offended the gods of death: cultists that cease worship, souls that have somehow rejoined the living world, or priests that have abandoned a death deity for another god. Devourers are devoted to their lords and relentless in their pursuit. They have all the time in the world to find those who blaspheme against the gods of death.

TRUANT DEVOURER

Medium Undead, Any Alignment (As Its Creator Deity)

Armor Class 16

Hit Points 156 (24d8 + 48)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	14 (+2)	16 (+3)	18 (+4)	13 (+1)

Skills Perception +8, Religion +7, Stealth +7

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 90 ft., passive Perception 18

Languages Common plus up to three other languages

Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Heretic Sense. The truant devourer can pinpoint the location of heretics of its faith within 60 feet of it and can sense the general direction of such creatures within 1 mile of it.

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

Turn Resistance. The truant devourer has advantage on saving throws against any effect that turns undead.

Undead Nature. The truant devourer doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The truant devourer makes three Devourer's Cleaver or Necrotic Bolt attacks. It can replace one attack with a Life Drain attack.

Devourer's Cleaver. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage plus 9 (2d8) necrotic damage.

Life Drain. *Melee Spell Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 17 (3d8 + 4) necrotic damage. The target must succeed on a DC 16 Constitution saving throw or its hp maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hp maximum to 0.

Necrotic Bolt. *Ranged Spell Attack:* +8 to hit, range 120 ft., one target. *Hit:* 17 (3d8 + 4) necrotic damage.

Invisibility. The truant devourer magically turns invisible until it attacks or uses Grasping Claws, or until its concentration ends (as if concentrating on a spell). Any equipment it wears or carries is invisible with it.

Grasping Claws (Recharge 5–6). The truant devourer calls dozens of ghostly, skeletal claws to erupt from a point on the ground it can see within 60 feet of it. Each creature within 15 feet of that point must make a DC 16 Dexterity saving throw. On a failure, a creature takes 31 (7d8) necrotic damage and is restrained for 1 minute. On a success, a creature takes half the damage and isn't restrained. A restrained creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

BONUS ACTIONS

Dusty Step. The truant devourer teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see. A cloud of dust appears at the origin and destination when it uses this bonus action.



Ramnath Nanthakumar (Order # 37530305)

Tuberkith

A stout, potato-shaped humanoid hums happily as it pushes its wheelbarrow filled with radishes through a recently harvested field.

Tuberkith are root vegetables given sentience by fey magic. After a rural village offended the local fey court, its unseelie ruler condemned the villagers to watch their year's harvest uproot itself and walk away, leaving them to starve. Potatoes, beets, yaro, and yams crawled free from the soil and strolled about the village.

The fey lord's curse did not work out as intended: Instead of fleeing into the surrounding wilderness, the tuberkith became quite social. They exhibited a natural predisposition for managing crops and happily supported the villagers' farming efforts in growing additional food. The tuberkith settled among the villagers and formed families, becoming a blessing in the long run.

Friends in the Field. Tuberkith form strong relationships with the communities around them, who cherish the tuberkith's natural connection to the fields they work. They seem to especially enjoy working with humans, halflings, and erina.

Planting Offspring. When reproducing, both tuberkith parents plant an eye in the ground. The parents tend to the burgeoning roots for three months, then they pull the new offspring from the ground.

Defensive Weapons. Like other cultures, tuberkith have developed weapons to defend themselves from predators and foes. The tuberkith wield two-handed mashers, which can knock their foes to the ground, while allies use one-handed peelers to effortlessly slice flesh from the prone enemies.



Tuberkith

Small Plant, Any Alignment

Armor Class 13 (natural armor)

Hit Points 22 (4d6 + 8)

Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	14 (+2)	15 (+2)	10 (+0)	12 (+1)	9 (–1)

Skills Nature +2 Perception +3, Survival +3

Senses darkvision 60 ft., passive Perception 13

Languages Common, Sylvan

Challenge 1/4 (50 XP) **Proficiency Bonus** +2

Deep Roots. The tuberkith has advantage on Strength and Dexterity saving throws made against effects that would move it against its will along the ground.

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

Actions

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

Masher. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage. If the target is a creature, it must succeed on a DC 12 Strength saving throw or be knocked prone.

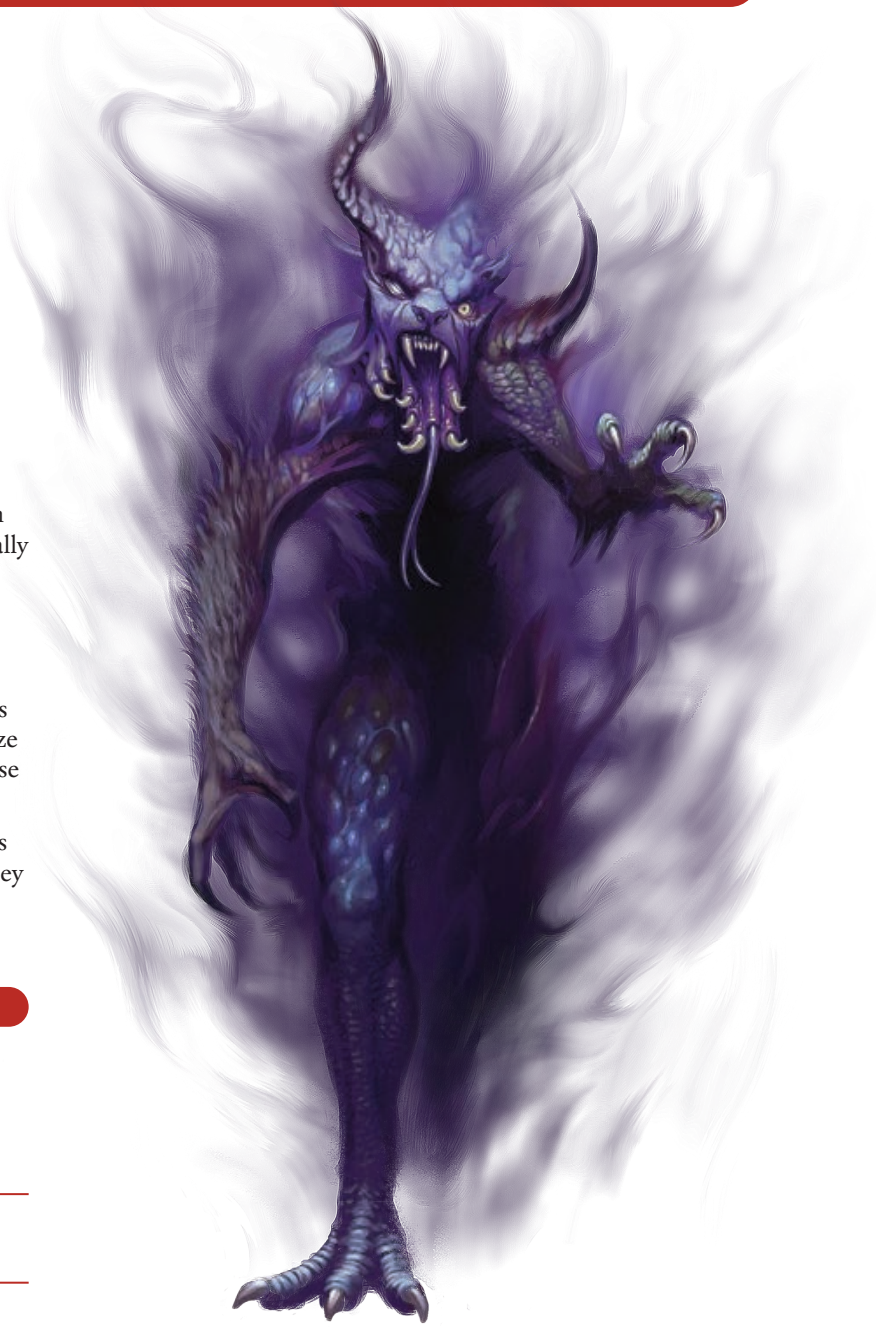
Flourishing Influence

When five or more tuberkith settle in an area and work farmland, planting and harvesting crops, for at least one season, the plants within 5 miles of the tuberkith's farm become healthier and enriched. Such plants are immune to nonmagical blights, diseases, and poisons, and they have advantage on saving throws against magical blights, diseases, and poisons. In addition, these plants produce half again the normal amount of food when harvested. Once active, this effect remains as long as at least one tuberkith continues to work at least one acre of farmland in the area each season.

Ramnath Nanthakumar (Order #37530305)

Umbral Shambler

This otherworldly humanoid's body has distorted, twisted features and skin that shifts constantly from scaly, to slimy, to fleshy, and back again. Its true form is blurred and hard to see, and the very shadows seem unwilling to reveal its full form.



These creatures of the Void appear humanoid but can never be seen clearly, their bodies always seeming to blur and shiver. What can be seen is disturbing: limbs and digits in strange proportions, distorted facial features, skin that is scaly one moment, slimy and translucent the next. Their bodies move with strange spasms and tremors.

Corrupted by the Void. Exposure to the Void can warp creatures both mentally and physically. Umbral shamblers were once humanoid travelers, but sudden and overwhelming exposure to the Void has complete transformed them into twisted remnants of their former selves. More rarely, long term Void corruption can lead to this sort of transformation, especially among humanoids who practice Void magic or in priests of the Void. The satarre (see *Tome of Beasts 2*) are said to know a ritual that transforms any human into an umbral shambler.

Humanoid Hunters. Umbral shamblers take great delight in stalking humanoids, moving swiftly under cover of darkness in forests or cities to appear to surround a victim. They terrorize such prey above all others, delighting in the destruction of those they once resembled.

Void Assassins. Because of their ability to step through walls and doorways, umbral shamblers make excellent assassins. They serve various Void cults in this way, taking orders from dark prophets, void cultists, and the satarre.

UMBRAL SHAMBLER

Medium Aberration, Neutral Evil

Armor Class 13

Hit Points 39 (6d8 + 12)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	15 (+2)	11 (+0)	14 (+2)	12 (+1)

Saving Throws Dex +5, Wis +4

Skills Perception +4, Stealth +5, Survival +4

Damage Vulnerabilities radiant

Damage Resistances necrotic, psychic

Condition Immunities charmed, exhaustion

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 14

Languages Common, Void Speech

Challenge 2 (450 XP) **Proficiency Bonus** +2

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

Tenebrous Agility. The umbral shambler's speed is doubled while in dim light or darkness, and it doesn't provoke opportunity attacks when it moves, provided it moves only in dim light or darkness. In addition, when a creature that relies on sight attacks the umbral shambler while the shambler is in dim light or darkness, the attacker has disadvantage on the attack roll.

Void Traveler. The umbral shambler doesn't require air, food, drink, sleep, or ambient pressure.

ACTIONS

Multiattack. The umbral shambler makes two Claws attacks.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) slashing damage plus 3 (1d6) necrotic damage.

Twisted Step. The umbral shambler can project itself beyond reality for a short time. Until the start of its next turn, the shambler can move through objects as if they were difficult terrain, provided an object is no more than 3 feet thick and at least one side of the object is in dim light or darkness. It takes 5 (1d10) force damage if it starts its turn inside an object.

Ramnath Nanthakumar (Order #37530305)

Underworld Sentinel

A huge, emaciated giant stands guard, its dark grey skin covered in glowing eldritch runes and spiral patterns. It holds an enormous scythe in its bony hands.

Underworld sentinels are undead giants sworn to serve the gods of death and undeath. They stand guard over necropolises, cemeteries, and the subterranean temples of the ghoul gods. Others watch over the entrances to the realms of the dead beneath the earth, charged with stopping the inhabitants from leaving—or the living from entering in the hope of rescuing the spirit of a loved one. Whatever their orders, underworld sentinels remain steadfast in their devotion to their dark gods and unswerving in their resolve to defend their posts.

Dark Origins. Centuries ago, a sinister cult dedicated to the deity of death arose among a clan of deep-dwelling stone giants. Heeding the pronouncements of a herald of undeath (see *Creature Codex*), the giants gave up their natural lives in exchange for immortality and unholy power. Carving runes and symbols into their bodies in a dark ritual, they were transformed into the first underworld sentinels. In the many years that followed, underworld sentinels spread throughout the world. Some enter the service of liches or mummy lords as guardians, while others dedicate themselves to protecting a shrine or temple to a deity of death or undeath.

UNDERWORLD SENTINEL

Huge Undead, Neutral

Armor Class 17 (natural armor)

Hit Points 126 (12d12 + 48)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	18 (+4)	10 (+0)	16 (+3)	14 (+2)

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

Skills Athletics +10, Perception +7, Religion +4

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

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

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

Languages Darakhul, Giant, Undercommon

Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Passage Guardian. The underworld sentinel can make an opportunity attack when a hostile creature moves within its reach as well as when a hostile creature moves out of its reach. It gets one extra reaction that be used only for opportunity attacks.

Turn Immunity. The underworld sentinel is immune to effects that turn undead.

Undead Nature. The underworld sentinel doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The sentinel makes two Scythe or Death Knell attacks.

Scythe. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 17 (2d10 + 6) slashing damage plus 10 (3d6) necrotic damage.

Death Knell. *Ranged Spell Attack:* +7 to hit, range 60 ft., one target. *Hit:* 16 (3d8 + 3) necrotic damage, or 22 (3d12 + 3) necrotic damage if the target is missing any of its hit points.

Grim Reaping (Recharge 5–6). The underworld sentinel spins with its scythe extended and makes one Scythe attack against each creature within its reach. A creature that takes necrotic damage from this attack can't regain hp until the end of its next turn.



Ramnath Nanthakumar (Order #375303805)

Urushi Constrictor

A constrictor snake enrobed in a sleeve of deadly leaves and vines slithers along the forest floor.

A melding of plant and beast, the urushi constrictor is driven by impulse and irritability. They were once pythons who coiled among the urushi vine, a parasitic plant that causes extreme rashes in most animals and humanoids that touch it. Eventually these pythons bonded with the vine, gaining a hazardous defense mechanism that augments their crushing hug.

Jungle Wanderers. Cursed by a constant itching, these snakes roam their territories, unable to maintain a lair for more than a few days. They can be tracked by the knowledgeable, for in their paths they leave seedlings of the urushi vines bonded to them. Great care must be taken when following such a path, as the swift-sprouting vines are just as toxic as the constrictor's noxious embrace.

URUSHI CONSTRICTOR

Large Monstrosity, Unaligned

Armor Class 14 (natural armor)

Hit Points 133 (14d10 + 56)

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

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	18 (+4)	3 (–4)	10 (+0)	3 (–4)

Skills Perception +3, Stealth +5

Damage Vulnerabilities fire

Damage Immunities bludgeoning, poison

Condition Immunities poisoned, prone

Senses blindsight 10 ft., passive Perception 13

Languages —

Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Jungle Camouflage. The constrictor has advantage on Dexterity (Stealth) checks made to hide in jungle terrain.

Poisonous Leaves. The skin of the constrictor is embedded with vines and poisonous leaves that burn on contact. A creature that isn't a Construct or Undead that touches the constrictor or hits it with a melee attack while within 5 feet of it takes 7 (2d6) poison damage.

Urushi Blight. A creature infected with this disease manifests symptoms within 1d4 hours, which includes the gradual spread of a painful, itching rash that develops into inflamed and blistered skin over the course of the first day. Until the disease is cured, the infected creature has disadvantage on Constitution saving throws made to maintain concentration on a spell, and it has disadvantage on Dexterity and Charisma saving throws and ability checks. At the end of each long rest, the infected creature must make a DC 15 Constitution saving throw. If it succeeds on two saving throws, it recovers from the disease.

ACTIONS

Multiattack. The constrictor makes two Bite attacks or one Bite attack and one Poisonous Constriction attack.

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one creature. *Hit:* 14 (2d10 + 3) piercing damage.

Poisonous Constriction. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 12 (2d8 + 3) bludgeoning damage, and the target is grappled (escape DC 15). Until this grapple ends, the target is restrained and takes 10 (3d6) poison damage at the start of each of its turns, and the snake can't use Poisonous Constriction on another target. Each time the target takes this poison damage, it must succeed on a DC 15 Constitution saving throw or contract the *urushi blight* disease (see the Urushi Blight trait).



Ramnath Nanthakumar (Order # 37530305)

Vampiric Vanguard

Leaping over the rampart, the vampire lashes out at its foes with long, razor-sharp claws.

Vampire lords animate many undead creatures to serve their various needs. Skeletons and zombies serve as frontline troops for their armies, while vampire spawn serve as devoted aide-de-camps who carry out orders unerringly. Vampiric vanguards make excellent shock troops and line breakers, destroying the flesh and spirit of their foes with enormous claws.

Tragic Champions. Vampire lords often transform vanquished paladins and other protectors of light into vampiric vanguards, reveling in the horrid juxtaposition between life and undeath while utilizing their warriors' spirit.

Bloodthirsty Regeneration. The vanguard's unique transformation grants it powerful jaws and claws that are longer than most vampires. Vanguards put these to good use because, unlike other vampires, they cannot regenerate wounds without drinking blood or eating flesh. The vanguards survive their own wounds only if they fight and devour their opponents.



VAMPIRIC VANGUARD

Medium Undead, Neutral Evil

Armor Class 14 (natural armor)
Hit Points 127 (15d8 + 60)
Speed 40 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	18 (+4)	11 (+0)	10 (+0)	8 (–1)

Saving Throws Dex +6, Wis +3
Skills Athletics +7, Acrobatics +6, Perception +3
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 60 ft., passive Perception 13
Languages the languages it knew in life
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Bloodthirsty. When the vampiric vanguard is below half its hp maximum, it has advantage on all melee attack rolls against creatures that aren't Constructs or Undead.

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

Undead Nature. The vampiric vanguard doesn't require air.

Vampire Weaknesses. The vampire has the following flaws:

- *Forbiddance.* The vampire can't enter a residence without an invitation from one of the occupants.
- *Harmed by Running Water.* The vampire takes 20 acid damage when it ends its turn in running water.
- *Stake to the Heart.* The vampire is destroyed if a piercing weapon made of wood is driven into its heart while it is incapacitated in its resting place.
- *Sunlight Hypersensitivity.* The vampire takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

Multiattack. The vampire vanguard makes one Bite attack and two Claw attacks. If the vanguard hits one target with both Claw attacks, the target must succeed on a DC 15 Constitution saving throw or take 7 (2d6) slashing damage, and the vampire regains hp equal to that amount.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 13 (2d8 + 4) piercing damage plus 7 (2d6) necrotic damage. The target's hp maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hp equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hp maximum to 0.

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

Bonus Actions

Fleet of Foot. The vampire takes the Dash action.

Ramnath Nanthakumar (Order #375303805)

Veritigibbet

This creature's most prominent feature is its oversized head—and when paired with its thin neck and narrow frame, it looks like a pumpkin threatening to break off a fragile vine. Its gaunt body is masked in well-tailored finery, and its immense mouth is curled up in a mocking sneer. The jewel-feathered wings protruding from its temples flap madly to keep it aloft.



Veritigibbets can be found in all the lands of the fey, asking probing (and often embarrassing) questions of every creature they meet. An encounter with one of the creatures often begins innocently enough, with the veritigibbet paying a compliment and asking a simple question or two, such as asking for a name or occupation, or commenting on the weather. However, veritigibbets are deeply interested in the secret lives of other creatures, and their questions get personal very quickly. Creatures that don't mind impertinent questions can do very well in conversation with a veritigibbet, as the chatty creatures often sprinkle the conversation with bits they've learned from others.

Sly Snoops. The rulers of the fey find veritigibbets to be adequate inquisitors and spy-catchers and they bond as many of the creatures to their causes as possible. Veritigibbets who have been bonded to a fey lord earn a modicum more respect than their unaligned peers, but most fey treat veritigibbets with grudging respect at best. Most fey find them to be loathsome tattlers and gossips.

Veritigibbet

Small Fey, Chaotic Neutral

Armor Class 14

Hit Points 63 (14d6 + 14)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	19 (+4)	12 (+1)	14 (+2)	11 (+0)	19 (+4)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks not made with cold iron weapons

Condition Immunities charmed, frightened

Senses passive Perception 10

Languages Common, Elvish, Sylvan

Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Fortissimo Fibber. The veritigibbet can't be magically silenced or forced to tell the truth by any means, and it knows if it hears a lie.

Ventriloquist. The veritigibbet can make its voice sound as though it originates from any point it can see within 60 feet of it.

Actions

Multiattack. The veritigibbet makes two Repartee attacks.

Repartee. *Melee or Ranged Spell Attack:* +6 to hit, reach 5 ft. or range 60 ft., one target. *Hit:* 14 (3d6 + 4) psychic damage.

Blather. The veritigibbet asks a question of a creature it can see within 30 feet of it. The target must make a DC 14 Wisdom saving throw. On a failure, the target must either answer the question truthfully and completely or have disadvantage on all attack rolls, saving throws, and ability checks for the next 1 hour, cumulatively increasing in duration each time the target fails the saving throw and chooses to take disadvantage. If the target chooses to answer the question, it can't dissemble or omit information relevant to the question being answered. On a success, the veritigibbet takes 3 (1d6) psychic damage. Creatures that are immune to being charmed aren't affected by this action.

Veiled Escape (1/Day). The veritigibbet teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see, becoming invisible when it arrives at the destination.

Reactions

Liar, Liar. When a creature lies while within 30 feet of the veritigibbet, that creature must succeed on a DC 14 Dexterity saving throw or take 3 (1d6) fire damage and it ignites. Until a creature takes an action to douse the fire, the target takes 3 (1d6) fire damage at the start of each of its turns.

Ramnath Nanthakumar (Order - 375303305)

Void Constructor

This metal cephalopod has cross-shaped eyes and metallic tentacles. It emits a low hum and the scent of burning wheat fields.

Void constructors exist to build gates to other planes, allowing creatures from those planes to emerge and wreck havoc.

Nocturnal Builders. Void constructors work to build henges (see Void Henge sidebar) at night. Constructors build henges out of available natural materials, like stone or wood.

Empowered Servitors. When the Void henge is complete, the participating Void constructors gain an aura that helps them subdue their quarry. They then seek out suitable sacrifices for the henge.

Void Constructor

Medium Construct, Neutral Evil

Armor Class 19 (natural armor)

Hit Points 43 (5d8 + 20)

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

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	18 (+4)	6 (–2)	8 (–1)	3 (–4)

Damage Immunities necrotic, poison, psychic

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

Senses darkvision 60 ft., passive Perception 9

Languages understands Void Speech but can't speak

Challenge 3 (700 XP)

Proficiency Bonus +2

Mobile Grappler. While grappling a creature, the constructor can move at its full speed, carrying the grappled creature along with it.

Tainted Aura. A Void constructor that has completed a Void henge gains necrotic energy while within 1 mile of the henge. At the start of each of the Void constructor's turns, each creature within 10 feet of it must succeed on a DC 13 Charisma saving throw or take 2 (1d4) necrotic damage. The Void constructor can choose for a creature it is grappling to be immune to the Tainted Auras of all Void constructors.

Actions

Multiattack. The Void constructor makes two Slam attacks.

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

Tentacles. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 13 (4d4 + 3) bludgeoning damage, and the target is grappled (escape DC 13). Until this grapple ends, the constructor can't use its tentacles on another target.



Void Henge

A Void henge is a collection of small, carved stone or wood structures arranged in a 10-foot-radius circle. Arcane symbols decorate the structures and the ground between them. One void constructor can build 1 percent of a henge in an 8-hour night. A completed henge has the following traits:

Open Portal. An evil spellcaster or a Void constructor in the henge can spend 10 minutes focusing energy to open a one-way portal from another plane for 1 hour in the center of the henge. The portal summons an aberration, elemental, or fiend at the end of each minute, provided at least one creature died within the henge during that minute. The summoned creature appears in the henge and is immune to the henge's Tainted Ground. The CR of the summoned creature equals the CR of the dead creature or half the total combined CRs of all creatures that died within that minute. When calculating CR, treat a CR 0 creature as CR 1/8. At the end of the hour, the portal closes, and the henge's structures crumble to dust, destroying the henge.

Tainted Ground. When a creature that isn't a construct or undead enters the henge or starts its turn there, it takes 4 (1d8) necrotic damage. A Void constructor that participated in building the henge can choose any number of creatures to be immune to this effect.

If using the Void Taint rule (see ***Midgard Worldbook***), a creature that spends at least 1 minute in the henge must succeed on a DC 15 Charisma saving throw or suffer 2 Void Taint and be afflicted with long-term madness.

Ramnath Nanthakumar (Order - 375303305)

Void Knight

An unearthly suit of armor approaches with heavy footsteps. Its gauntlets end in sharp claws, and strange lights dance behind its visor. A black and purple void churns where its breastplate should be.

Void knights are created by powerful eldritch beings, elder evils, or other cosmic entities. After these constructs are forged, they are sent as elite soldiers to herald the coming of their masters or the end of the world. A servant of these Void beings, the knight's true form is the essence of the Void that churns within the armor.

Unwavering Servant. The Void knight is created to follow its master's will, though it has its own independent thoughts and personality. Void knights are given free rein to accomplish their masters' wills through whatever means they deem necessary, and no two knights carry out orders in the same way.

Alien Armor. The Void knight's armor is forged specifically for it to control, functioning as a body and a way for the Void knight to interact with its surroundings. The armor channels the Void knight's power and contains unstable Void essence within it. When the Void knight's armored body is destroyed, its unstable form collapses, releasing a shockwave. In this way, the knights' masters ensure nothing remains of the knights for others to study and replicate.

VOID KNIGHT

Medium Construct, Lawful Evil

Armor Class 18 (natural armor)

Hit Points 153 (18d8 + 72)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	7 (–2)	18 (+4)	12 (+1)	16 (+3)	10 (+0)

Saving Throws Str +10, Con +8, Wis +7

Skills Athletics +10, Perception +7

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities force, poison

Condition Immunities blinded, charmed, deafened, exhausted, frightened, paralyzed, petrified, poisoned

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 17

Languages Void Speech, telepathy 120 ft.

Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Call of the Void. If a creature within 5 feet of the Void knight attempts to move away from it, that creature must succeed on a DC 13 Strength saving throw or be unable to move away from the Void knight. If the creature uses magic to move, such as the *misty step* or *freedom of movement* spells, it automatically succeeds on this saving throw.

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

Immoveable. The Void knight can't be moved against its will, except by magical means. In addition, the knight has disadvantage on Dexterity (Acrobatics) and Dexterity (Stealth) checks.

Implosive End. When the Void knight dies, it collapses in on itself, releasing a wave of Void energy. Creature within 5 feet of it must make a DC 16 Dexterity saving throw, taking 18 (4d8) force damage on a failed save, or half as much damage on a successful one.

Actions

Multiattack. The Void knight makes two Void Gauntlet attacks or three Void Bolt attacks.

Void Gauntlet. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage plus 18 (4d8) force damage. If the target is a Medium or smaller creature it must succeed on a DC 16 Strength saving throw or be knocked prone.

Void Bolt. *Ranged Spell Attack:* +7 to hit, range 120 ft., one target. *Hit:* 21 (4d8 + 3) force damage.

Pull of the Void (Recharge 5–6). The Void knight sends Void tendrils at up to three creatures it can see within 60 feet of it that are not behind total cover. Each target must succeed on a DC 16 strength Saving throw or be pulled up to 30 feet toward the knight. Then each creature within 5 feet of the Void knight takes 36 (8d8) force damage.



Ramnath Nanthakumar (Order #37530305)

Vorthropod



This fiery tempered crustacean hides in lava flows, where the intense heat keeping its shell supple.

Vorthropods are large hard-shelled horrors with oversized foreclaws and muscular tails. These creatures come into existence as byproducts of residual energies and powerful magic drawn from the Elemental Planes of Fire, Earth, or Water.

Paradoxical Shells. When a vorthropod molts, instead of fully casting off the old shell, it instead fuses with nearby lava. This creates a rocky, outer layer that requires the vorthropod to remain hot and submerged to be mobile, leaving the vorthropod's hunting trips outside the lava short and rarely far from heat. While the creature sleeps, it remains motionless just beneath the surface of the lava, and the top of its shell, layered from years of cooled lava, is indistinguishable from a stepping stone. If the vorthropod stays out of lava for too long, its shell becomes so heavy and hard that eventually it encases the creature alive under a layer of basalt. When this happens, the vorthropod hibernates until lava softens its shell, but the vorthropod dies if it is forced to hibernate for too long.

Treacherous Steps. Though strong swimmers, climbers, and sprinters, vorthropods prefer to simply bask in heat and lava. This makes them difficult to distinguish from tiny islands and safe footholds near volcanic activity. Touching one while crossing a lake of molten rock can easily lead to a fiery death—by lava or the vorthropod itself. Vorthropods typically start confrontations by slapping their tails, splashing lava and scattering hot stones, then they charge ahead in a superheated fury.

VORTHROPOD

Medium Monstrosity, Unaligned

Armor Class 15 (natural armor)
Hit Points 127 (15d8 + 60)
Speed 30 ft., swim 30 ft., climb 20 ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	19 (+4)	3 (–4)	12 (+1)	3 (–4)

Skills Stealth +6
Damage Resistances slashing, piercing
Damage Immunities fire, poison
Condition Immunities poisoned
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 11
Languages —
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Lava Bound. The vorthropod can exist outside of lava or magma for up to 4 hours each day. If it starts its turn outside of lava and didn't take fire damage since the end of its previous turn, its shell begins to cool and harden. While its shell is hardened, it has a walking speed of 20 feet, an Armor Class of 18, and vulnerability to bludgeoning damage. If it starts its turn in lava or if it took fire damage since the end of its previous turn, its shell becomes molten again.

If the vorthropod remains outside of lava for more than 4 hours, its shell becomes petrified, transforming into basalt, and the vorthropod within goes into hibernation. Its body returns to normal if it is submerged in lava or magma for 1 round. It can stay petrified in hibernation for up to 1d100 + 10 years, after which it dies.

Lava Camouflage. The vorthropod has advantage on Dexterity (Stealth) checks made to hide in lava and volcanic terrain.

Molten Shell. If the vorthropod's shell isn't hardened, a creature that touches the vorthropod or hits it with a melee attack while within 5 feet of it takes 7 (2d6) fire damage.

Actions

Multiattack. The vorthropod makes two Claw attacks.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) bludgeoning damage plus 7 (2d6) fire damage.

Molten Tail Slap (Recharge 4–6). The vorthropod unfurls its tail and slaps it down, showering the area with searing sparks and superheated rock. Each creature within 15 feet of it must make a DC 14 Dexterity saving throw, taking 28 (8d6) fire damage on a failed save, or half as much damage on a successful one.

Ramnath Nanthakumar (Order #37530305)

Wakwak

A tall bird with curved talons on its long legs stretches its wings, which are edged with sharp bone-like ridges. It utters a soft "wak" sound from its blood-stained beak.

When this predatory bird hunts the jungles and forests along the coast, it utters its signature cry, "wakwak" to coordinate with other members of its flock. The closer the wakwak gets to its prey, the softer it cries. Those who live in areas plagued by wakwaks knows that when the cry stops, the bird is about to attack.

Blood Drinker. Hunting packs of wakwaks mostly hunt other beasts, but they may attack small groups of travelers, or in rare cases, whole caravans, if the flock is large enough. When a wakwak brings down its prey, it uses its talons to open the flesh and drink blood.

Temperamental Mount. Like the axe beak, the wakwak can be trained to serve as a mount. No amount of training, however, can wholly eliminate the wakwak's bloodthirst. Even the best-trained and most loyal wakwaks often disobey riders and dive into a fray to drink the blood being spilled.

WAKWAK

Large Beast, Unaligned

Armor Class 13 (natural armor)
Hit Points 45 (6d10 +12)
Speed 40 ft., fly 10 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	2 (–4)	10 (+0)	6 (–2)

Skills Perception +2
Senses passive Perception 12
Languages —
Challenge 2 (450 XP) **Proficiency Bonus** +2

Bloodthirsty Pounce. If the wakwak moves at least 20 feet straight toward a creature and then hits it with a Talon attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the wakwak can make one Beak attack against it as a bonus action, gaining temporary hp equal to half the damage dealt.

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

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

Actions

Multiattack. The wakwak makes one Beak attack and one Talon attack.

Beak. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage.

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

Wing Slap (Recharge 5–6). The wakwak slams its sharp-edged wings together in front of itself in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw. On a failure, a creature takes 10 (3d6) slashing damage and is pushed up to 10 feet away from the wakwak and knocked prone. On a success, a creature takes half the damage and isn't pushed or knocked prone.



Wakwaks in the Southlands

Wakwaks can be found primarily in the plains and jungles of the Southlands, as well as the coastal regions around the White Sea and the Spice Coast. Sailors who travel the Showka Passage tell tales of wakwaks upon the various islands near Sailendra. Recently, a number of druids have been working to train wakwaks as mounts and companions for those traversing southern and eastern jungles.

Ramnath Nanthakumar (Order - 375303305)

Wandering Haze



A fluffy white cloud drifts overhead, its shadow meandering across the ground. As it shifts its movement against the prevailing winds, the puff of vapor extends long pseudopods to pummel its prey and drenches nearby targets in burning acidic rain.

The first wandering hazes sprang from eldritch contaminations of the void between the planes, corruption leaching from energies of chaos and madness. A pod of these creatures wandered through a rift and adapted to the mortal world by shifting their forms to resemble common clouds.

Mountain Hunter. Wandering hazes lurk in high mountains where the land rises to meet the cloud layer, though some have been encountered in fog banks, storms, or heavy gloom. They hunt any prey they can catch, from rabbits to deer to elk, using their slowing rain to immobilize fleeing creatures.

Psychic Malevolence. The mind of a wandering haze is such a raging torrent of alien sentience that it often drives its prey to disorientation or madness. Fireside stories told in mountain villages often include cautionary tales of poor souls who stumbled down from the highlands, jabbering nonsense about burning rain and hearing screams that won't stop.

WANDERING HAZE

Gargantuan Ooze, Unaligned

Armor Class 16 (natural armor)

Hit Points 170 (11d20 + 55)

Speed 5 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	20 (+5)	3 (–4)	13 (+1)	3 (–4)

Skills Perception +5, Stealth +7

Damage Resistances cold

Damage Immunities acid

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 15

Languages —

Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Acidic Fog. A creature that starts its turn in the wandering haze's space takes 7 (2d6) acid damage.

Cloud Form. The wandering haze can move through a space as narrow as 1 inch wide without squeezing, and the haze can enter a hostile creature's space and vice versa. The wandering haze's space is heavily obscured.

False Appearance. While the wandering haze remains motionless, or floats on air currents, it is indistinguishable from an ordinary cloud or fog bank.

Ooze Nature. The wandering haze doesn't require sleep.

ACTIONS

Multiattack. The wandering haze makes three Pseudopod attacks.

Pseudopod. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 11 (2d4 + 6) bludgeoning damage plus 7 (2d6) acid damage.

Sheath of Chaos. The wandering haze wraps its cloudy form tighter around those within it. Each creature in the wandering haze's space must make a DC 17 Wisdom saving throw. On a failure, a creature takes 27 (6d8) psychic damage and is disoriented until the end of its next turn as its mind fills with the gibbering terrors of the chaos that created the wandering haze's form. On a success, a creature takes half the damage and isn't disoriented. When a disoriented creature moves, it moves in a random direction.

Acidic Cloudburst (Recharge 5–6). The wandering haze releases a deluge of acid. Each creature within 10 feet of it must make a DC 17 Dexterity saving throw. On a failure, a creature takes 35 (10d6) acid damage and its speed is halved for 1 minute. On a success, a creature takes half the damage and its speed isn't reduced. A creature with halved speed can make a DC 17 Constitution saving throw at the end of each of its turns, ending the effect on itself on a success.

Ramnath Nanthakumar (Order : 375303305)

Waterkledde

The gentle kitten sitting by the riverbank mewls softly. Suddenly, it pounces, transforming into a wolfish, winged horror with eyes that smolder a supernatural green.

The waterkledde is a fiendish shape-shifter that preys upon travelers after sunset. While it can assume the form of nearly any beast, its true form is a winged black wolf with the hindquarters of a horse and a sharp beak within a wolfish snout. The waterkledde often makes its lair by bodies of water and herds its prey there to drown it before tearing it apart.

Insidious Tormentor. The waterkledde delights in causing suffering before claiming the lives of its prey. It can speak the common tongues of man and often likes to hound its prey from a distance, calling out "Kludde! Kledde! Kleure!" to confuse, startle, and terrify them. After harrying prey, it assumes a shape such as a lonely horse or eager mutt, which approach and attack without arousing suspicion.

Stuff of Superstition. Warnings about the waterkledde are many and meant safeguard the kind and naive. Locals warn travelers not to pick up stray animals; if they carry a waterkledde it might transform into something large enough to crush the kindly carrier. They advise travelers to drop a handkerchief if they are being chased by the waterkledde, insisting the travelers will be safe because the creature must stop and tear apart the handkerchief before resuming pursuit. When adventurers arrive to rid an area of a waterkledde, locals often attempt to stop them, insisting seven more will arise to take its place if it is killed outside its watery lair.



WATERKLEDDE

Large Fiend, Chaotic Evil

Armor Class 14 (natural armor)

Hit Points 123 (13d10 + 52)

Speed 40 ft., fly 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	18 (+4)	10 (+0)	12 (+1)	14 (+2)

Saving Throws Cha +5

Skills Athletics +7, Deception +5, Stealth +5

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

Senses darkvision 60 ft., passive Perception 11

Languages Common

Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Hold Breath. The waterkledde can hold its breath for 15 minutes.

Actions

Multiattack. The waterkledde makes one Bite attack and two Claw attacks. If it hits one Medium or smaller creature with both Claw attacks, the waterkledde latches onto the creature with its Beak, and the target is grappled (escape DC 15). Until this grapple ends, the target is restrained, the waterkledde can automatically hit the target with its Beak, and the waterkledde can't make Beak attacks against other targets.

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

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

Frightening Call (Recharge 5–6). The waterkledde screeches "Kludde! Kledde! Kleure!" in a 30-foot cone. Each creature in that area must make a DC 15 Wisdom saving throw. On a failure, a creature takes 22 (5d8) psychic damage and is frightened for 1 minute. On a success, a creature takes half the damage and isn't frightened. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Bonus Actions

Change Shape. The waterkledde magically transforms into a Small or Medium Beast, or back into its true, fiendish form. Without wings, it loses its flying speed. Its statistics, other than its size and speed, are the same in each form. No matter the form, its eyes are always an unnatural green. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Supernatural Speed. The waterkledde takes the Dash or Disengage action.

Ramnath Nanthakumar (Order #37530305)

Wild Sirocco

A wide, swirling vortex of flame whips low across the desert sands, tearing through bramble with ease and terrorizing wandering camels. The whirling blaze rips up a palm tree, and after scorching it to a crisp, tosses the charred thing out before catching it again in its hot zephyrs like a delightful toy.

Born where the Elemental Planes of Air and Fire meet, these creatures are as capricious as the former and as consuming as the latter. Driven by a compulsion to burn through everything in its path, these fiery vortexes scoop up anything in reach, scorch it, then fling the wreckage wantonly. In the desert, this may mean cacti and sun-bleached bones; in a wizard apprentice's summoning room, this could mean far worse.

Eagerly Destructive. A wild sirocco is often excited to be summoned to another plane where it might test its fiery embrace upon anything flammable. It is discontent to guard anything, preferring to seek out foes so that it might carve a charred path and defeat them for its summoner. Every reputable wizard school warns its students against summoning these elementals, as a wild sirocco is an unruly ally at best and a volatile, unpredictable force of nature at worst.

Wild Sirocco

Large Elemental, Neutral

Armor Class 13

Hit Points 105 (14d10 + 28)

Speed 0 ft., fly 80 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	15 (+2)	5 (–3)	10 (+0)	7 (–2)

Damage Vulnerabilities cold

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire, poison

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

Senses darkvision 60 ft., passive Perception 10

Languages Auran, Ignan

Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Blazing Maelstrom Form. The wild sirocco can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the sirocco or hits it with a melee attack while within 5 feet of it takes 3 (1d6) fire damage. In addition, the sirocco can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 3 (1d6) fire damage and must succeed on a DC 15 Strength saving throw or be knocked prone.

Elemental Nature. The wild sirocco doesn't require air, food, drink, or sleep.

Water Susceptibility. For every 5 feet the wild sirocco moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

Actions

Multiattack. The wild sirocco makes two Fiery Wallop attacks.

Fiery Wallop. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage plus 7 (2d6) fire damage.

Scorching Winds (Recharge 5–6). The wild sirocco whips up scorching winds around it in a blaze. Each creature within 10 feet of the wild sirocco must make a DC 15 Strength saving throw. On a failure, a creature takes 21 (6d6) fire damage, ignites, and is thrown up to 20 feet in a random direction and knocked prone. If a thrown creature strikes a solid surface, the creature takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If it is thrown at another creature, that creature must succeed on a DC 15 Dexterity saving throw or take the same damage and be knocked prone. Until a creature takes an action to douse the fire, an ignited creature takes 3 (1d6) fire damage at the start of each of its turns.



Ramnath Nanthakumar (Order : 375303805)

Wilderness Crone



An elderly woman with gnarled, bark-like skin and a cloak of pine branches stands beneath the boughs at the forest's edge.

Wilderness crones are not hags or evil, but they are often mistaken for both. They are protective of their forests, but if approached respectfully, they can be amicable and welcoming.

Wisdom of the Woods. Many seek wilderness crones for their knowledge and magic, but crones have no use for gold. They share their knowledge or power only after petitioners complete a task to protect or expand the forest.

Solitary and Reclusive. Wilderness crones live alone in remote forests. While they befriend beasts and plants and tolerate most fey, they are highly suspicious of intruders. They frighten away woodcutters, hunters, or others they believe will harm their home and its inhabitants. If intruders don't flee, the crones resort to direct confrontation.

Wild Crones. Wilderness crones mirror their environments, leading to variations. The most common wilderness crone inhabits temperate forests and is known as a "pine crone."

WILDERNESS CRONE

Medium Fey, Neutral

Armor Class 17 (natural armor)

Hit Points 105 (14d8 + 42)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	17 (+3)	15 (+2)	18 (+4)	8 (–1)

Saving Throws Con +6, Wis +7

Skills Medicine +7, Nature +8, Stealth +3

Damage Resistances piercing

Senses darkvision 60 ft., passive Perception 14

Languages Common, Sylvan

Challenge 6 (2,300 XP) **Proficiency Bonus:** +3

Beast Passivism. No beast with an Intelligence of 3 or less can willingly attack the crone. They can be forced to do so through magical means.

Speak with Beasts and Plants. The crone can communicate with Beasts and Plants as if they shared a language.

Actions

Multiattack. The wilderness crone makes three Staff attacks.

Wild Staff. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage plus 4 (1d8) force damage.

Needle Breath (Recharge 5–6). The crone exhales pine needles in a 30-foot cone. Each creature in the area must make a DC 15 Dexterity saving throw, taking 28 (8d6) piercing damage on a failed save, or half as much damage on a successful one.

Spellcasting. The crone casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability (spell save DC 15):

At will: *minor illusion, tree stride*

3/day each: *goodberry, hold person, locate animals or plants*

1/day each: *commune with nature, remove curse*

Reactions

Transmigratory Strike. When the crone kills a Humanoid, she can immediately restore it to life as a Beast with a challenge rating no higher the Humanoid's CR or level. This reaction otherwise works like the *reincarnate* spell.

WILDERNESS CRONE VARIANTS

Wilderness crones vary, depending on their home. To create a wilderness crone of a specific environment, use the statistics presented here, except as described below. Their CR is unchanged.

Arctic. Often called "snow crones," crones of the boreal forests have icy skin and resistance to cold damage. A snow crone's Needle Breath is a barrage of ice shards that deals both cold and piercing damage.

Underground. Dubbed "stone crones," crones tending fungal forests underground have stony skin and resistance to poison damage. A stone crone's Needle Breath is a cloud of spores that deals poison damage.

Volcanic. Known as "cinder crones," crones seeding the soil of volcanic regions have red and orange skin and resistance to fire damage. A cinder crone's Needle Breath is a roar of flames that deals fire damage.

Ramnath Nanthakumar (Order #37530305)

Wind Witch

A massive tumbleweed bounces along the barren landscape. Suddenly it pivots and rushes forward with violent intent.

The wind witch is a large, sentient tumbleweed that endlessly patrols the deserts and wastes. These cursed plants are full of malice for travelers who attempt to cross the desolate places wind witches call home.

Cursed Existence. Wind witches often accost unfortunate travelers lost in the vastness of the desert. Some wind witches work together with sand hags (see *Tome of Beasts*), bringing the hags new victims to torment.

Dogged Hunters. Once a wind witch has marked a group of travelers as prey, it harasses them for days, often returning to the travelers every few hours even after defeated. As long as the wind witch isn't completely destroyed, it returns for another attempt.

Fiery Destruction. Fire is a sure way of destroying a wind witch. However, this tactic comes with risk. Wind witches catch fire easily, but this seldom stops their attacks. They continue to attack after being set ablaze, scorching their prey as they burn.

WIND WITCH

Large Plant, Chaotic Evil

Armor Class 13

Hit Points 66 (12d8 + 12)

Speed 30 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (–2)	16 (+3)	12 (+1)	6 (–2)	11 (+0)	8 (–1)

Saving Throws Dex +5, Con +5

Skills Perception +2, Stealth +5

Damage Resistances bludgeoning, piercing

Condition Immunities exhaustion, poisoned, prone

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

Languages understands Common but can't speak

Challenge 3 (700 XP) **Proficiency Bonus** +2

Cursed Plant. If damage reduces the wind witch to 0 hp, it becomes an inanimate tumbleweed and travels with the wind. It regains 5 hp every hour, regaining consciousness after the first. This trait doesn't function if the wind witch took fire damage on the same round it was reduced to 0 hp or if its body was destroyed.

Flammable. When a wind witch takes fire damage, it catches fire, taking 3 (1d6) fire damage at the start of each of its turns. The wind witch continues burning until it takes cold damage or is immersed in water. A creature that touches the wind witch or hits it with a melee attack while within 5 feet of it while it is burning takes 3 (1d6) fire damage. While burning, the wind witch deals an extra 3 (1d6) fire damage on each melee attack, and it deals 7 (2d6) fire damage to a captured creature at the start of its turn.

Tumbleweed Form. The wind witch can enter a hostile creature's space and stop there.

ACTIONS

Multiattack. The wind witch can make two Slam attacks, or it makes one Slam attack and uses Capture.

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+ 3) bludgeoning and 4 (1d8) piercing damage.

Capture. The wind witch envelopes one Medium or smaller creature in its space. The target must succeed on a DC 13 Dexterity saving throw or be restrained inside the wind witch. While restrained, the target can't be hit by the wind witch's Slam attack, but the target takes 5 (2d4) piercing damage if it takes an action that requires movement, such as attacking or casting a spell with somatic components. When the wind witch moves, the captured creature moves with it. The wind witch can have only one creature captured at a time. A creature within 5 feet of the wind witch can take an action to pull a restrained creature out of the swarm. Doing so requires a successful DC 13 Strength check, and the creature making the attempt takes 5 (2d4) piercing damage.

REACTIONS

Bouncy Escape. When it takes damage from a melee attack, the wind witch can move up to half of its flying speed. This movement doesn't provoke opportunity attacks. The wind witch releases a captured creature when it uses Bouncy Escape.



Ramnath Nanthakumar (Order - 375303805)

Witchalder

A willowy, treelike figure with a mop of branches for hair undulates across the forest floor on a tangle of long, fleshy roots. It peers through the trees, watching for signs of danger.

Wood hags (see page 228) create witchalders by corrupting alder trees and endowing them with intelligence and a wicked demeanor. Resembling gaunt, horrific treants, witchalders are bound to the hag's will by the dark ritual that awakens them. Wood hags frequently employ witchalders as wandering watchdogs, compelling them to patrol the area near the hag's lair or act as guardians of the hag's gardens.

Dark Gardens and Bloodstone Henges. While most witchalders serve hags, some work with dark fey or bloodthirsty druid circles. In these cases, the witchalder works with the most powerful caster or most charismatic fey; ancient witchalders are treated as trusted servants in dark fey courts.

Capture Visitors. When a witchalder throttles a visitor to unconsciousness or incapacitates them with a pollen cloud, it takes them to their wood hag creator, an allied fey, or a druid elder to question or sacrifice.

WITCHALDER

Medium Plant, Neutral Evil

Armor Class 15 (natural armor)
Hit Points 102 (12d8 + 48)
Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
19 (+4)	9 (–1)	18 (+4)	9 (–1)	16 (+3)	10 (+0)

Saving Throws Dex +2, Wis +6
Skills Athletics +7, Perception +6, Stealth +2
Damage Vulnerabilities fire
Damage Resistances bludgeoning
Condition Immunities charmed, poisoned
Senses passive Perception 15
Languages understands Sylvan but can't speak
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Deep Roots. The witchalder has advantage on Strength and Dexterity saving throws made against effects that would move it against its will along the ground.

False Appearance. While the witchalder remains motionless, it is indistinguishable from a diseased or dying alder tree.

Sunlight Regeneration. While in sunlight, the witchalder regains 5 hp at the start of its turn if it has at least 1 hp.

Speak with Plants. The witchalder can communicate with Plants as if they shared a language.

Actions

Multiattack. The witchalder makes two Slam attacks. It can replace one attack with a use of Throttle.

Slam. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 18 (4d6 + 4) bludgeoning damage. The target is grappled (escape DC 15) if it is a Medium or smaller creature and the witchalder doesn't have two other creatures grappled.

Shape Wood. The witchalder alters the shape of any one Medium or smaller wooden object (or portion of an object) no more than 5 feet in any dimension that it can see within 30 feet, forming it into any shape that suits the witchalder's purposes. For example, it could warp a boat's planks so it takes on water, seal a wooden door to its frame (or make a new door in a wooden wall), or twist a wooden weapon out of shape (or restore a warped one). Warped thrown or ranged weapons and ammunition become useless, while warped melee weapons give disadvantage on attack rolls. This action can't create items that ordinarily require a high degree of craftsmanship, such as a pulley.

If the target is being worn or carried, the creature wearing or carrying it can make a DC 15 Dexterity saving throw, avoiding the effect on a success.

Throttle. One creature grappled by the witchalder must make a DC 15 Strength saving throw. On a failure, the creature takes 18 (4d6 + 4) bludgeoning damage and can't breathe, speak, or cast spells with verbal components until the grapple ends. On a success, the creature takes half the damage and remains grappled but suffers no other effects of Throttle.

Pollen Cloud. (Recharge 6). The witchalder releases a cloud of poisonous pollen. Each creature within 15 feet of the witchalder must make a DC 15 Constitution saving throw. On a failure, a creature takes 22 (5d8) poison damage and is incapacitated for 1 minute. On a success, a creature takes half the damage and isn't incapacitated. An incapacitated creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



Ramnath Nanthakumar (Order : 375303805)

Wrackwraith

A pile of seaweed and other detritus rises from the sand, forming into a vaguely humanoid shape.

Humanoids that die when swept into the sea by the tide sometimes return to haunt the shores where they drowned. They lurk in wrack piles—tangles of seaweed, small animals and insects, and trash that wash up on the beach—waiting to reenact their deaths on unsuspecting living creatures.

Tragic Drowning. While single wrackwraiths aren't rare, it's equally common to encounter groups. These result when multiple people drowned at the same time.

Enemies Everywhere. People who encounter a wrackwraith often report that they were attacked from all sides. Even a solo wrackwraith can feel like multiple creatures because its victims have no idea where the next attack will originate.

Angry Dead. Wrackwraiths form because others refused or were unable to help the drowning person, or because the person was purposely drowned. Wrackwraiths desire vengeance against the living.



WRACKWRAITH

Medium Undead, Neutral Evil

Armor Class 13

Hit Points 45 (6d8 + 18)

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

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	16 (+3)	10 (+0)	12 (+1)	11 (+0)

Skills Perception +3, Stealth +5

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

Damage Immunities necrotic, poison

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

Senses passive Perception 13

Languages any languages it knew in life

Challenge 3 (700 XP) **Proficiency Bonus** +2

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

Wrack Form. While animating a pile of wrack, the wrackwraith has an AC of 18 and can use the Slam and Deluge actions. In addition, the wrackwraith loses its immunity to the grappled and restrained conditions and can't fly. If the wrackwraith moves through a creature or object with Incorporeal Movement while animating wrack, the wrack falls off its ghostly body, ending this effect. Otherwise, it can end this effect as a bonus action.

If the wrackwraith takes 15 damage or more in a single turn while animating wrack, the wrackwraith must succeed on a DC 13 Constitution saving throw or be ejected from the wrack, ending this effect.

Actions

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

Slam (Wrack Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage plus 4 (1d8) necrotic damage. If the target is Large or smaller, it is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the wrackwraith can't use its Slam on attack another target. The target can't breathe or speak until the grapple ends.

Animate Wrack. The wrackwraith animates wrack within 5 feet of it, pulling the debris into a protective covering over its ghostly body.

Deluge (Wrack Form Only). The wrackwraith fills the lungs of one creature it is grappling with seawater, algae, and other tiny ocean debris, harming creatures that breathe air or water. The target must make a DC 13 Constitution saving throw. On a failure, the target takes 14 (4d6) necrotic damage and begins choking as its lungs fill with water and ocean debris. On a success, the target takes half the damage and isn't choking. A choking creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Bonus Actions

Wrack Jump (Recharge 4–6). The wrackwraith leaves its current wrack pile, magically teleports to another wrack pile within 60 feet of it, and uses Animate Wrack.

Ramnath Nanthakumar (Order - 375303805)

Wraith, Oathrot

The wraith drifts forward with a spectral tome attached to its waist by tendrils of shadow.

Denied eternal rest, oathrot wraiths are the tormented spirits of those who broke solemn vows, causing tragedy by doing so. Unrepentant, they now roam the world constantly reminded of their weakness and failure.

Chained to their Oaths. Oathrot wraiths stand out from other wraiths by the texts that are tethered to them. These tomes bear the oaths they once swore and later betrayed. If a wraith chooses to read the text and reaffirm its oaths, its curse is ended and its soul is freed from undeath. However, most oathrot wraiths are too consumed by self-loathing, pride, or anger to read the texts, seeing the books as constant reminders of their failure.

Drawn by Loyalty. Oathrot wraiths can sense the aura of those who live by their word, especially those who draw power from an oath, such as clerics and paladins. Their presence fills the oathrot wraith with pain and rage, and they quickly move to destroy such reminders of their failures.

Beacons of Doubt. Oathrot wraiths are not only punishment for oathbreakers, but also trials for those who live by their oaths. Their very presence tests such people, as the guilt, doubt, and weakness the wraiths bear preys on the minds of those nearby. Clerics and paladins that survive an encounter with an oathrot wraith consider it a reminder that they must be vigilant in their loyalty, lest they too fall from grace.



Oathrot Wraith

Medium Undead, Neutral Evil

Armor Class 13

Hit Points 52 (8d8 +16)

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

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

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

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 12

Languages the languages it knew in life

Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Aura of Oathbreaking. Any creature that begins its turn within 30 feet of the oathrot wraith must succeed on a DC 13 Charisma saving throw or become cursed, losing its resolve in important oaths it has taken. While cursed, the creature has disadvantage on Constitution saving throws to maintain concentration and can't add its proficiency bonus to ability checks and saving throws in which it is proficient. On a successful saving throw, the creature is immune to the wraith's Aura of Oathbreaking for 24 hours.

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

Oathseeker. The oathrot wraith can pinpoint the location of any cleric, paladin, celestial, or other divinely connected creature within 60 feet of it.

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

Actions

Life Drain. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 20 (4d8 + 2) necrotic damage. The target must succeed on a DC 13 Constitution saving throw or its hp maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hp maximum to 0.

Ramnath Nanthakumar (Order - 375303305)

Xecha

The creature looks like an approximation of a humanoid—but one made entirely of translucent slime, of iridescent greens and blues. A humanoid skull and spine float upright within, as if to mimic a creature with an actual skeletal system.

Xecha serve as spies and infiltrators for their more powerful masters or hired as mercenaries for such roles.

Communal Pools. When not performing missions, xecha merge with others of their kind, forming large, slimy masses in rocky depressions and hollows on their home plane. Xecha prize this form of communion and often lose themselves in the act until called upon by outside forces. This is contrary to the temperament of most fiends, though xecha are still argumentative and contrary.

Masterful Puppeteers. Formless, xecha can pour themselves into a corpse, dissolving away the organs and piloting the shell as a disguise. This ability is their primary means of performing espionage, infiltration, and sabotage. These shells last only a matter of days, though some xecha enjoy the challenge of prolonged missions, thrilling in the challenge of commandeering multiple creatures to maintain their cover.

XECHA

Medium Fiend, Chaotic Evil

Armor Class 15 (natural armor)
Hit Points 133 (14d8 + 70)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	20 (+5)	11 (+0)	14 (+2)	16 (+3)

Saving Throws Dex +6, Wis +5, Cha +6
Skills Deception +6, Stealth +6
Damage Resistances cold, fire, lightning
Damage Immunities acid, poison
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, poisoned, prone
Senses blindsight 120 ft. (blind beyond this radius), passive Perception 12
Languages Abyssal, Common, Infernal, telepathy 120 ft.
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Amorphous. The xecha can move through a space as narrow as 1 foot wide without squeezing. Any equipment it is wearing or carrying is left behind when it goes through a space too small for the equipment.

Assume the Dead. The xecha can enter the corpse of a Small, Medium, or Large creature that has been dead for less than 24 hours, impersonating that creature for 2d4 days before the body decays. If the xecha takes 15 damage or more on a single turn while inhabiting a body, it must succeed on a DC 15 Constitution saving throw or be ejected from the body, which falls apart and is destroyed. The xecha's statistics, other than its size, are the same in each body.

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

Transparent. Even when the xecha is in plain sight, it takes a successful DC 16 Wisdom (Perception) check to spot a xecha that has neither moved nor attacked. A creature that tries to enter the xecha's space while unaware of it is surprised by the xecha.

Actions

Multiattack. The xecha makes two Pseudopod attacks or three Slam attacks.

Pseudopod (True Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (3d6 + 3) bludgeoning damage plus 7 (2d6) acid damage.

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

Sensory Overload (Recharge 5–6). The xecha sends out a psychic pulse. Each creature that isn't a Construct or Undead within 20 feet of the xecha must make a DC 15 Intelligence saving throw. On a failure, a creature takes 24 (7d6) psychic damage and is blinded and deafened until the end of its next turn. On a success, a creature takes half the damage and isn't blinded or deafened.



Ramnath Nanthakumar (Order - 375303305)

Yali

This living statue has the claws and mane of a lion, the ears and trunks of an elephant, and the hindquarters of a swift horse.

With mighty tusks, claws, and a trumpeting blast, yali are steadfastly loyal guardian constructs. Some variants have the heads of tusked horses or dogs, and while they may bellow or bark rather than bugle, such differences are purely cosmetic.

Ageless and Unyielding. Priests and abbots employ extended rituals to craft packs of yali dedicated to protecting holy sites. Created as stoic and incorruptible defenders of a sacred temple or a sprawling monastery, they are most commonly found in tropical environments. Yali can stand perfectly still, mimicking carved pillars or gate ornaments, awaiting the command to leap into action and repel bandits, heretics, or enemy soldiers.

Mounts of Unusual Size. Despite being smaller than a horse, the yali's great strength means they can, and occasionally do, act as mounts for the faithful of a particular temple. Sometimes this service is temporary to ensure important messengers arrive unharmed, while other times they are given as gifts to those who have performed a great deed for the institution. They can easily carry a single human or two halflings and don't tire as a horse does, making them prized among professional couriers.

YALI

Medium Construct, Unaligned

Armor Class 15 (natural armor)

Hit Points 51 (6d8 + 24)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	18 (+4)	7 (–2)	14 (+2)	12 (+1)

Saving Throws Dex +4, Wis +4

Skills Perception +6, Stealth +4

Damage Immunities poison, psychic

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

Senses darkvision 60 ft., passive Perception 16

Languages understands Common but can't speak

Challenge 2 (450 XP) **Proficiency Bonus** +2

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

False Appearance. While the yali remains motionless, it is indistinguishable from an ordinary statue.

Flinging Pounce. If the yali moves at least 20 feet straight toward a Large or smaller creature and then hits it with a Tusk attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be thrown up to 15 feet in a random direction and knocked prone. If the thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 12 Dexterity saving throw or take the same damage and be knocked prone.

Standing Leap. The yali's long jump is up to 40 feet and its high jump is up to 20 feet, with or without a running start.

Actions

Multiattack. The yali makes one Tusk attack and one Claw attack.

Tusk. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d4 + 5) slashing damage.

Trumpeting Blast (Recharge 5–6). The yali unleashes a warbling sound in a 15-foot cone. Each creature in the area must make a DC 12 Constitution saving throw. On a failure, a creature takes 10 (4d4) thunder damage and is deafened for 1 minute. On a success, a creature takes half the damage and isn't deafened. A deafened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



Ramnath Nanthakumar (Order #37530305)

Zilaq



One head of this tiny purple dragon chats amicably while the other never ceases its focus on a book it is reading.

Zilaqs are minor dragons found throughout the world. They are equally likely to be found talking to the workers in a scriptorium as they are to attack a group of adventurers while leaving a looted wizard's lair.

Book Lovers. Zilaqs love books, language, and stories. Over their long lifespans, they build impressive libraries in which they immerse themselves. Some zilaqs are so truly obsessed, they essentially entomb themselves in their repositories, using agents to procure ever more books while they guard the hoard. Their love of stories makes them one of the more agreeable and approachable types of dragons, and zilaqs happily provide service in exchange for a story.

Engaging Conversationalists. Zilaqs don't just hoard their stories, they read and remember them. They are engaging conversationalists and fonts of information on a wide range of subjects. Zilaqs are social creatures that prefer the company of other intelligent beings to being alone. Even while in the company of others, however, one of the zilaqs heads is often reading, only stopping briefly to ask a clarifying question or correct a point its other head is trying to make.

Zilaq

Tiny Dragon, Neutral

Armor Class 15 (natural armor)
Hit Points 82 (15d4 + 45)
Speed 30 ft., fly 60 ft.

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

Saving Throws Int +4, Cha +4
Skills Arcana +4, History +4, Performance +4
Damage Immunities thunder
Senses passive Perception 10
Languages Common, Draconic
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Eidetic Memory. A zilaq remembers everything it hears or reads. It has advantage on Intelligence (Arcana) and Intelligence (History) checks.

Two-Headed. The zilaq has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Actions

Multiattack. The zilaq makes two Bite attacks.

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

Sonic Yelp (Recharge 5–6). The zilaq makes a high-pitched squeal. Each creature within 60 feet of it and that can hear it must make a DC 13 Constitution saving throw, taking 21 (6d6) thunder damage on a failed save, or half as much damage on a successful one.

Enthralling Speech (2/Day). Each creature within 60 feet of the zilaq and that can hear it must succeed on a DC 13 Wisdom saving throw or become charmed for 1 minute. While charmed, a creature suffers one of the following effects (the zilaq's choice):

- The creature becomes hostile toward another creature of the zilaq's choice that is also charmed by the zilaq.
- The creature must roll a d100 at the start of each of its turns. If the result is 51–100, it can take no action until the start of its next turn.

Phantasmal Oratory (1/Day). The zilaq describes a creature so vividly, the creature takes on a semblance of reality. The zilaq creates an illusory creature that resembles a Beast, Monstrosity, or Plant with a of CR 1 or less for 1 hour. The illusory creature moves and acts according to the zilaq's mental direction, and it takes its turn immediately after the zilaq's. The illusory creature uses the statistics of the creature it resembles, except it can't use traits, actions, or spells that force the target to make a saving

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The massive zombie appears bloated. Its flesh is hardened into cracked plates of charcoal, and smoke issues from the seams and from its orifices. A heat haze shimmers around it.

Smokeplume zombies have a magical fire raging inside their bellies, scorching their guts and threatening to blow the creature to pieces.

Burning Inside. Powered by the flames of Hell, these zombies periodically howl in rage and pain as they are torn apart from within, belching gouts of acrid smoke. The pressure buildup gives them a bloated appearance and a waddling gait and threatens to burst them at the seams.

Aggressive. Smokeplume zombies are more aggressive than their cousins, simply because their attacks release a portion of the energy stored within, temporarily relieving some of their torment. This stored power becomes a giant cloud of smoke when the zombie dies.

In the Cults. Because of both their aggressive demeanor and unstable nature, cults don't often use smokeplume zombies near their temples. Rather, they use these zombies as shock troops in large assaults and as weapons of terror against large populations. These zombies aren't expected to last long.



SMOKEPLUME ZOMBIE

Large Undead, Chaotic Evil

Armor Class 15 (natural armor)
Hit Points 68 (8d10 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (–1)	16 (+3)	3 (–4)	6 (–2)	5 (–3)

Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 8
Languages —
Challenge 3 (700 XP) **Proficiency Bonus** +2

Firesight. The smokeplume zombie can see through areas obscured by fire, smoke, and fog without penalty.

Smoldering Death. When the zombie dies, its body crumbles into smoldering coals, releasing a great plume of smoke. The smoke fills a 15-foot-radius sphere centered on the zombie's corpse and spreads around corners. The area is heavily obscured and difficult terrain. When a creature enters the area for the first time on a turn or starts its turn there, that creature must make a DC 14 Constitution saving throw, taking 7 (2d6) poison damage on a failed save, or half as much damage on a successful one. The smoke lasts for 1 minute or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

Undead Fortitude. If damage reduces the zombie to 0 hp, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hp instead.

Undead Nature. The smokeplume zombie doesn't require air, food, drink, or sleep.

ACTIONS

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage plus 9 (2d8) fire damage.

Smoke Breath (Recharge 5–6). The zombie breathes a cloud of smoke in a 15-foot cone. Each creature in the area must make a DC 15 Constitution saving throw, taking 9 (2d8) fire damage and 7 (2d6) poison damage on a failed save, or half as much damage on a successful one. The smoke remains until the start of the zombie's next turn, and its area is heavily obscured.

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Zombie, Voidclaw

Faint black waves of energy surround the zombie. It seems agitated and then is just gone.

Voidclaw zombies are suffused with the magic of the Void, which twists their bodies into odd proportions, including overly large clawed hands, a shortened frame, increased intellect, and surprising speed. They are created in rituals invoking the Void, and they channel its dark energy.

Efficient Killers. These zombies have proven to be surprisingly capable killers, quickly clearing areas of all life. Cults of the Void and other doomsday cults often utilize voidclaws in their machinations. Voidclaws show a zeal for killing, and lesser undead instinctively defer to them, following them into combat with almost the same zeal.

Voice of the Void. When voidclaws speak, it is with an authority incongruous with their bearing, and many cult leaders hold the words and opinions of the zombies in high regard, believing some aspect of the Void itself speaks through the zombies. Voidclaws sometimes have an inscrutable mission of their own, a singular goal imprinted on them at creation by unseen forces within the Void. Most cultists have learned it is better to not interfere, waiting for the mission's completion before requesting the zombie's assistance.

Voidclaw Zombie

Small Undead, Chaotic Evil

Armor Class 14 (natural armor)
Hit Points 143 (26d6 + 52)
Speed 40 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	15 (+2)	14 (+2)	6 (–2)	5 (–3)

Skills Stealth +7
Damage Immunities necrotic, poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 8
Languages Common, Void Speech
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Erratic Movement. Opportunity attacks against the voidclaw zombie are made with disadvantage.

Turn Resistance. The voidclaw zombie has advantage on saving throws against any effect that turns undead.

Undead Fortitude. If damage reduces the zombie to 0 hp, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hp instead.

Undead Nature. The voidclaw zombie doesn't require air, food, drink, or sleep.

Actions

Multiattack. The zombie makes three Void Claw or Void Bolt attacks.

Void Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage plus 7 (2d6) necrotic damage. If the target is a creature other than a Construct or Undead, it must succeed on a DC 15 Constitution saving throw or take 3 (1d6) necrotic damage at the start of each of its turns as the wound burns with Void energy. Any creature can take an action to purge the tainted energy from the wound with a successful DC 12 Intelligence (Arcana) check. The energy also leaves the wound if the target receives magical healing, ending the effect.

Void Bolt. *Ranged Spell Attack:* +5 to hit, range 120 ft., one target. *Hit:* 16 (4d6 + 2) necrotic damage.

Bonus Actions

Nimble Fighter. The voidclaw zombie takes the Dash or Disengage action.



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Appendix: NPCs

This appendix contains statistics for various humanoids. From the faithful apostles to infested duelists to merchant captains, these NPCs can be found across the world, breathing new life into particular places. This appendix also includes a table for using these statistics, and other similar general-use humanoid statistics, such as the knight or thug, with the various humanoids found in *Tome of Beasts*, *Tome of Beasts 2*, *Creature Codex*, and this book.

NPC Features Table

When an NPC's statistics include the note "Humanoid (Any Race)" as the creature type, you can adjust those statistics as described in the NPC Features table to create an NPC of the humanoid race detailed in the table. In this way, you can fill a city, town, or village with a particular humanoid type while still using variable statistics and differing challenges.

To use the table, choose a set of NPC statistics, such as the apostle (see page 403), and reference the Race column for the humanoid you want to rework as that NPC. The Ability Modifiers column details how to change the ability scores in the NPC statistics, and the Features column lists which features from the chosen race you should add to the chosen NPC statistics. For example, an avestruzii (see page 48) village might include an apostle that aids their champions in battle. To create an avestruzii apostle, use the statistics of the apostle as the starting point. Increase the Constitution by 2 and the Strength by 1, increase its speed to 40 feet, and add the Terran language to its languages. In addition, the avestruzii apostle gains the Claw attack and Dig In reaction of the base avestruzii.

NPC Features and CR. Adding new traits and features to a creature's statistics can increase the creature's Challenge Rating. When adjusting statistics by using the NPC Features table, use the higher of the two CRs between the statistics you are adjusting and the lowest-CR version of the humanoid you are using. In the above example, the avestruzii apostle's Challenge Rating is 6 (2,300 XP), as the apostle's CR is higher than the base avestruzii's CR.

NPC Features

Race	Ability Modifiers	Features
Avestruzii[3]	+2 Con, +1 Str	Dig In reaction; Claw attack; walking speed of 40 feet; knows the Terran language
Behtu[1]	+2 Str, +1 Dex	Fire Breath action; Bite attack; resistance to cold, fire, and lightning damage; darkvision 60 ft.; walking speed of 20 feet, climbing speed of 20 feet; knows the Infernal and Behtu languages
Cueyatl[4]	+2 Dex	Amphibious, Jungle Camouflage, Slippery, and Standing Leap traits; Small size; darkvision 60 ft.; climbing speed of 20 feet and swimming speed of 30 feet; knows the Cueyatl language
Dark Folk[4]	+2 Str	Dark Devotion and Sunlight Sensitivity traits; darkvision 60 ft.; knows the Umbral language
Deep One[1]	+2 Str, +1 Con	Amphibious, Frenzied Rage, and Lightless Depths traits; Claw attack; resistance to cold damage and vulnerability to fire damage; darkvision 120 ft.; swimming speed of 30 feet; knows the Void Speech language
Eonic Drifter[1]	+2 Int, +1 Dex	Drift Backward action; proficiency in the History skill; knows the Eonic, Giant, and Sylvan languages
Gullkin[3]	+2 Dex, +1 Con	Hold Breath trait; Tempest Breath action; AC equals 11 + its Dexterity modifier; flying speed of 30 feet, swimming speed of 30 feet; knows the Aquan language
Harefolk[2]	+2 Dex, +1 Cha	Keen Smell, Ready for Trouble, Snow Camouflage, and Snow Walker traits; Small size; Bite attack; burrowing speed of 10 feet
Lemurfolk[1]	+2 Dex	Silent Glide trait; Small size; darkvision 60 ft.; walking speed of 20 feet, climbing speed of 10 feet, flying speed of 40 feet; knows the Lemurfolk language
Mydnari[2]	+2 Wis, +1 Dex	Bound in Jelly, Jelly Symbiosis, and Ooze Empathy traits; immunity to acid damage and to the paralyzed condition; blindsight 60 ft. (blind beyond this radius); knows the Deep Speech and Undercommon languages
Orc, Black Sun[4]	+2 Str, +1 Con	Aggressive, Black Sun Sight, Light Sensitivity, and Stone Camouflage traits; darkvision 60 ft.; climbing speed of 20 feet; knows the Orc language
Orc, Gray[2]	+2 Con, +1 Dex	Aggressive, Magic Absorption, and Sunlight Sensitivity traits; Claw attack; proficiency in Stealth skill; blindsight 30 ft. and darkvision 60 ft.; walking speed of 40 feet, burrowing 20 feet, climbing speed of 30 feet; knows the Orc language
Otterfolk[2]	+2 Dex, +1 Wis	Hold Breath and Reptile Foe traits; Secrete Oil action; Small size; darkvision 30 ft.; walking speed of 25 feet, climbing speed of 15 feet, swimming speed of 30 feet
Phoenixborn[3]	+2 Cha, +1 Dex	Fiery Feathers and Rebirth traits; resistance to fire damage; walking speed of 20 feet and flying speed of 40 feet; knows the Ignan language.

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Race	Ability Modifiers	Features
Puffinfolk[3]	+2 Dex, +1 Con	Blessing of the Sea Gods, Hardy Ocean Explorers, and Oceanic Recall traits; Quick and Nimble reaction; Small size; darkvision 60 ft.; walking speed of 20 ft., flying speed of 40 feet, and swimming speed of 30 feet; knows the Aquan language
Roachling[1]	+2 Dex	Resistant and Unlovely traits; Small size; AC equals 11 + its Dexterity modifier; darkvision 60 ft., tremorsense 10 ft.; walking speed of 25 feet
Serpentfolk of Yig[4]	+1 Dex, +1 Int, +1 Cha	Magic Resistance trait; Innate Spellcasting action; Bite attack; proficiency in the Deception skill and Charisma saving throws; darkvision 60 ft.; knows the Abyssal, Draconic, Infernal, and Void Speech languages
Simian, Kapi[4]	+2 Dex	Prehensile Tail trait; Tail Trip attack; Nimble Feet bonus action; proficiency in the Sleight of Hand skill; darkvision 60 ft.; climbing speed of 30 feet; knows the Simian language
Woodwose[4]	+2 Str, +1 Wis	Feytouched and Speak with Animals and Plants traits; Innate Spellcasting action; AC equals 12 + its Dexterity modifier; proficiency in Nature and Survival skills; climbing speed of 20 feet; knows the Elvish and Sylvan languages
Yakirian[4]	+2 Str, +1 Con	Resilient Soul trait; Gore attack; Consume Heart action; proficiency in Wisdom saving throws; resistance to cold damage; darkvision 60 ft.; walking speed of 40 feet; knows the Yakirian and Void Speech languages but won't speak Void Speech

[1] *Tome of Beasts* [2] *Tome of Beasts 2* [3] *Tome of Beasts 3* [4] *Creature Codex*

APOSTLE

Apostles are powerful clerics who serve as both the defenders and healers of their flock. In metropolitan areas where larger temples and churches are found, several apostles might represent a given faith. In rural areas, an apostle is often the only representative of a faith and might oversee multiple small temples and shrines.

APOSTLE

Medium Humanoid (Any Race), Any Alignment

Armor Class 15 (breastplate)
Hit Points 117 (18d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	15 (+2)	10 (+0)	18 (+4)	14 (+2)

Saving Throws Wis +7, Cha +5
Skills Insight +7, Persuasion +5, Religion +3
Senses passive Perception 10
Languages any two languages
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Divine Weapons. When the apostle hits with any weapon, the weapon deals an extra 2d8 necrotic or radiant damage (included in the attack), the apostle's choice.

Faith's Reward. When the apostle casts the *bless* spell, it gains the benefit of the spell even if it doesn't include itself as a target. In addition, when the apostle restores hp to another creature, it regains hp equal to half that amount.

ACTIONS

Multiattack. The apostle makes three Mace or Divine Bolt attacks. It can replace one attack with a use of Spellcasting.

Mace. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage plus 9 (2d8) necrotic or radiant damage (the apostle's choice).

Divine Bolt. *Ranged Spell Attack:* +7 to hit, range 120 ft., one target. *Hit:* 13 (2d8 + 4) necrotic or radiant damage (the apostle's choice).

Destroy Undead (2/Day). The apostle presents its holy symbol and intones a prayer. Each undead within 30 feet of the apostle that can see or hear it must make a DC 15 Wisdom saving throw, taking 28 (8d6) radiant damage on a failed save, or half as much damage on a successful one.

Spellcasting. The apostle casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 15):

At will: *guidance, spare the dying, thaumaturgy*



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3/day each: *bless*, *cure wounds* (as a 3rd-level spell), *hold person*, *lesser restoration*

1/day each: *bestow curse*, *daylight*, *freedom of movement*, *mass cure wounds*, *revivify*

ATAVIST

Atavists are cultists who believe the secrets of the universe reside within the body. With fell rites of blood magic, they tap into the legacies of their forgotten ancestors and turned their bodies into living weapons. Atavists turn their fingernails into blades, their bones into lethal projectiles, and their bodies into forms perfectly suited to their environments.

Tied to the Blood. While rarely spellcasters, atavists rely on blood mages (see *Creature Codex*) to unlock their powers. The least stable atavists are functionally thralls, unable to survive in their altered state without regular transfusions of blood or arcane stabilization. The most stable don't need these transfusions but still find themselves indebted to blood mages, alchemists, or other atavists, who are often the only ones willing to accept them in a society that considers them monstrous.

ATAVIST

Medium Humanoid (Any Race), Lawful Evil

Armor Class 16 (natural armor)

Hit Points 75 (10d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	17 (+3)	13 (+1)	7 (–2)	9 (–1)



Saving Throws Wis +0

Skills Arcana +3, Athletics +6, Medicine +2

Damage Resistances necrotic, poison

Senses passive Perception 8

Languages any two languages

Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Malleable Physiology. At the start of its turn, the atavist gains one of the following benefits until it ends the effect (no action required) or the start of its next turn:

- Darkvision out to a range of 30 feet.
- A climbing, flying, or swimming speed of 30 feet.
- Advantage on Wisdom (Perception) checks that rely on hearing or smell.
- Bony spikes sprout along its skin, and a creature that touches the atavist or hits it with a melee attack while within 5 feet of it takes 4 (1d8) piercing damage.

ACTIONS

Multiattack. The atavist makes two Keratin Blade or Bone Shard attacks. If both attacks hit one target, the target takes an extra 7 (2d6) piercing damage as bits of bone dig deeper into the target.

Keratin Blade. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Bone Shard. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage.

BREATHSTEALER

A breathstealer's minor psychic abilities make a victim believe it is out of breath. As bounty hunters, their technique is most effective when an elusive target must be brought in alive and unharmed. Their cloaks are always filled with daggers, shortswords, rope, manacles, and other tools commonly found among bounty hunters.

BREATHSTEALER

Medium Humanoid (Any Race), Any Non-Good Alignment

Armor Class 15 (leather armor)

Hit Points 99 (18d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	13 (+1)	10 (+0)	12 (+1)	14 (+2)

Saving Throws Dex +7, Int +3

Skills Deception +5, Insight +3, Perception +3, Stealth +10

Senses passive Perception 13

Languages any two languages

Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Phrenic Weapons. The breathstealer's weapon attacks are magical. When the breathstealer hits with any weapon, the weapon deals an extra 3d6 psychic damage (included in the attack).

ACTIONS

Multiattack. The breathstealer makes two Shortsword attacks and one Dagger attack or three Psychic Blast attacks. It can replace one attack with a use of Gasp to Survive, if available.

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Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage plus 10 (3d6) psychic damage.

Dagger. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage plus 10 (3d6) psychic damage.

Psychic Blast. *Ranged Spell Attack:* +5 to hit, range 60 ft., one target. *Hit:* 16 (4d6 + 2) psychic damage. If the target is currently suffocating from the breathstealer's Gasp to Survive, the breathstealer can choose to deal 1 psychic damage to the target instead.

Gasp to Survive (Recharge 4–6). The breathstealer chooses a creature it dealt psychic damage to within the last minute. The target must make a DC 15 Wisdom saving throw. On a failure, the target takes 14 (4d6) psychic damage and believes it is suffocating, including choking and being unable to speak. On a success, the target takes half the damage and doesn't believe it is suffocating.

At the start of each of the suffocating creature's turns, it must make a DC 15 Wisdom saving throw. It has disadvantage on this saving throw if it took psychic damage since the start of its prior turn. If it fails three such saving throws before succeeding on three such saving throws, it falls unconscious for 1 hour, returns to breathing normally, and stops making this saving throw. On its third successful save, the effect ends for the creature.

BONUS ACTIONS

Cunning Action. The breathstealer takes the Dash, Disengage, or Hide action.

CULTIST, PSYCHOPHANT

Whether by profane pacts, experiments gone awry, or awoken inner potential, psychophants have expanded their minds far beyond the mundane. Their commanding presences and indomitable personalities coupled with great psychic prowess can influence and control others, completely indifferent to the effect on those individuals. Their magnetic personalities draw followers to their sides, and many psychophants become leaders of cults, thieves' guilds, or other illicit organizations, while others dabble in politics. In battle, they compel others to their defense while they launch mental onslaughts against their foes.

PSYCHOPHANT

Medium Humanoid (Any Race), Any Non-Good Alignment

Armor Class 15 (Impenetrable Ego)

Hit Points 149 (23d8 + 46)

Speed 30 ft.

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

Skills Deception +8, Intimidation +8, Performance +8, Persuasion +8

Senses passive Perception 12

Damage Resistances psychic

Languages any two languages

Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Impenetrable Ego. While the psychophant is conscious and wearing no armor and wielding no shield, it adds its Charisma



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modifier to its AC (included above) and saving throws. In addition, it has advantage on saving throws against being charmed or frightened.

ACTIONS

Multiattack. The psychophant makes three Psychic Strike attacks. If the psychophant hits one creature with two Psychic Strike attacks, the target must succeed on a DC 16 Intelligence saving throw or be stunned until the end of its next turn.

Psychic Strike. *Melee or Ranged Spell Attack:* +8 to hit, reach 5 ft. or range 60 ft., one target. *Hit:* 18 (4d6 + 4) psychic damage.

Brain Storm (Recharge 6) The psychophant lashes out with a brutal manifestation of psychic force, wracking its foes' psyches. Each creature within 30 feet of the psychophant must make a DC 16 Intelligence saving throw. On a failure, a creature takes 31 (9d6) psychic damage and is poisoned for 1 minute as it suffers a debilitating headache. On a success, a creature takes half the damage and isn't poisoned. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Spellcasting (Psionics). The pyschophant casts one of the following spells, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 16):

At will: *detect thoughts*, *mage hand* (the hand is invisible), *thaumaturgy*

3/day each: *charm person*, *suggestion*

1/day each: *levitate*, *telekinesis*

BONUS ACTIONS

Bend the Spoon. The psychophant chooses one nonmagical weapon it can see within 30 feet of it and magically warps the weapon. If the weapon is being worn or carried, the creature wearing or carrying it can prevent the warping by succeeding on a DC 16 Wisdom saving throw. A warped weapon deals only half its normal damage on a hit, and a creature wielding a warped weapon has disadvantage on attack rolls with it. A creature can repair a warped weapon with the *mending* spell or by spending a short rest repairing the weapon with the appropriate tools.

REACTIONS

Appeal to the Fervent. When a creature the psychophant can see targets it with an attack, the psychophant calls for aid from its followers, switching places with a friendly creature within 5 feet of it. The friendly creature becomes the target of the attack instead.

FIELD COMMANDER

Field commanders lead their forces from the front; with astonishing bravery, they become assuring bastions of victory in even the most chaotic melee.

FIELD COMMANDER

Medium Humanoid (Any Race), Any Alignment

Armor Class 19 (breastplate, shield)

Hit Points 170 (20d8 + 80)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	18 (+4)	12 (+1)	13 (+1)	18 (+4)

Saving Throws Con +5, Cha +7



Skills Athletics +8, Investigation +5, Perception +5, Persuasion +8

Condition Immunities frightened

Senses passive Perception 15

Languages Common and one other language

Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Aura of Courage and Protection. As long as the field commander is conscious, all friendly creatures within 10 feet of it are immune to being frightened and have advantage on all saving throws.

Divine Weapons. The field commander's weapon attacks are magical. When the commander hits with any weapon, the weapon deals an extra 3d8 necrotic or radiant damage (included in the attack), the commander's choice.

ACTIONS

Multiattack. The field commander uses Battle Cry, if available. It then makes three Longsword attacks, or it makes two Longsword attacks and uses Spellcasting. If the commander hits one creature with two Longsword attacks, the target must succeed on a DC 16 Constitution saving throw or be stunned until the end of its next turn.

Longsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands, plus 13 (3d8) necrotic or radiant damage (the commander's choice).

Battle Cry (Recharge 5–6). The field commander shouts a frightful and rallying battle cry. Each hostile creature within 30 of it that can hear the cry must succeed on a DC 16 Wisdom saving throw or be frightened for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Each friendly creature within 30 feet of the commander and that can hear the cry has advantage on the next attack roll it makes before the start of the commander's next turn.

Ramnath Nanthakumar (Order #37530305)

Spellcasting. The field commander casts one of the following spells, using Charisma as the spellcasting ability (spell save DC 16):

At will: *command*, *protection from evil and good*

3/day each: *cure wounds* (as a 3rd-level spell), *find steed* (as an action)

1/day: *revivify*

REACTIONS

Bolster Soldier. When a friendly creature the field commander can see is hit with a weapon attack, the commander calls out encouragement, and the creature gains 5 (1d10) temporary hp.

FIRST SERVANT

A first servant is one of its deity's most powerful mortal allies on the Material Plane. First servants hold positions of prominence as oracles and prophets of their faith, or as the direct harbingers of their gods.

FIRST SERVANT

Medium Humanoid (Any Race), Any Alignment

Armor Class 17 (Armor of Foresight)

Hit Points 162 (25d8 + 50)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	14 (+2)	15 (+2)	20 (+5)	18 (+4)



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

Skills History +6, Insight +9, Perception +9, Religion +6

Senses passive Perception 19

Languages any three languages

Challenge 12 (8,400 XP) **Proficiency Bonus** +4

Armor of Foresight. While the first servant is wearing no armor and wielding no shield, its AC includes its Dexterity and Wisdom modifiers (included above).

Divine Weapons. The first servant's weapon attacks are magical. When the first servant hits with any weapon, the weapon deals an extra 3d8 necrotic or radiant damage (included in the attack), the first servant's choice.

ACTIONS

Multiattack. The first servant uses its Awe-Inspiring Presence. It then makes three Divine Burst attacks or one Blinding Rod attack and two Divine Burst attacks. It can replace one attack with a use of Spellcasting.

Blinding Rod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d6 + 1) bludgeoning damage plus 13 (3d8) necrotic or radiant damage (the first servant's choice), and the target must succeed on a DC 17 Constitution saving throw or be blinded and deafened until the end of its next turn.

Divine Burst. *Melee or Ranged Spell Attack:* +9 to hit, reach 5 ft. or range 120 ft., one target. *Hit:* 23 (4d8 + 5) necrotic or radiant damage (the first servant's choice).

Awe-Inspiring Presence. Each creature of the first servant's choice that is within 30 feet of the first servant and aware of it must succeed on a DC 17 Wisdom saving throw or be unable to use bonus actions or reactions until the start of the first servant's next turn.

Spellcasting. The first servant casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 17):

At will: *bane*, *protection from evil and good*, *spare the dying*, *thaumaturgy*

3/day each: *cure wounds* (as a 5th-level spell), *dispel evil and good*, *divination*, *speak with dead*

1/day each: *commune* (as an action), *holy aura*, *resurrection*

BONUS ACTIONS

Healing Hands (Recharge 5–6). The first servant touches a creature within 5 feet of it, and the creature regains 14 (4d6) hp.

FIXER

A fixer is a cleaner or a facilitator, called in to clean up messes, cover up mistakes, and ensure that information and events a group wants to keep hidden do stay hidden; this often includes removing evidence of the group's presence. A fixer may operate alone, may team up with an assassin, or may work with a small team of scouts or spies.

FIXER

Medium Humanoid (Any Race), Lawful Neutral

Armor Class 13 (leather armor)

Hit Points 44 (8d8 + 8)

Speed 30 ft.

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

Ramnath Nanthakumar (Order - 375303805)



Skills Deception +4, Perception +4, Persuasion +4, Sleight of Hand +4, Stealth +4

Senses passive Perception 14

Languages any two languages

Challenge 2 (450 XP) **Proficiency Bonus** +2

Ritual Cleansing. The fixer can take 10 minutes to perform a cleansing ritual on a creature, object, or an area within 30 feet that is no larger than a 20-foot cube. For the next 8 hours, the affected creature or object is hidden from divination magic, as if it was under the effects of the *nondetection* spell. In an area that is ritually cleansed, divination spells of 4th level or lower don't function, and creatures within the area can't be scried.

ACTIONS

Multiattack. The fixer makes two Shortsword or Sling attacks.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage plus 3 (1d6) poison damage.

Hand Crossbow. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage plus 3 (1d6) poison damage.

Cleaner. The fixer can cast the *prestidigitation* and *unseen servant* spells at will, requiring no material components and using Wisdom as the spellcasting ability.

FROST-AFFLICTED

Tales of those driven mad in the vast wastelands of the arctic are enough to make even the foolhardiest explorer shudder. Those few who survive and return to safety babble incoherently about a form in the snow that saved them, marked them, *changed* them. These frost-afflicted humanoids find they have an affinity with ice and cold climes, able to create small bolts of frost in their permanently frostbitten hands and able to survive on less food and drink than before. Some devote themselves to striking down those who would harm the tundra, others use their new affinity to lead expeditions safely through cold and snowy lands, and still others feel suddenly removed from their warmer brethren and choose lives of solitude in the coldest reaches of the world.

FROST-AFFLICTED

Medium Humanoid (Any Race), Chaotic Neutral

Armor Class 13 (leather armor)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	15 (+2)	12 (+1)	17 (+3)	10 (+0)

Damage Immunities cold

Condition Immunities exhaustion, petrified

Senses passive Perception 13

Languages any one language (usually Common)

Challenge 3 (700 XP) **Proficiency Bonus** +2



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Burning Cold. A creature with resistance to cold damage doesn't have resistance to the cold damage dealt by the frost-afflicted. A creature with immunity to cold damage is unaffected by this trait.

Icy Nature. The frost-afflicted is infused with minor elemental power, and it requires only half the amount of food and drink that a typical humanoid of its size needs.

ACTIONS

Multiattack. The frost-afflicted makes two Frigid Punch or Frost Bolt attacks.

Frigid Punch. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage and 5 (2d4) cold damage.

Frost Bolt. *Ranged Spell Attack:* +5 to hit, range 60 ft., one target. *Hit:* 8 (2d4 + 3) cold damage.

REACTIONS

Frigid Flare. When a creature hits the frost-afflicted with a weapon attack, ice bursts from the frost-afflicted. Each creature within 5 feet of the frost-afflicted must make a DC 13 Constitution saving throw, taking 5 (2d4) cold damage on a failed save, or half as much damage on a successful one.

INFESTED DUELIST

The ivory bloom fungus infects dinosaurs, causing mild illness in such beasts. In humanoids, however, it is much more dangerous. It progresses from a simple growth into a body-covering horror, where it greatly enhances the physicality of its victim as it slowly turns the body into a massive, sporing fruit. With magical treatment, this stage can last a year or more. An infested duelist has purposefully nurtured the fungus into this terminal stage, accepting a curtailed lifespan in exchange for raw physical power.

Driven Fighters. Most infested duelists are pursuing a goal, hunting down a hated enemy, or attempting one last stand against an overwhelming force. Few, if any, expect to live long enough to regret their decision. As a result, infested duelists are committed, uncompromising foes who never surrender, having already made peace with their impending deaths.

INFESTED DUELIST

Medium Humanoid (Any Race), Chaotic Neutral

Armor Class 18 (natural armor)
Hit Points 144 (32d8)
Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	20 (+6)	10 (+0)	10 (+0)	16 (+3)	15 (+2)

Saving Throws Con +4, Wis +7, Cha +6
Skills Acrobatics +10, Stealth +10
Damage Resistances acid
Damage Immunities poison
Condition Immunities exhaustion, restrained, poisoned
Senses passive Perception 13
Languages any one language (usually Common)
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Evasion. If the infested duelist is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the duelist instead takes no damage if it succeeds on the saving throw, and only half the damage if it fails.

Parasite Sense. The infested duelist has advantage on attack rolls against poisoned creatures.

Plant-Powered Mobility. Opportunity attacks made against an infested duelist have disadvantage. If the duelist is prone at the start of its turn, it can immediately stand without costing movement.

ACTIONS

Multiattack. The infested duelist makes one Slam attack and two Shortsword attacks, or it makes two Thorn Shot attacks.

Shortsword. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 9 (1d6 + 6) piercing damage.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage, and the target must make a DC 15 Constitution saving throw. On a failure, the target takes 14 (4d6) poison damage and is poisoned for 1 minute. On a success, the target takes half the damage and isn't poisoned. The poisoned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Thorn Shot. *Melee Weapon Attack:* +10 to hit, range 30/120 ft., one target. *Hit:* 10 (2d4 + 5) piercing damage plus 7 (2d6) poison damage.

REACTIONS

Spore Cloud. When the duelist takes damage from a ranged attack, it emits a burst of thick, yellow spores. The spores surround the infested duelist and heavily obscure the area within 5 feet of it. The spores dissipate at the start of the duelist's next turn.



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INFILTRATOR

An infiltrator has the ability to fit in anywhere, filling whatever role necessary in order to get close to those its organization has interest in. Once an infiltrator has insinuated itself into a position of trust, it uses that position to influence its target and spread the organization's influence. Bargaining, bribery, blackmail, or threats, the method matters little so long as it succeeds and furthers the organization's goals.

INFILTRATOR

Medium Humanoid (Any Race), Neutral

Armor Class 13 (studded leather)

Hit Points 55 (10d8 + 10)

Speed 30 ft.

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

Skills Deception +5, Investigation +5, Perception +4

Senses passive Perception 14

Languages any three languages

Challenge 2 (450 XP) **Proficiency Bonus** +2



Knowledge Charm. The infiltrator carries a minor magical charm gifted to it by the organization. While wearing or carrying the charm, the infiltrator has proficiency in any two skills and is fluent in any one language (not included above). This proficiency and fluency last until the charm is lost or destroyed or until the infiltrator performs a 10-minute ritual to change the proficiency and fluency provided by the charm. If the infiltrator dies, the charm becomes nonmagical.

ACTIONS

Multiattack. The infiltrator makes two Shortsword attacks and one Dagger attack. It can replace one attack with a use of Spellcasting.

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

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Light Crossbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Spellcasting. The infiltrator casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 13):

At will: *mage hand*, *message*, *minor illusion*

3/day each: *charm person*, *sleep*

1/day: *invisibility*

BONUS ACTION

Cunning Action. The infiltrator takes the Dash, Disengage, or Hide action.

MERCHANT CAPTAIN

Merchant captains lead trade caravans that deliver vital supplies and luxuries to communities far and wide. While often dismissed as glib-tongued shysters, merchant captains come from many walks of life and are just as likely to be scrupulously honest merchants as they are to be silver-tongued devils. When merchant captains retire from active travel, some they continue to earn a living by financing or providing protection for caravans led by other merchants. All merchant captains, whether active or sedentary, have proficiency with land vehicles and with two musical instruments.

MERCHANT CAPTAIN

Medium Humanoid (Any Race), Any Alignment

Armor Class 15 (studded leather)

Hit Points 104 (19d8 + 19)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	16 (+3)	13 (+1)	14 (+2)	13 (+1)	18 (+4)

Saving Throws Dex +6, Cha +7

Skills Deception +7, Perception +4, Performance +7, Persuasion +7, Sleight of Hand +6

Senses passive Perception 14

Languages Common plus any two languages

Challenge 6 (5,900 XP) **Proficiency Bonus** +3

ACTIONS

Multiattack. The merchant captain uses Fast Talk. It then makes three Rapier or Quip attacks. It can replace one attack with a use of Spellcasting.

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Rapier. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 7 (2d6) poison damage.

Quip. *Ranged Spell Attack:* +7 to hit, range 60 ft., one target. *Hit:* 14 (3d6 + 4) psychic damage.

Fast Talk. The merchant captain baffles a creature it can see within 30 feet of it with a barrage of jargon, quick speech, and big words. The target must succeed on a DC 15 Charisma saving throw or have disadvantage on the next Wisdom saving throw it makes before the end of the merchant captain's next turn.

Spellcasting. The merchant captain casts one of the following spells, using Charisma as the spellcasting ability (spell save DC 15):

At will: *comprehend languages*, *mage hand*, *mending*

3/day each: *calm emotions*, *enthrall*, *heroism*

1/day each: *confusion*, *freedom of movement*

REACTIONS

Inspiration (4/Day). When a creature within 30 feet of the merchant captain fails an attack roll, ability check, or saving throw, the captain can force it to reroll the die. The target must use the new roll.

WARLOCK OF THE GENIE LORD

Warlocks of the genie lord gain their power through magical pacts forged with powerful djinni and efreeti lords. These warlocks often summon lesser elementals to do their bidding, and regardless of their alignment, they exude a commanding presence and an air of superiority.

WARLOCK OF THE GENIE LORD

Medium Humanoid (Any Race), Any Alignment

Armor Class 15 (studded leather)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	12 (+1)	13 (+1)	19 (+4)

Saving Throws Con +5, Cha +7

Skills Acrobatics +6, Intimidation +7, Nature +4

Damage Resistances acid, cold, fire, lightning, thunder

Senses passive Perception 11

Languages Common, Primordial

Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Elemental Weapons. When the warlock hits with any weapon, the weapon deals an extra 3d6 acid, cold, fire, lightning, or thunder damage (included in the attack), the warlock's choice.

ACTIONS

The warlock of the genie lord makes two Elemental Burst or Dagger attacks. It can replace one attack with a use of Spellcasting.



Ramnath Nanthakumar (Order - 375303805)

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage plus 10 (3d6) acid, cold, fire, lightning, or thunder damage (the warlock's choice).

Elemental Burst. *Melee or Ranged Spell Attack:* +7 to hit, reach 5 ft. or range 120 ft., one target. *Hit:* 14 (3d6 + 4) acid, cold, fire, lightning, or thunder damage (the warlock's choice).

Spellcasting. The warlock casts one of the following spells, using Charisma as the spellcasting ability (spell save DC 15).

At will: *levitate*, *water breathing*

3/day each: *fire shield*, *fly*, *gust of wind*

1/day each: *conjure minor elementals* (as an action), *wall of stone*

REACTIONS

Genie Lord's Favor. When the warlock takes acid, cold, fire, lightning, or thunder damage, the warlock has advantage on the next Elemental Burst attack it makes before the end of its next turn, provided the Elemental Burst deals the same damage as the damage the warlock took.

WIND ACOLYTE

Wind acolytes have a close attachment to the element of air. Some have been blessed by an elemental being, exposed to the elemental plane of air, or even have elemental air magic in their bloodlines that is not quite strong enough for them to manifest as a sorcerer. They are keenly attuned to the wind, able to feel minute changes and movements of the air around them.

Wind acolytes feel connected to birds and other creatures that share the sky, and their kinship is reflected in their clothing. The acolytes wear masks resembling bird's heads, incorporate feathers into clothing or jewelry, or sew avian motifs into their clothing. Many wind acolytes live in floating monasteries, high above the clouds where only creatures of the sky disturb them. Others roam the world, choosing their paths as the wind changes.

WIND ACOLYTE

Medium Humanoid (Any Race), Neutral

Armor Class 15

Hit Points 105 (14d8 + 42)

Speed 30 ft., fly 50 ft. (hover)

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

Saving Throws Dex +8, Wis +7

Skills Acrobatics +8, Perception +7, Survival +7 (+10 to predict weather)

Damage Resistances cold, lightning

Senses blindsight 60 ft., passive Perception 17

Languages Auran, plus any two languages

Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Air Senses. The wind acolyte can't use its blindsight while underwater or in an area without air.

Air Weapons. When the acolyte attacks, it conjures a weapon out of the air itself, the weapon appearing and disappearing in the blink of an eye. An air weapon is a swirl of wind in the shape of a simple or martial weapon, but it always deals 2d6 damage of the same type as that weapon. An air weapon shaped like a ranged weapon uses the range of that weapon, except the acolyte doesn't have disadvantage on ranged attack rolls when attacking a target beyond the weapon's normal range. Air weapons don't use any other weapon properties of the weapons they mimic. Air weapon attacks are magical.



ACTIONS

Multiattack. The wind acolyte makes three Air Weapon attacks. If the wind acolyte hits one creature with two Air Weapon attacks, the target must succeed on a DC 15 Strength saving throw or be pushed up to 15 feet away from the acolyte.

Air Weapon. *Melee or Ranged Weapon Attack:* +8 to hit, reach 10 ft. or range defined by the chosen weapon, one target. *Hit:* 12 (2d6 + 5) bludgeoning, slashing, or piercing damage, as defined by the chosen weapon.

Wind's Rebuke (Recharge 6). The wind acolyte draws the breath out of one creature it can see within 60 feet of it. The target must make a DC 15 Constitution saving throw. On a failure, all of the breath is drawn from the target's lungs, and it immediately begins suffocating for 1 minute or until it falls unconscious. It can repeat the saving at the end of each of its turns, ending the effect on itself on a success.

REACTIONS

Buoying Wind. The acolyte summons winds to break the fall of up to five falling creatures it can see within 60 feet of it. A falling creature's rate of descent slows to 60 feet per round for 1 minute. If a falling creature lands before the effect ends, it takes no falling damage and can land on its feet.

Drift. When a creature moves to within 15 feet of the wind acolyte, the acolyte can fly up to half its flying speed.

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Appendix: Creatures by Challenge

Challenge 0 (0 XP)

Meerkat 268

Challenge 1/8 (25 XP)

Climbing Vine 85

Challenge 1/4 (50 XP)

Animated Instrument 34
Avestruzii 48
Blood Barnacle 62
Clockwork Armadillo 86
Dinosaur, Jeholopterus 126
Diving Gel 136
Dragonette, Barnyard 148
Giant Flea 197
Hinderling 232
Musk Deer 282
Qumdaq 326
Swarm of Biting Gnats 360
Tuberkith 379

Challenge 1/2 (100 XP)

Aziza 49
Bone Collector 64
Brumalek 70
Clockwork Conductor 87
Devil, Moldering 123
Dragonette, Sedge 149
Dragonette, Shovel 150
Dwarf, Pike Guard 166
Gremlin, Bilge 219
Gullkin 223
Harvest Horse 230
Jinnborn Pirate 246
Juniper Sheriff 248
Light Eater 262
Meerkat, Swarm of Meerkats 268
Moon Weaver 274
Phoenixborn 316
Porcellina 317
Puffinfolk 322
Rakshasa, Servitor 329
Rochade 332
Rock Salamander 333
Sunflower Sprite 358
Torch Mimic 370

Challenge 1 (200 XP)

Alabroza 13
Alliumite, Rapscallion 17
Angel, Archangel Hala'ath, Haladron 23
Archon, Word 44
Beetle, Clacker Soldier 54
Brownie 68
Capybear 72
Caretaker Weevil 73
Catterball 76
Clockwork Pugilist 88
Cloudhoof Assassin 91
Conniption Bug 93
Death Worm 106
Demon, Inciter 108
Ettin, Kobold 173
Herd Skulker 231
Ice Urchin 239
Iceworm 241
Khamaseen 250
Moppet 277
Myrmex, Young 284
Offal Walker 296
Ooze, Manure 306
Pescavitus 315
Scorchrunner Jackal 340
Stained-Glass Moth 353

Challenge 2 (450 XP)

Akanka 10
Alliumite, Husker 17
Alseid, Woad Warrior 20
Avestruzii Champion 48
Baleful Miasma 50
Bannik 51
Birgemon Seal 57
Crab, Razorback 98
Dawnfly, Desolation Nymph 105
Demon, Balbazu 107
Dinosaur, Guardian Archaeopteryx 126
Dinosaur, Razorfeather Raptor 127
Dokkaebi 137
Doppelixir 139
Dragon, Prismatic Wyrmling 143
Dubius 162
Ember Glider 170
Fixer 407
Giant Flea, Swarm of Fleas 197
Giant Pufferfish 200
Gremlin, Rum Story Keeper 220
Hirudine Stalker 235
Infiltrator 410
Lycanthrope, Wereotter 266
Megantereon 269
Muraenid 281
Musk Deer, Swarm of Musk Deer 282
Niya-Atha, Warrior 290
Peri 314
Scarsupial 339
Sinstar, Star Thrall 346
Swampgas Shade 359
Swarm of Ice Borers 362
Trollkin, Fire Shaman 376
Umbral Shambler 380
Wakwak 388
Yali 398

Challenge 3 (700 XP)

Alpine Creeper 19
Animated Instrument, Quartet 35
Beach Weird 52
Beetle, Clacker Swarm 54
Blaspheming Hand 60
Brownie Beastrider 69
Crab, Duffel 97
Daeodon 103
Desert Slime 115
Diomedian Horse 130
Dragon, Sand Wyrmling 147
Drake, Bakery 151
Dwarf, Firecracker 165
Erina, Tussler 172
Frost-Afflicted 408
Fungi, Mush Marcher 192
Fungi, Void 193
Giant Mole Lizard 199
Golem, Barnyard 213
Gremlin, Bilge Bosun 219
Grolar Bear 222
Gullkin Hunter 223
Haakjir 224
Hippopotamus 233
Kobold, Drake Rider 252
Kobold, Sapper 257
Leashed Lesion 259
Lycanthrope, Werecrocodile 265
Minotaur, Ravening 272
Obeleric 294
Phoenixborn Sorcerer 316
Rakshasa, Myrmidon 328
Swarm of Swamp Slirghs 363
Talus Flow 365
Void Constructor 385
Wilderness Crone 392
Wind Witch 393
Wrackwraith 395
Zombie, Smokeplume 400

Challenge 4 (1,100 XP)

Alabroza, Bloodfiend 13
Angel, Psychopomp 28
Asp Vine 45
Astralsupial 46
Atavist 404
Brain Coral 67
Catamount 74
Chroma Lizard 84
Crystallite 100
Dire Pangolin 133
Drake, Cactus 152

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Dust Grazer 163
Dwarf, Angler 164
Fungi, Duskwilt 190
Giant Walking Stick 201
Giant, Thursir Hearth Priestess 207
Gnyan 210
Hag, Pesta 227
Jubjub Bird 247
Lobe Lemur 264
Mindshard 271
Monkey's Bane Vine 273
Moonless Hunter 275
Niya-Atha, Sorcerer 290
Ogre, Alleybasher 297
Ogre, Rainforest 301
Ooze, Leavesrot 305
Ooze, Sinkhole 309
Quagga 325
Relentless Hound 331
Slithy Tove 347
Soil Snake 351
Starving Specter 356
Stone-Eater Slime 357
Swarm of Vampire Blossoms 364
The Flesh 367
Tripwire Patch 371
Troll, Gutter 373
Veritigibbet 384
Wraith, Oathrot 396
Zilaq 399

CHALLENGE 5 (1,800 XP)

Ahu-Nixta Mechanon 9
Alke 16
Amphibolt 21
Aural Hunter 47
Brownie Mystic 69
Chemosit 82
Corpselight Moth 95
Dinosaur, Therizinosaurus 128
Dire Owlbear 132
Div 135
Drake, Shepherd 156
Dwarf, Pike Guard Captain 166
Faux-Garou 174
Gearmass 195
Giant Mantis Shrimp 198
Hag, Floe 226
Hippopotamus, Sacred 234
Imperator, Swarm of Penguins 234
Ion Slime 245
Mudmutt 279
Mummy, Peat 280
Myrmex 283
Nullicorn 292
Obsidian Ophidian 295
Ogre, Cunning Artisan 299
Ogre, Rockchewer 302
Old Salt 304
Rakshasa, Pustakam 329
Savior Lumen 335
Shadow Lurker 342
Snatch Bat 349
Tatzelwurm 366
Trollkin, Ironmonger 376
Trollkin, Ragecaster 377
Vorthropod 387
Warlock of the Genie Lord 411
Wind Acolyte 412
Witchalder 394

CHALLENGE 6 (2,300 XP)

Apostle 403
Bearfolk Thunderstomper 53
Black Patch 58
Crab, Samurai 99
Derro, Abysswalker 113
Derro, Hellforged 114
Derro, Voidwarped 114
Devil, Rimepacted 124
Dire Lionfish 131
Doom Creeper 138
Drake, Vapor 157
Elemental, Permafrost 167
Fungi, Mulcher 191
Giant, Thursir Armorer 206
Harpy, Plague 229
Ibexian 238
Ice Willow 240
Lakescourge Lotus 258
Merchant Captain 410
Moonweb 276
Mortifera 278
Necrotech, Reaver 288
Ogre, Void-Blessed 303
Pyrite Pile 323
Rockwood 334
Scarab, Ruin 337
Silent Crier 344
Sodwose 350
Swarm of Gryllus 361
Thripper 368
Troll, Tumor 375
Urushi Constrictor 382
Waterkledde 390
Wild Sirocco 391
Xecha 397

CHALLENGE 7 (2,900 XP)

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Aphasian Abomination 39
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Despair and Anger 116
Fey Lady, Mother Moth 179
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Forgotten Regent 187
Frostjack 189
Ghost Knight Templar 196
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Kobold, Leviathan Hunter 255
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CHALLENGE 11 (7,200 XP)

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Black Shuck 59
Blood Flurry 63
Clockwork Tactician 90
Demon, Leech 110
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Drake, Riptide 155
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CHALLENGE 16 (15,000 XP)

Arcane Leviathan 40
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CHALLENGE 17 (18,000 XP)

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CHALLENGE 18 (20,000 XP)

Animal Lord, Queen of Mammoths 32
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CHALLENGE 19 (22,000 XP)

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Cave Sovereign 78

CHALLENGE 20 (25,000 XP)

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CHALLENGE 21 (33,000 XP)

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CHALLENGE 23 (50,000 XP)

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CHALLENGE 24 (62,000 XP)

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Appendix: Creatures by Terrain

ANY

Creature	CR (XP)
Giant Flea	1/4 (50 XP)
Bone Collector, Dwarf (Pike Guard), Rakshasa (Servitor)	1/2 (100 XP)
Angel (Archangel Hala'ath, Haladron), Offal Walker	1 (200 XP)
Baleful Miasma, Doppelixir, Giant Flea (Swarm)	2 (450 XP)
Blaspheming Hand, Dwarf (Firecracker), Kobold (Drake Rider), Leashed Lesion, Rakshasa (Myrmidon)	3 (700 XP)
Angel (Psychopomp), Atavist, Wraith (Oathrot), Zilaq	4 (1,100 XP)
Ahu-Nixta Mechanon, Dwarf (Pike Guard Captain), Rakshasa (Pustakam), Savior Lumen, Snatch Bat, Trollkin Ragecaster, Warlock of the Genie Lord, Wind Acolyte	5 (1,800 XP)
Apostle, Bearfolk Thunderstomper, Merchant Captain, Necrotech (Reaver)	6 (2,300 XP)
Cave Mimic, Golem (Origami), Ley Wanderer, Vampiric Vanguard, Zombie (Voidclaw)	7 (2,900 XP)
Breathstealer, Elf (Shadow Fey Executioner), Golem (Chain), Necrotech Thunderer	8 (3,900 XP)
Animated Offal, Archon (Ursan), Cultist (Psychophant), Infested Duelist, Necrotech Bonecage Constrictor	9 (5,000 XP)
Field Commander, Kobold (Empyrean), Void Knight	10 (5,900 XP)
Golem (Siege), Kobold (Ghost Hunter)	11 (7,200 XP)
First Servant	12 (8,400 XP)
Angel (Shrouded)	13 (10,000 XP)
Primordial Surge	16 (15,000 XP)
Bone Lord	19 (22,000 XP)
Dread Examiner	21 (33,000 XP)
Angel (Archangel Iilari'jil)	23 (50,000 XP)
Godslayer	30 (155,000 XP)

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ARCTIC

Creature	CR (XP)
Musk Deer	1/4 (50 XP)
Brumalek	1/2 (100 XP)
Ice Urchin, Iceworn	1 (200 XP)
Birgemon Seal, Musk Deer (Swarm), Swarm of Ice Borers	2 (450 XP)
Alpine Creeper, Frost-Afflicted, Grolar Bear, Wilderness Crone	3 (700 XP)
Gnyan	4 (1,100 XP)
Hag (Floe), Imperator Swarm, Trollkin Ragecaster	5 (1,800 XP)
Devil (Rimepacted), Elemental (Permafrost), Ice Willow	6 (2,300 XP)
Giant (Firestorm), Midnight Sun, Ooze (Snow)	7 (2,900 XP)
Golem (Ice), Grolar Bear Alpha, Sazakan	8 (3,900 XP)
Forgotten Regent, Frostjack	10 (5,900 XP)
Blood Flurry, Glacial Crawler, Imperator	11 (7,200 XP)
Demon (Maha)	12 (8,400 XP)
Hvalfiskr	15 (13,000 XP)
Animal Lord (Queen of Mammoths), Demon (Kogukhpack)	18 (20,000 XP)
Devil (Arch-Devil Iorvensiav)	24 (62,000 XP)

BADLANDS

Creature	CR (XP)
Qumdaq	1/4 (50 XP)
Bone Collecto,r Porcellina, Rock Salamander	1/2 (100 XP)
Death Worm, Khamaseen, Scorchrunner Jackal	1 (200 XP)
Trollkin (Fire Shaman)	2 (450 XP)
Dragon (Sand Wyrmling), Wind Witch	3 (700 XP)
Asp Vine, Catamount, Drake (Cactus), Dust Grazer, Quagga	4 (1,100 XP)
Div, Nullicorn, Ogre (Rockchewer), Trollkin Ironmonger	5 (1,800 XP)
Ogre (Void-Blessed), Rockwood	6 (2,300 XP)
Ogre (Kadag), Splinter Matron, Troll (Rattleback)	7 (2,900 XP)
Abaasy	8 (3,900 XP)
Arcane Scavenger, Khargi	9 (5,000 XP)
Alazai, Aphasian Abomination, Catonoctrix, Stargazer	10 (5,900 XP)
Dragon (Sand Young), Grivid	11 (7,200 XP)
Fiend Lord (Malaabit), Nariphon	13 (10,000 XP)
Chimera (Royal)	15 (13,000 XP)
Dragon (Sand Adult)	19 (22,000 XP)
Dawnfly	22 (41,000 XP)
Dragon (Sand Ancient)	25 (75,000 XP)

COASTAL

Creature	CR (XP)
Blood Barnacle, Dinosaur (Jeholopterus), Diving Gel	1/4 (50 XP)
Gremlin (Bilge), Gullkin, Puffinfolk	1/2 (100 XP)
Conniption Bug	1 (200 XP)
Dawnfly (Desolation Nymph), Wakwak	2 (450 XP)
Beach Weird, Crab (Duffel), Gremlin (Bilge Bosun), Gullkin Hunter, Hippopotamus, Lycanthrope (Werecrocodile), Talus Flow, Wrackwraith	3 (700 XP)
Hag (Pesta), Moonless Hunter	4 (1,100 XP)
Giant Mantis Shrimp, Hippopotamus (Sacred), Ion Slime, Old Salt	5 (1,800 XP)
Crab (Samurai), Lakescourge Lotus, Waterkledde	6 (2,300 XP)
Cueyatl Warchief, Golem (Tar), Troll (Breakwater)	7 (2,900 XP)
Coastline Reaper, Drake (Reef), Hag (Brine), Incandescent One	9 (5,000 XP)
Kobold (Leviathan Hunter), Stargazer	10 (5,900 XP)
Glacial Crawler	11 (7,200 XP)
Akkorokamui, Devil (Maelstrom), Drake (Riptide)	12 (8,400 XP)
Equitox	13 (10,000 XP)
Fey Lady (Coral Queen)	21 (33,000 XP)
Dawnfly	22 (41,000 XP)

DESERT

Creature	CR (XP)
Qumdaq	1/4 (50 XP)
Jinnborn Pirate	1/2 (100 XP)
Death Worm, Khamaseen	1 (200 XP)
Akanka, Trollkin Fire Shaman	2 (450 XP)
Desert Slime, Dragon (Sand Wyrmling), Lycanthrope (Werecrocodile), Minotaur (Ravening), Wind Witch	3 (700 XP)
Drake (Cactus)	4 (1,100 XP)
Div, Trollkin Ironmonger, Warlock of the Genie Lord	5 (1,800 XP)
Wild Sirocco	6 (2,300 XP)
Karkadann	7 (2,900 XP)
Alazai, Scarab (Suncatcher), Stargazer	10 (5,900 XP)
Dragon (Sand Young)	11 (7,200 XP)
Fiend Lord (Malaabit)	13 (10,000 XP)
Shetani	14 (11,500 XP)
Dragon (Sand Adult)	19 (22,000 XP)
Dragon (Sand Ancient)	25 (75,000 XP)

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FARMLAND

Creature	CR (XP)
Animated Instrument, Dragonette (Barnyard), Hinderling, Tuberkith	¼ (50 XP)
Devil (Moldering), Dragonette (Shovel), Harvest Horse, Light Easter, Sunflower Sprite	½ (100 XP)
Alabroza, Alliumite Rapscallion, Brownie, Caretaker Weevil, Catterball, Herd Skulker, Moppet, Ooze (Manure)	1 (200 XP)
Alliumite Husker, Crab (Razorback), Dokkaebi, Dubius, Gremlin Rum Story Keeper	2 (450 XP)
Animated Instrument (Quartet), Brownie Beastrider, Golem (Barnyard), Void Constructor, Zombie (Smokeplume)	3 (700 XP)
Alabroza (Bloodfiend), Hag (Pesta), Moonless Hunter, Relentless Hound, Starving Specter, Swarm of Vampire Blossoms, The Flesh, Tripwire Patch, Veritigibbet	4 (1,100 XP)
Brownie Mystic, Chemosit, Drake (Shepherd), Savior Lumen, Shadow Lurker	5 (1,800 XP)
Fungi (Mulcher), Harpy (Plague), Lakescourge Lotus, Ogre (Void-Blessed), Silent Crier, Waterkledde	6 (2,300 XP)
Púca, Pyrrhic Podthrower, Rafflesian, Zombie (Voidclaw)	7 (2,900 XP)
Giant (Shire)	8 (3,900 XP)
Ghost Knight Templar	10 (5,900 XP)
Black Shuck, Dinosaur (Thundercall Hadrosaur)	11 (7,200 XP)
Ooze (Scintillating)	12 (8,400 XP)
Equitox, Life Broker	13 (10,000 XP)
Howler of the Hill	14 (11,500 XP)

FOREST

Creature	CR (XP)
Dinosaur (Jeholopterus), Musk Deer	¼ (50 XP)
Aziza, Dragonette (Shovel), Juniper Sheriff, Moon Weaver, Sunflower Sprite	½ (100 XP)
Brownie, Capybear, Caretaker Weevil, Catterball	1 (200 XP)
Alseid (Woad Warrior), Dinosaur (Guardian Archaeopteryx), Dinosaur (Razorfeather Raptor), Hirudine Stalker, Lycanthrope (Wereotter), Musk Deer Swarm, Niya-Atha Warrior, Scarsupial, Wakwak, Yali	2 (450 XP)
Brownie Beastrider, Daeodon, Erina Tussler, Fungi (Mush Marcher), Fungi (Void), Void Constructor, Wilderness Crone	3 (700 XP)
Asp Vine, Astralsupial, Dire Pangolin, Giant Walking Stick, Jubjub Bird, Monkey's Bane Vine, Niya-Atha Sorcerer, Ogre (Rainforest), Ooze (Leavesrot), Slithy Tove, Swarm of Vampire Blossoms, The Flesh, Tripwire Patch, Veritigibbet	4 (1,100 XP)
Brownie Mystic, Chemosit, Corpselight Moth, Dinosaur (Therizinosaurus), Dire Owlbear, Faux-Garou, Tatzelwurm, Witchalder	5 (1,800 XP)
Doom Creeper, Fungi (Mulcher), Harpy (Plague), Thripper, Urushi Constrictor	6 (2,300 XP)
Niya-Atha Raja, Púca, Pyrrhic Podthrower, Rafflesian	7 (2,900 XP)
Drake (Venom)	8 (3,900 XP)
Drudge Pitcher, Hag (Wood), Star-Nosed Diopsid	9 (5,000 XP)
Belu, Fey Lady (Mother Moth), Oaken Sentinel	10 (5,900 XP)
Fey Lady (Countess of Garlands), Tigebra	13 (10,000 XP)
Chimera (Royal)	15 (13,000 XP)
Fey Lord (Rainforest King)	21 (33,000 XP)

GRASSLAND

Creature	CR (XP)
Meerkat	0 (10 XP)
Avestruzii	¼ (50 XP)
Dragonette (Shovel), Meerkat Swarm	½ (100 XP)
Alliumite Husker, Avestruzii Champion, Crab (Razorback), Dinosaur (Guardian Archaeopteryx), Megantereon	2 (450 XP)
Daeodon, Diomedian Horse, Erina Tussler, Hippopotamus, Minotaur (Ravening), Wind Witch	3 (700 XP)
Chroma Lizard, Dire Pangolin, Jubjub Bird, Mindshard, Ooze (Sinkhole), Quagga, Slithy Tove, Soil Snake	4 (1,100 XP)
Alke, Chemosit, Hippopotamus (Sacred)	5 (1,800 XP)
Sodwose	6 (2,300 XP)
Dire Wildebeest, Karkadann, Pyrrhic Podthrower	7 (2,900 XP)
Blestsessebe, Cyonaxin	8 (3,900 XP)
Star-Nosed Diopsid	9 (5,000 XP)
Dinosaur (Thundercall Hadrosaur), Grivid	11 (7,200 XP)
Nariphon, Tigebra	13 (10,000 XP)
Shetani	14 (11,500 XP)
Animal Lord (Queen of Mammoths)	18 (20,000 XP)

HILLS

Creature	CR (XP)
Juniper Sheriff, Rock Salamander	½ (100 XP)
Ember Glider, Sinstar (Star Thrall)	2 (450 XP)
Erina Tussler, Obeleric	3 (700 XP)
Ooze (Sinkhole)	4 (1,100 XP)
Alke, Drake (Shepherd), Ogre (Rockchewer), Tatzelwurm	5 (1,800 XP)
Fungi (Mulcher), Rockwood	6 (2,300 XP
Devil (Lesser Infernal Tutor)	7 (2,900 XP)

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Giant (Shire)	8 (3,900 XP)
Chaos Creeper, Hag (Wood)	9 (5,000 XP)
Devil (Infernal Tutor)	13 (10,000 XP)
Malmbjorn, Snallygaster	15 (13,000 XP)
Sinstar	17 (18,000 XP)
Animal Lord (Queen of Mammoths)	18 (20,000 XP)

MOUNTAINS

Creature	CR (XP)
Climbing Vine	1/8 (25 XP)
Brumalek, Juniper Sheriff, Rock Salamander	½ (100 XP)
Cloudhoof Assassin, Death Worm	1 (200 XP)
Ember Glider, Peri, Sinstar (Star Thrall)	2 (450 XP)
Alpine Creeper, Haakjir, Obeleric, Talus Flow, Wilderness Crone	3 (700 XP)
Catamount, Crystallite, Dwarf (Angler), Giant (Thursir Hearth Priestess), Gnyan, Stone-Eater Slime	4 (1,100 XP)
Alke, Aural Hunter, Obsidian Ophidian, Ogre (Cunning Artisan), Ogre (Rockchewer), Tatzelwurm, Vorthropod	5 (1,800 XP)
Giant (Thursir Armorer), Pyrite Pile, Rockwood	6 (2,300 XP)
Caldera Kite, Devil (Lesser Infernal Tutor), Giant (Firestorm), Ogre (Kadag)	7 (2,900 XP)
Elemental (Rockslide), Ogre (Black Sun)	8 (3,900 XP)
Garmvvolf, Giant (Hellfire), Hag (Wood)	9 (5,000 XP)
Forgotten Regent, Wandering Haze	10 (5,900 XP)
Chaos Raptor	12 (8,400 XP)
Devil (Infernal Tutor), Fiend Lord (Malaabit)	13 (10,000 XP)
Malmbjorn, Snallygaster	15 (13,000 XP)
Sinstar	17 (18,000 XP)
Angel (Zirnitran)	20 (25,000 XP)
Primordial Matriarch	21 (33,000 XP)
Fiend Lord (Abhaddanayla)	22 (41,000 XP)

PLANAR

Creature	CR (XP)
Avestruzii	¼ (50 XP)
Gullkin, Jinnborn Pirate, Phoenixborn, Rakshasa Servitor	½ (100 XP)
Angel (Archangel Hala'ath, Haladron), Archon (Word), Demon (Inciter), Myrmex (Young)	1 (200 XP)
Avestruzii Champion, Demon (Balbazu), Dubius, Sinstar (Star Thrall), Umbral Shambler	2 (450 XP)
Fungi (Void), Gullkin Hunter, Leashed Lesion, Phoenixborn Sorcerer, Rakshasa Myrmidon, Void Constructor	3 (700 XP)
Angel (Psychopomp)	4 (1,100 XP)
Ahu-Nixta Mechanon, Aural Hunter, Corpselight Moth, Myrmex, Rakshasa Pustakam, Snatch Bat	5 (1,800 XP)
Derro Abysswalker, Derro Hellforged, Derro Voidwarped, Ibexian, Moonweb, Scarab (Ruin), Thripper, Wild Sirocco, Xecha	6 (2,300 XP)
Drake (Ethereal), Living Soot	7 (2,900 XP)
Blestsessebe, Cyonaxin, Demon (Vetala), Golem (Chain), Myrmex Speaker	8 (3,900 XP)
Archon (Ursan), Giant (Hellfire), Truant Devourer	9 (5,000 XP)
Catonoctrix, Despair and Anger, Fey Lady (Mother Moth), Kobold (Empyrean), Kobold (Planes Hunter), Void Knight	10 (5,900 XP)
Angel (Pelagic Deva)	11 (7,200 XP)
Devil (Maelstrom), Devouring Angel	12 (8,400 XP)
Angel (Kalkydra), Angel (Shrouded), Archon (Siege), Devil (Devilflame Juggler), Devil (Infernal Tutor), Nautiloid	13 (10,000 XP)
Cosmic Symphony, Howler of the Hill	14 (11,500 XP)
Sinstar	17 (18,000 XP)
Angel (Zirnitran)	20 (25,000 XP)
Dread Examiner, Primordial Matriarch	21 (33,000 XP)
Angel (Archangel Hala'ath), Fiend Lord (Abhaddanayla)	22 (41,000 XP)
Angel (Archangel Iilari'jil)	23 (50,000 XP)
Devil (Arch-Devil Iorvensiav)	24 (62,000 XP)

SWAMP

Creature	CR (XP)
Dinosaur (Jeholopterus), Swarm of Biting Gnats	¼ (50 XP)
Dragonette (Sedge)	½ (100 XP)
Capybear, Conniption Bug	1 (200 XP)
Dawnfly (Desolation Nymph), Dinosaur (Razorfeather Raptor), Hirudine Stalker, Lycanthrope (Wereotter), Swampgas Shade	2 (450 XP)
Hippopotamus, Swarm of Swamp Slirghs	3 (700 XP)
Astralsupial, Lobe Lemur, Troll (Gutter)	4 (1,100 XP)
Amphibolt, Faux-Garou, Hippopotamus (Sacred), Mudmutt, Mummy (Peat),	5 (1,800 XP)
Black Patch, Drake (Vapor), Lakescourge Lotus, Mortifera	6 (2,300 XP)
Berberoka	7 (2,900 XP)
Hag (Wood)	9 (5,000 XP)
Belu	10 (5,900 XP)
Demon (Leech), Dinosaur (Thundercall Hadrosaur)	11 (7,200 XP)
Equitox	13 (10,000 XP)
Dawnfly	22 (41,000 XP)

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UNDERGROUND

Creature	CR (XP)
Light Eater, Rochade, Torch Mimic	½ (100 XP)
Beetle (Clacker Soldier), Ettin (Kobold), Myrmex Young	1 (200 XP)
Akanka, Dragon (Prismatic Wyrmling)	2 (450 XP)
Beetle (Clacker Swarm), Fungi (Mush Marcher), Fungi (Void), Giant Mole Lizard, Haakjir	3 (700 XP)
Crystallite, Dwarf (Angler), Fungi (Duskwilt), Giant (Thursir Hearth Priestess), Ooze (Sinkhole), Relentless Hound, Stone-Eater Slime	4 (1,100 XP)
Aural Hunter, Dire Owlbear, Gearmass, Myrmex	5 (1,800 XP)
Giant (Thursir Armorer), Pyrite Pile	6 (2,300 XP)
Cave Mimic	7 (2,900 XP)
Copperkill Slime, Dragon (Prismatic Young), Myrmex Speaker, Ogre (Black Sun)	8 (3,900 XP)
Garmvvolf, Underworld Sentinel	9 (5,000 XP)
Scarab (Suncatcher)	10 (5,900 XP)
Ooze (Scintillating)	12 (8,400 XP)
Dragon (Prismatic Adult)	16 (15,000 XP)
Demon (Kogukhpak)	18 (20,000 XP)
Cave Sovereign	19 (22,000 XP)
Dragon (Prismatic Ancient)	21 (33,000 XP)

UNDERWATER

Creature	CR (XP)
Blood Barnacle, Diving Gel	¼ (50 XP)
Gremlin (Bilge)	½ (100 XP)
Conniption Bug, Iceworm, Pescavitus	1 (200 XP)
Birgemon Seal, Dawnfly (Desolation Nymph), Giant Pufferfish, Muraenid	2 (450 XP)
Crab (Duffel), Gremlin (Bilge Bosun), Lycanthrope (Werecrocodile)	3 (700 XP)
Brain Coral	4 (1,100 XP)
Giant Mantis Shrimp, Hag (Floe), Imperator (Swarm of Penguins)	5 (1,800 XP)
Crab (Samurai), Dire Lionfish	6 (2,300 XP)
Coastline Reaper, Drake (Reef), Hag (Brine), Incandescent One, Pelagic Blush Worm	9 (5,000 XP)
Kobold (Leviathan Hunter), Ooze (Shoal)	10 (5,900 XP)
Angel (Pelagic Deva), Glacial Crawler, Imperator	11 (7,200 XP)
Akkorokamui, Devil (Maelstrom), Drake (Riptide), Giant (Lantern)	12 (8,400 XP)
Gigantura, Nautiloid	13 (10,000 XP)
Hvalfiskr	15 (13,000 XP)
Arcane Leviathan	16 (15,000 XP)
Fey Lady (Coral Queen)	21 (33,000 XP)

URBAN

Creature	CR (XP)
Climbing Vine	1/8 (25 XP)
Animated Instrument, Clockwork Armadillo, Hinderling	¼ (50 XP)
Clockwork Conductor, Dragonette (Shovel), Gremlin (Bilge), Torch Mimic	½ (100 XP)
Alliumite Rapscallion, Brownie, Catterball, Clockwork Pugilist, Demon (Inciter) Moppet, Stained-Glass Moth	1 (200 XP)
Akanka, Bannik, Doppelixir, Dubius, Fixer, Gremlin Rum Story Keeper, Infiltrator, Yali	2 (450 XP)
Animated Instrument (Quartet), Brownie Beastrider, Drake (Bakery), Fungi (Mush Marcher), Golem (Barnyard), Gremlin Bilge Bosun, Kobold Sapper, Minotaur (Ravening), Zombie (Smokeplume)	3 (700 XP)
Atavist, Hag (Pesta), Ogre (Alleybasher), Relentless Hound, Starving Specter, Swarm of Vampire Blossoms, The Flesh, Troll (Gutter), Veritigibbet, Zilaq	4 (1,100 XP)
Brownie Mystic, Gearmass, Hippopotamus (Sacred), Old Salt, Savior Lumen, Shadow Lurker, Warlock of the Genie Lord	5 (1,800 XP)
Apostle, Merchant Captain, Ogre (Void-Blessed), Silent Crier, Swarm of Gryllus, Troll (Tumor)	6 (2,300 XP)
Drake (Ethereal), Golem (Origami), Golem (Tar), Living Soot, Painted Phantasm, Vampire Vanguard, Zombie (Voidclaw)	7 (2,900 XP)
Breathstealer, Copperkill Slime, Demon (Vetala), Elf (Shadow Fey Executioner), Golem (Ice), Sewer Weird	8 (3,900 XP)
Clockwork Scorpion, Cultist (Psychophant), Ooze (Sinoper), Rakshasa Slayer, Underworld Sentinel	9 (5,000 XP)
Field Commander, Ghost Knight Templar	10 (5,900 XP)
Clockwork Tactician	11 (7,200 XP)
First Servant, Ooze (Scintillating)	12 (8,400 XP)
Archon (Siege), Life Broker	13 (10,000 XP)
Animated Instrument (Symphony)	15 (13,000 XP)

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