



MORTE'S PLANAR PARADE™

DUNGEONS & DRAGONS®

A collection of creatures from across the multiverse for
THE WORLD'S GREATEST ROLEPLAYING GAME™

MORTE'S PLANAR PARADE™



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Special thanks to Michele Carter; Lisa Ohanian; Black Isle Studios, the creators of *Planescape: Torment*; and the hundreds of playtesters who made this a better book!

Additional thanks to the original Planescape setting designers, including Richard Baker, Wolfgang Baur, Tim Beach, Karen Boomgarden, Michele Carter, David "Zeb" Cook, Monte Cook, Tony DiTerlizzi, Dale Donovan, Jeff Grubb, Andria Hayday, Dori Jean Hein, Brian Kowal, Rob Lazzaretti, Colin McComb, Dawn Murin, rk post, Rob Ruppel, J. M. Salsbury, Bill Slavicsek, Lester Smith, Rick Swan, Ray Vallese, James Ward, Sue Weinlein, Skip Williams, Steve Winter, David Wise, and many more.



ON THE COVER

On this cover by Dmitry Burmak, the skull-like planar traveler Morte explores the multiverse, but he doesn't exactly make friends wherever he goes.

620D2437000002 EN

ISBN: 978-0-7869-6904-3

First Printing: October 2023

9 8 7 6 5 4 3 2 1



ON THE ALT-COVER

Artist Tony DiTerlizzi depicts a githyanki warrior, the most recent in a long tradition of gith to explore the planes and model for the covers of hardback bestiaries.

Disclaimer: Everything in this book is true—except the parts that ain't. The planes change, coins and threats adjust a few details, boring bits get more colorful. You know how it is. What's what? You're a cagey sort, Chief. I know you'll figure it out.

Tell us what you think of *Planescape: Adventures in the Multiverse*. Take our survey here!

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 Jeu en anglais. Contenu: 1. FABRIQUE EN CHINE

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CREATURES FROM EVERY CORNER OF THE MULTIVERSE CROWD SIGIL'S BUSY STREETS.



Multiversal Menagerie



"Morte. A self-professed 'famous' planar traveler who often poses as a *mimir* to—"

—Partial *mimir* response on the subject "Morte"



"Whoa, hey, hey! Zip it there, bud! I don't know who got you a defective *mimir*, Chief, but I'll tell you what's what from here out."

—Morte

PLANAR TRAVELERS OFTEN FIND *MIMIRS* invaluable in learning about reality and avoiding doom at the hands, claws, fangs, tentacles, proboscises, ovipositors, and other appendages of the multiverse's countless predatory and lethally grumpy inhabitants.

Morte, however, isn't a *mimir*.

A floating skull with a penchant for speaking his mind and claiming expertise, Morte is one of Sigil's many unique inhabitants and an accomplished explorer of the planes. For the right amount of coin or a future favor, Morte is quick to offer his advice, insights, and commentary on the many inhabitants of the planes. This book contains useful data gleaned from Morte's stories and ramblings. Still, the planes are vast and varied, and what Morte experienced as true might not match all circumstances. Reader beware.

USING A STAT BLOCK

This book is a companion to the *Monster Manual* and uses a similar presentation. If you are unfamiliar with the monster stat block format, read the introduction of the *Monster Manual* before proceeding. That book explains stat block terminology and gives rules for various monster traits—information that isn't repeated here.

The Stat Blocks by Challenge Rating table sorts the creatures in this book by challenge rating. Most of these creatures appear in the "Bestiary A to Z" section, but those marked with an asterisk (*) appear in the "Faction Agents" section.

UNUSUAL ATTACKS AND MAGIC

Some creatures have weapons that deal unusual damage types and spellcasting that functions in an atypical way. Such an exception is a special feature of a stat block and represents how the creature uses its weapon or casts its spells; the exception has no effect on how a weapon or spell functions for a different creature.

MEETING MAGIC ITEM

PREREQUISITES

If a stat block contains the name of a class in parentheses under the creature's name, the creature is considered a member of that class for the purpose of meeting prerequisites for magic items.

PETITIONERS

Petitioners are former mortals. They've lived, ceased living, and now exist on the Outer Planes. They typically inhabit a plane that shares their alignment or the realm of a deity they worship. Some, however, become lost and wander the planes or make new homes for themselves elsewhere on the Great Wheel.

You can make any creature that isn't a Celestial or Fiend a petitioner by giving it the following traits:

Plane Locked. The creature's creature type changes to Celestial or Fiend (DM's choice), and the creature can't leave the Outer Planes. Portals or magic that allow transport beyond the Outer Planes don't affect this creature.

Soul Shape. A dead petitioner can be returned to life only by the *true resurrection* spell or the *wish* spell. If affected by these spells, a petitioner chooses whether to return in its original mortal form or as a petitioner.

DEATH AND THE PLANES

Mortals that die eventually have their souls return as petitioners in far-flung reaches of the Outer Planes. There, they manifest as idealized versions of themselves. These forms might be similar to the forms they had in life or be those of entirely different creatures. A petitioner or another Celestial or Fiend that is destroyed can reconstitute on a plane that shares its alignment after 100 years, or it might choose to become one with that plane and never return. A creature that re-forms on the planes multiple times becomes increasingly dissimilar from its original mortal form.

STAT BLOCKS BY CHALLENGE RATING

CR	Stat Block	Creature Type
0	Cranium rat squeaker	Aberration
0	Sunfly	Celestial
1	Swarm of sunflies	Celestial
1	Vargouille reflection	Fiend
2	Dabus	Celestial
2	Lantern archon	Celestial
2	Musteval guardinal	Celestial
3	Bariaur wanderer	Celestial
3	Bleak Cabal void soother*	Humanoid
3	Githzerai traveler	Aberration
3	Harmonium peacekeeper*	Humanoid
3	Society of Sensation muse*	Humanoid
3	Transcendent Order instinct*	Humanoid
4	Hands of Havoc fire starter*	Humanoid
4	Heralds of Dust remnant*	Humanoid
4	Hound archon	Celestial
4	Mind's Eye matter smith*	Humanoid
5	Athar null*	Humanoid
5	Cranium rat squeaker swarm	Aberration
5	Fated shaker*	Humanoid
5	Time dragon wyrmling	Dragon
6	Doomguard rot blade*	Humanoid
6	Eater of knowledge	Aberration
6	Equinal guardinal	Celestial
7	Githzerai uniter	Aberration
7	Mercykiller bloodhound*	Humanoid
8	Decaton modron	Celestial
8	Harmonium captain*	Humanoid
8	Transcendent Order conduit*	Humanoid
8	Warden archon	Celestial
9	Avoral guardinal	Celestial
9	Ferrumach rilmani	Celestial
9	Fraternity of Order law bender*	Humanoid
9	Githzerai futurist	Aberration
10	Darkweaver	Aberration
10	Maelephant	Fiend
10	Nonaton modron	Construct
11	Farastu demodand	Fiend
11	Octon modron	Construct
11	Young time dragon	Dragon
12	Cuprilach rilmani	Celestial
12	Doomguard doom lord*	Humanoid
12	Septon modron	Construct
13	Hexton modron	Construct
13	Kelubar demodand	Fiend
14	Shemeshka	Fiend

CR	Stat Block	Creature Type
16	Shator demodand	Fiend
17	Aurumach rilmani	Celestial
17	Baernaloth	Fiend
18	Adult time dragon	Dragon
20	Kolyarut	Construct
22	Planar incarnate	Celestial or Fiend
26	Ancient time dragon	Dragon

*Appears in the "Faction Agents" section



SUNFLIES INFLUENCED BY VARIOUS OUTER PLANES INHABIT EVERY CORNER OF THE OUTLANDS.

PLANAR INFLUENCES

The Outer Planes are home to powerful forces of good and evil, chaos and order. Over time, these forces can alter creatures exposed to them. Due to their proximity to the Outer Planes, the inhabitants of the Outlands' gate-towns and nearby regions often exhibit traits associated with specific Outer Planes. Creatures might also have such traits if they dwell in other realms steeped in the energy of an Outer Plane—whether such a place be in the Outlands, on the Material Plane, or elsewhere.

This section provides customization options for creatures exposed to the energies of the Outer Planes for months or years. Creatures influenced by a plane can have as many or as few of these traits as you choose.

PLANAR ALIGNMENT

In addition to the plane-specific traits you can grant a creature, the influence of a plane changes a creature's alignment to match the plane's alignment, as shown on the Outer Plane Alignments table. If a plane a creature is influenced by has more than one alignment, you choose the creature's alignment from the options listed.

OUTER PLANE ALIGNMENTS

Outer Plane	Alignment
The Abyss	CE
Acheron	LN, LE
Arborea	CG
Arcadia	LN, LG
The Beastlands	NG, CG
Bytopia	NG, LG
Carceri	NE, CE
Elysium	NG
Gehenna	NE, LE
Hades	NE
Limbo	CN
Mechanus	LN
Mount Celestia	LG
The Nine Hells	LE
Pandemonium	CN, CE
Ysgard	CN, CG

"Anything you think you know about critters from the Material Plane doesn't apply in the Outlands, Chief. Your dog back home ain't nothing like a hound from the Nine Hells or Mount Celestia. Only thing those planar sorts have in common is that neither wants to hear about how you're 'totally a dog person.'"

—Morte



THE ABYSS

Creatures influenced by the Abyss gain demonic features, such as horns, scales, and black blood. A creature influenced by the Abyss also gains one or more of following traits of your choice:

Entropy of the Abyss. Whenever the creature deals bludgeoning, piercing, or slashing damage, it can change the damage type to necrotic.

Poison Tolerant. The creature has advantage on saving throws it makes to avoid or end the poisoned condition on itself.

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

ACHERON

Creatures influenced by Acheron have rough, scarred skin that resembles armor or pitted metal. A creature influenced by Acheron also gains one or more of following traits of your choice:

Battle Lust. Whenever the creature reduces another creature to 0 hit points with a melee attack on its turn, it gains 10 temporary hit points, and it can take a bonus action to move up to its speed without provoking opportunity attacks.

Corrosive Death. When the creature drops to 0 hit points, it turns into a pile of rust. Any equipment it was wearing or carrying is unaffected.

Pack Tactics. The creature has advantage on an attack roll against a target if at least one of the creature's allies is within 5 feet of the target and the ally doesn't have the incapacitated condition.

ARBOREA

Creatures influenced by Arborea change color to match the season, and their eyes glint with vibrant hues. A creature influenced by Arborea also gains one or more of following traits of your choice:

Merry Music. Whenever the creature casts a spell or makes a spell attack, the faint sound of merry music can be heard by it and those affected by its magic.

Recklessness. At the start of its turn, the creature can gain advantage on attack rolls during that turn, but attack rolls against the creature have advantage until the start of its next turn.



ARCADIA

Creatures influenced by Arcadia gain perfectly symmetrical features and appear eternally youthful or vigorous. A creature influenced by Arcadia also gains one or more of following traits of your choice:

Arcadian Perfection (1/Day). If the creature fails a Strength, Dexterity, or Constitution saving throw, it can choose to succeed instead.

Unshakable Resolve. An invisible, magical aura of confidence and hope surrounds the creature. When another creature that has the frightened condition starts its turn within 5 feet of the creature, the frightened condition affecting it is suppressed for 1 minute. When this suppression ends, the condition resumes if its duration hasn't expired.

THE BEASTLANDS

Creatures influenced by the Beastlands gain wilder or more animalistic features, such as larger eyes, thicker fur, or more prominent canine teeth. Beasts influenced by the Beastlands are often affected per the *awaken* spell—though normal Beasts also typically range through these areas in large numbers. A creature influenced by the Beastlands also gains one or more of following traits of your choice:

Speech of Beast and Leaf (Requires the Ability to Speak at Least One Language). This creature can comprehend and verbally communicate with Beasts and Plants.

Tracker's Eye. The creature can see invisible creatures and objects as if they were visible.

Trackless. The creature leaves no tracks to indicate where it has been or where it's headed.

BYTOPIA

Creatures influenced by Bytopia appear carved, constructed, or sculpted by an expert artisan. A creature influenced by Bytopia also gains one or more of following traits of your choice:

Phantasmal Dweomer (1/Day). After being in continuous physical contact with a Tiny nonmagical object for 1 minute, the creature can imbue the object with one of the following magical properties (choose one or roll a d6):

1–3: Light. The object sheds bright light in a 5-foot radius and dim light for an additional 5 feet.

4–6: Sound. The object continuously emits the creature's choice of a nonverbal sound (wind, waves, chirping, or the like). The chosen phenomenon is perceivable up to 10 feet away.

The magical property lasts for 24 hours.

Sounds of Work. Whenever the creature casts a spell or makes a spell attack, the faint sounds of hammering and sawing can be heard by it and those affected by its magic.

CARCERI

Creatures influenced by Carceri appear as if they'd been imprisoned underground for a long period; their hair is matted, their nails or claws are long and dirty, and they have marks as if they were bound by chains or rope. A creature influenced by Carceri also gains one or more of following traits of your choice:

Burden of Hopelessness. An invisible, magical aura of hopelessness surrounds the creature. Any other creature that starts its turn within 5 feet of the creature has its speed reduced by 10 feet until it is reduced to 0 hit points, regains hit points, or gains temporary hit points. This reduction never exceeds 10 feet.

Torturous Teleport. An invisible, magic-disrupting aura surrounds the creature. Any creature that teleports into or out of a space within 20 feet of the creature must make a DC 15 Constitution saving throw, taking 16 (3d10) force damage on a failed save, or half as much damage on a successful one.

ELYSIUM

Creatures influenced by Elysium have seasonal flowers sprouting from their heads, and they faintly smell of herbs or spices. A creature influenced by Elysium also gains one or more of following traits of your choice:

Hardy Body. The creature no longer needs food or water, and the creature can have no more than 4 levels of exhaustion.

Peaceful Presence. An invisible, magical aura of peace surrounds the creature. Any other creature that starts its turn within 5 feet of the creature has disadvantage on attack rolls until it is attacked, takes damage, or witnesses an ally being harmed.

GEHENNA

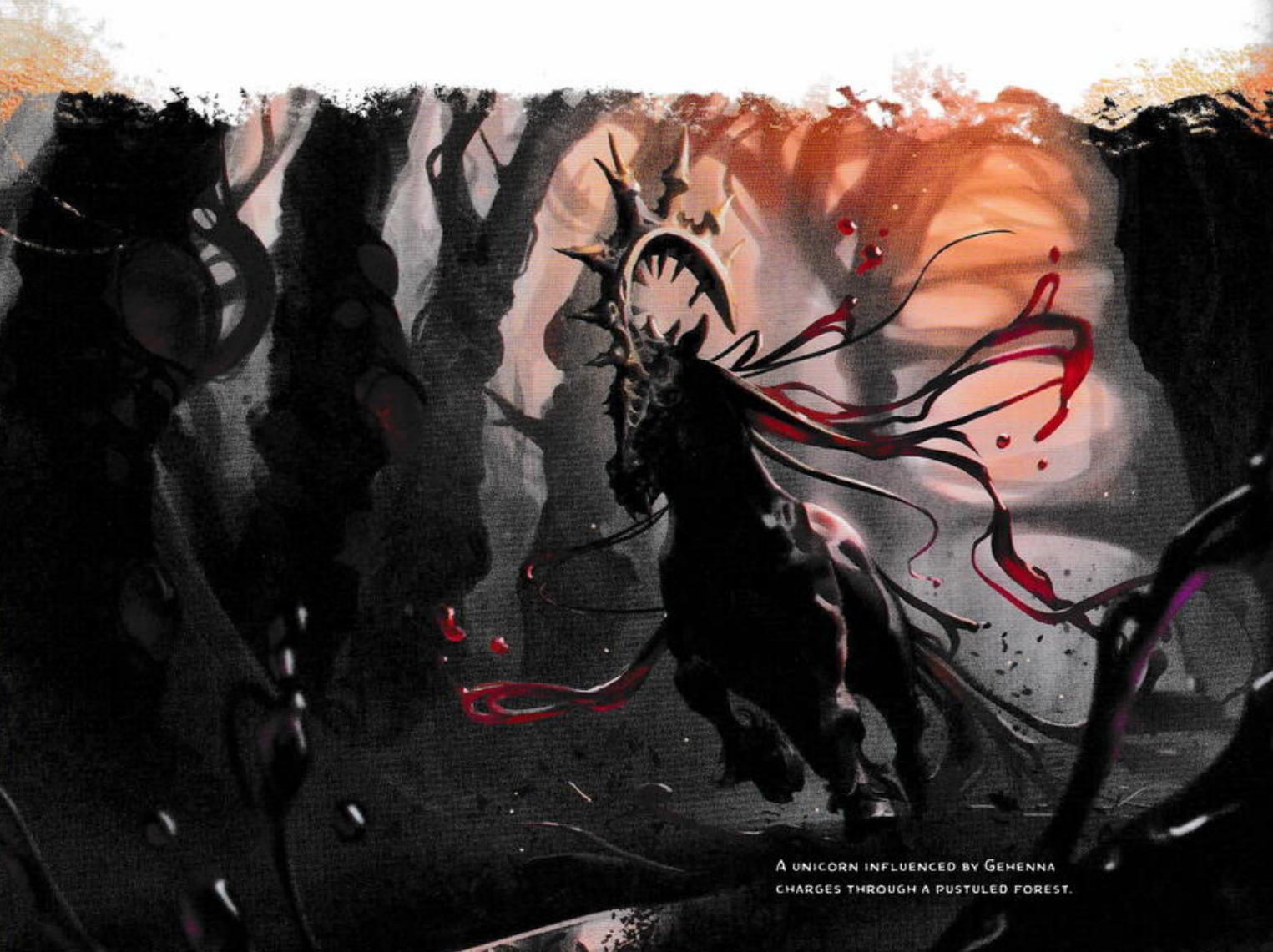
Creatures influenced by Gehenna appear haggard and have long, crooked limbs. A creature influenced by Gehenna also gains one or more of following traits of your choice:

Treasure Sense. The creature can pinpoint, by scent, the location of precious metals and stones, such as coins and gems, within 60 feet of itself.

Vitality Theft. An invisible, magical aura surrounds the creature. Whenever another creature regains hit points within 5 feet of the creature, half of those regained hit points (rounded down) go to the creature generating the aura instead.

HADES

Creatures influenced by Hades often have dour, gray features and feel cold to the touch. A creature influenced by Hades also gains one or more of following traits of your choice:



A UNICORN INFLUENCED BY GEHENNA
CHARGES THROUGH A PUSTULED FOREST.

Aura of Gloom. An invisible, magical aura surrounds the creature. Colors are muted within 30 feet of the creature, and other creatures in that area have disadvantage on Charisma checks and Charisma saving throws.

Extinguish Light. Nonmagical flames within 10 feet of the creature are extinguished.

Larval Rebirth. When the creature dies, it re-forms somewhere in Hades as a larva (see the *Dungeon Master's Guide*) in 1d10 days.

Shadowy Form. Whenever the creature is fully in darkness or dim light, it becomes semi-incorporeal and gains resistance to bludgeoning, piercing, and slashing damage. If the creature takes radiant damage, its Shadowy Form trait is suppressed for 1 hour.

LIMBO

Creatures influenced by Limbo have their appearance shift at each dawn. Their skin might change color, or their features might morph into unnatural, even abstract, configurations. A creature influenced by Limbo also gains one or more of following traits of your choice:

Chaotic Magic. The creature can cast the *thaumaturgy* cantrip, choosing a magical effect at random. Charisma is the spellcasting ability for this spell.

Churning Chaos. When the creature scores a critical hit or takes a critical hit, chaotic energy bursts from the creature, creating one of the following effects (choose one or roll a d6):

1–2: Melting Terrain. For 1 minute, the ground within 20 feet of the creature melts into a mud-like texture, becoming difficult terrain.

3–4: Miraculous Resilience. This creature gains temporary hit points equal to half the damage the critical hit dealt (rounded up).

5–6: Disrupted Gravity. Each creature within 20 feet of the creature must succeed on a DC 15 Constitution saving throw or rise vertically, up to 20 feet, and remain magically suspended there for 1 minute. While suspended in this way, a creature has the restrained condition.

Hidden Slaad. When the creature dies, a *slaad* tadpole bursts from the creature's chest.

MECHANUS

Creatures influenced by Mechanus have angular, symmetrical features, and their skin gains a metallic sheen. A creature influenced by Mechanus also gains one or more of following traits of your choice:

Lightning Rod. Lightning damage can't reduce the creature below 1 hit point. Whenever the creature takes lightning damage, one other creature within 5 feet of it (determined randomly) takes half as much damage.

Structural Repair (1/Day). After being in continuous physical contact with a nonmagical object for 1 minute, the creature can magically repair the object as though it had cast a *mending* spell on it.



A NIGHT HAG SELLS LARVAE FRESH FROM THE LOWER PLANES.

"The planes work on you in all sorts of ways, Chief. Sometimes they'll change your hair or give you spots. Other times they'll turn you into the sort of ugly little worm fiends love to snack on. If you're planning to visit one of the Outer Planes, best to keep your stay short—if you ever want to leave at all."

—Morte





A GLEAMING WYVERN IMBUED WITH THE RADIANCE OF MOUNT CELESTIA NAVIGATES A CRYSTALLINE CAVE.

MOUNT CELESTIA

Creatures influenced by Mount Celestia gain angelic features, such as gold- or platinum-colored skin, eyes, or hair. Spectral feathers might rise from a creature's back, or a halo might crown its head. A creature influenced by Mount Celestia also gains one or more of following traits of your choice:

Healing Orb. When the creature dies, its body releases a spectral orb that hovers in the same space and lasts for 1 minute. Any good-aligned creature that starts its turn within 5 feet of the orb regains 1d6 hit points.

Light. The creature sheds bright light in a 10-foot radius and dim light for an additional 10 feet. As a bonus action, the creature can suppress this light or cause it to return. The light winks out if the creature dies.

THE NINE HELL

Creatures influenced by the Nine Hells gain devilish features, such as horns, a forked tail, or the faint odor of sulfur or smoke. A creature influenced by the Nine Hells also gains one or more of following traits of your choice:

Flames of the Nine. Whenever the creature deals bludgeoning, piercing, or slashing damage, it can change the damage type to fire.

Viper Nest. When the creature dies, its body disgorges a swarm of poisonous snakes in the same space.

PANDEMOMIUM

A creature influenced by Pandemonium appears as though it were exposed to cold air for a long time, its skin dry and cracked. Its hair might blow in a phantom wind. A creature influenced by Pandemonium also gains one or more of following traits of your choice:

Hindering Winds. Cold winds sweep around the creature. Any other creature that enters a space within 20 feet of the creature or starts its turn there has its flying speed halved until the start of its next turn.

Wailing Screams. Whenever the creature casts a spell or makes a spell attack, the faint sound of crying and screams can be heard by it and those affected by its magic.

YSGARD

A creature influenced by Ysgard becomes hearty and muscular. Its scars always appear fresh. When the creature senses danger, it can't help but express joy. A creature influenced by Ysgard also gains one or more of following traits of your choice:

Warrior's Wrath. The creature has advantage on melee attack rolls against any target missing at least half its hit points.

Ysgardian Stand (2/Day). If the creature has the prone condition at the start of its turn, it can, at that time, end the prone condition on itself and stand up without expending any movement. The creature can't use this trait while it has the incapacitated condition.

DENIZENS OF THE OUTLANDS

As the Outlands are the crossroads of the Outer Planes, travelers in that realm might encounter any creature in existence, many of which have been influenced by other planes. The following sections detail the various creature types likely to be encountered in the Outlands. Use the tables in these sections to inspire encounters and whole adventures in the Outlands.

ABERRATIONS

With their inscrutable biologies and agendas, Aberrations might journey to the Outlands pursuing all manner of schemes or sustenance. Slaadi from Limbo are among the most common Aberrations found on the Outlands.

OUTLANDS ABERRATIONS

d4 Encounter

- 1 An **aboleth** travels in a muck-filled, orbicular carriage, seeking to better understand the Outer Planes in preparation for a future world-domination scheme.
- 2 A **beholder** influenced by the Abyss has compound eyes and looks like a floating, cyclopean fly head. It promises not to destroy the characters if they bring it a corpse it has never tasted before.
- 3 A dejected **red slaad** wishes to be reunited with its **slaad tadpole**, but it isn't certain where—or in what—it implanted its egg.
- 4 A hirsute, axe-wielding **flumph** influenced by Ysgard quests across the land, seeking legendary beasts to slay and epic songs to sing.

BEASTS

Varied Beasts roam the Outlands, with many species being long extinct on Material Plane worlds. Plane-influenced creatures and gigantic or idealized animals from the Beastlands are common.

OUTLANDS BEASTS

d4 Encounter

- 1 An awakened **giant scorpion** owns a custom-made boat and runs a ferry business along a prominent river. It offers its services to characters in need.
- 2 A **triceratops** influenced by Mechanus and composed of simple geometric shapes charges creatures that enter the angular canyons it inhabits. It moves only in straight lines and turns only at right angles.

PLANAR EXEMPLARS

Some creatures originate on specific Outer Planes. Just as flesh and blood are fundamental to many creatures from the Material Plane, the forces of these creatures' home planes are fundamental to their being. These creatures are manifestations of a plane itself and are altered by other planar influences only under unusual circumstances. The archons of Mount Celestia, the demons of the Abyss, the devils of the Nine Hells, the modrons of Mechanus, and the slaadi of Limbo are just a few examples of such children of the planes.

As a result, it's rare to encounter a group of modrons embracing the chaos of Limbo or devils awash in the natural energy of the Beastlands. It's up to you to decide what creatures are exemplars of their home planes and under what circumstances they might be influenced by other planes.

d4 Encounter

- 3 **Stirges** drawn from countless worlds congregate in a tornado-sized, bloodsucking cloud that threatens a gate-town.
- 4 A desiccated **giant frog** influenced by Pandemonium screams whenever it opens its mouth. Its interior is even noisier.

CELESTIALS

Various Celestials watch over the Outlands, particularly those reaches that border the Upper Planes. Angels and archons (presented later in this book) are particularly common. Some seek to prevent fiendish incursions into the plane, while others try to align the Outlands closer to goodly philosophies.

OUTLANDS CELESTIALS

d4 Encounter

- 1 An **empyrean** calls for aid in taking back a corner of the Outlands overrun by demons.
- 2 Wearing grim armor and displaying a rust-colored horn, a **unicorn** influenced by Acheron challenges all it encounters to mortal combat.
- 3 A fallen **deva**, now neutral aligned, is on permanent vacation. The mellow angel is a font of multiversal secrets, but it shares them only with strangers who prove themselves more relaxed than it.
- 4 A **couatl** influenced by Limbo has color-changing wings and insists passersby convince it that they're worthy of existing. If the couatl isn't convinced, it has a 50 percent chance of either attacking or wandering off.

CONSTRUCTS

Constructs in the Outlands might be the remnants of forgotten civilizations, servants of plane-walking magic-users, or creations with varied important or ridiculous purposes. Among the most common are modrons, mechanical denizens of Mechanus that seek to enforce order on the plane.

OUTLANDS CONSTRUCTS

d4 Encounter

- 1 A tyrannical **homunculus** rules over the small domain of its long-lost archmage master.
- 2 A beautiful but vain **flesh golem** influenced by Arborea insists on following a character until the character sketches, sculpts, or otherwise artistically renders it.
- 3 A gang of inquisitive **monodrones** and its **duodrone** leader insist on following a character, saying they expect that individual's doom to be "statistically noteworthy."
- 4 A **clay golem** influenced by the Beastlands has been transformed into the walking hive that's home to numerous **swarms of insects** (wasps).

DRAGONS

All varieties of Dragons can be found in the Outlands, though many dwell in isolated reaches away from the plane's gate-towns. Some remain aloof due to their territorial natures, while others seek to avoid the Mausoleum of Chronepsis, home to the legendary dragon Chronepsis (see *Sigil and the Outlands* for details).

OUTLANDS DRAGONS

d4 Encounter

- 1 An **ancient gold dragon** disguised as a canary gives the characters a nonmagical item and offers them Bahamut's best wishes.
- 2 A lawful good **faerie dragon** with wings like stained glass has been influenced by Mount Celestia. It seeks the characters' aid in recovering a stolen **holy avenger**.
- 3 A **time dragon wyrmling** (presented later in this book) wants help constructing a magical structure that will be important in the future.
- 4 A neutral evil **adult silver dragon** with dull, gray scales has been influenced by Hades. It demands a toll from any who crosses its domain.

ELEMENTALS

Elementals of all varieties can be found in the Outlands. Mephits are common and often serve more powerful creatures as messengers.

OUTLANDS ELEMENTALS

d4 Encounter

- 1 **Water elementals** travel in a group that looks like a long, wandering river.
- 2 Some skull-headed **azers** have been influenced by the Nine Hells. They escort a heavily armored caravan of rare ore to the gate-town of Ribcage.
- 3 A wounded **mud mephit** asks the characters to help it deliver a sealed package to a leader in a nearby gate-town.
- 4 A wealthy **dao** that glistens with gemstones has been influenced by Arborea. It leads a parade of glimmering **galeb duhr** between gate-towns as part of a shopping spree for precious rocks.

FEY

Being close to nature—even the surreal nature of the Outer Planes—Fey dwelling in the Outlands are often influenced by other planes. Fey encountered near a gate-town typically exhibit influences from the town's associated Outer Plane.

OUTLANDS FEY

d4 Encounter

- 1 Revelers joined a group of **satyrs** in their festivities. As the satyrs' celebration has continued for over a year, the revelers seek the characters' help in extricating themselves without offending their hosts.
- 2 A kindly **green hag** influenced by Elysium invites passersby to join her for tea in her cottage made of sweets. She makes some of the best cookies in the Outlands.
- 3 A pack of **blink dogs** tracks a band of **maelephants** (presented later in this book) to prevent them from spoiling lands influenced by the Upper Planes.
- 4 A gnarled **dryad** influenced by Carceri seeks to entrap creatures within the root-snarled, prison-like cavern beneath her grove.

FIENDS

Denizens of the Lower Planes regularly invade the Outlands, seeking to shift the balance of the realm toward evil. The Blood War, the endless conflict between demons and devils, regularly spills onto the plane and can devastate whole regions.

OUTLANDS FIENDS

d4 Encounter

- 1 A **ncyaloth** seeks to capture several monochromatic **hell hounds** influenced by Gehenna. The **yugoloth** seeks to sell the hounds to Fiends participating in the Blood War.
- 2 After being ambushed by a rival, a **night hag** merchant offers a reward to characters who help her recover her lost inventory: several dozen stray **larvae** (see the *Dungeon Master's Guide*).
- 3 A hero requests the characters' help in gaining the aid of a legendary steed called a **nic'epona**, a **nightmare** influenced by one of the Upper Planes.
- 4 Rival **incubi** seek to recruit the characters to serve either a **balor** warlord or a **pit fiend** general whose fiendish armies are prepared to clash nearby.

GIANTS

Giants are common in the Outlands. Many gravitate toward regions influenced by planes corresponding with their alignments, but others seek to find the secret realm of the giant god Annam (see *Sigil and the Outlands* for details).

OUTLANDS GIANTS

d4 Encounter

- 1 Several **cyclopes** refuse to let the characters pass through a region where they're constructing a massive ring of beautifully carved standing stones.
- 2 An **ettin** influenced by the Beastlands has one head with bovine features and one head with lupine features. It desperately needs help finding something both heads are willing to eat.
- 3 A **storm giant** seeks the characters' help in finding an offering of significant worth and size to impress the god Annam.
- 4 A jade-skinned **oni** from Bytopia has become separated from the spirit she was bound to protect. She requests aid in catching up to her lost ward.

HUMANOIDS

Humanoids from across the planes travel the Outlands and number among the most common inhabitants of the gate-towns.

OUTLANDS HUMANOIDS

d4 Encounter

- 1 The characters need to find a wandering **priest** who alone knows the ritual necessary to open a specific portal.
- 2 Several gnome **mages** seek help recovering their walking castle from a band of aggressive, spine-covered **lizardfolk** influenced by the Abyss.
- 3 The characters stumble across a youthful or elderly **commoner** who doesn't know how they came to be in the Outlands and who wants only to go home.
- 4 A **bandit captain** and his gang seek the characters' help as they plan a heist in the realm of an immortal being, like the Realm of the Norns or Wonderhome (see *Sigil and the Outlands* for details on both locations).

MONSTROSITIES

Monstrosities are common in the Outlands. Due to the influence of the Outer Planes, many behave differently than they might on the Material Plane.

OUTLANDS MONSTROSITIES

d4 Encounter

- 1 The characters are hired to recover cargo from a crashed vessel brimming with rare technology, but the wreckage is overrun with **rust monsters**.
- 2 The characters have to retrieve a treasure from a group of mischievous **sprites**. The sprites are secretly defended by **mimics** influenced by Elysium that take the form of tiny, whimsical cottages.
- 3 A pride of **displacer beasts** stalks a band of traveling merchants. The merchants seek protection from the predators hunting them for sport.
- 4 A **drider** influenced by Arborea runs a **giant spider** ranch. She hires the characters to hunt a rare breed of **sunfly** (detailed later in this book) that, when fed to her spiders, will allow them to produce a remarkable type of silk.

OZOES

Oozes often appear in swampy or subterranean reaches of the Outlands or in regions influenced by the Lower Planes.

OUTLANDS OZOES

d4 Encounter

- 1 A yugoloth arms dealer has captured a hundred **gray oozes** and seeks to sell them in the gate-town of Rigus as a weapon capable of destroying Acheron's floating cubes. A rival hires the characters to steal and dispose of the oozes.
- 2 Within a **gelatinous cube** influenced by Gehenna floats a gigantic fiendish skull. Numerous Fiends revere the cube and interpret depraved schemes and threatening orders from its quivering. A Celestial seeks aid in destroying the cube.
- 3 A bog in a region influenced by Carceri is swamped with countless **black puddings**. The characters are hired to recover a lost relic from the bottom of the bog.
- 4 A chef in the gate-town of Tradegate wants the characters to retrieve royal jelly from a hive of giant bees (use the **giant wasp** stat block). He doesn't note that the hive's honey takes the form of sweet-tasting **ochre jellies**.

PLANTS

Plants in the Outlands often grow to incredible size, produce remarkable flowers or fruit, and exhibit bizarre shapes and colors. Regions influenced by other planes are typically first recognizable by the effect those planes have on vegetation.

OUTLANDS PLANTS

d4 Encounter

- 1 A young **treant** wants to put down roots. It asks the characters to help it travel around the Outlands so it can find a suitable place to call home.
- 2 A **myconid sovereign** has convinced a group of **githzerai monks** to abandon their teachings and follow its path to serenity. Another githzerai hires the characters to oust the fungal guru.
- 3 An herbalist has cultivated a unique breed of **gas spores**. She hires the characters to convey the spores to her buyer without setting off the fungi.
- 4 A resident of the gate-town of Ecstasy is missing. His garden of **twig blights**—influenced by Elysium to resemble topiary sculptures—haven't been fed and now sow chaos in town.



IN A LANDSCAPE warped by Limbo's pure chaos, an animal-headed ettin fights a massive, many-eyed ooze.

UNDEAD

Undead often lurk in the dismal reaches of the Outlands, but some wander the land, either seeking places to spend eternity or preying on the living.

OUTLANDS UNDEAD

d4 Encounter

- 1 The characters find a trapped **crawling claw**. Rather than attacking, the severed hand can lead the characters to the thankful immortal who lost it.
- 2 A **banshee** influenced by Acheron appears as a fallen knight-commander with a legion of **specters**. Guardians of the gate-town of Rigus hire the characters to help banish the phantom army.
- 3 A **lich** seeks to dominate the gate-town of Hopeless and see it dragged into Hades with himself as its ruler. Citizens of the gate-town entreat the characters to keep the gate-town hopeful enough that it doesn't fall into the Lower Plane.
- 4 Several confused **ghost** petitioners (see the introduction to this book) have become lost. They seek someone to pass judgment on their lives and deliver them to the proper planes.

"Some folks have notions about what sorts of creatures they don't expect to see around the Outer Planes. Like undead, for example—as if they can't grok how souls and vampires and zombies might all wind up on the same infinite planes. What can I say? The planes are wild, Chief—I'm unliving proof."

—Morte



BESTIARY A TO Z

This section presents stat blocks in alphabetical order for creatures suited to planar campaigns.

ARCHONS

Archons are denizens of the Seven Heavens of Mount Celestia. Created by the powers of order and benevolence, archons defend their home from fiendish incursions and safeguard those threatened by wicked forces. Archons are skilled communicators, able to speak all the languages of the multiverse. When pushed into combat, they prefer to subdue foes. However, against Fiends, archons are wrathful combatants, manifesting the righteous vengeance of Mount Celestia to strike down the wicked.

Each archon's form corresponds to its place within the Celestial hierarchy. When faced in battle, archons radiate the full fury of the Upper Planes, bolstering their allies and cowering their foes.

HOUND ARCHON

Hound archons are the foot soldiers of Mount Celestia, tasked with protecting the innocent and helpless. Loyal defenders, these bipedal warriors wield blades of shining radiance and can assume canine forms, allowing them to inconspicuously guard peaceable communities as dogs and wolves.

HOUND ARCHON

Medium Celestial, Typically Lawful Good

Armor Class 15 (natural armor)

Hit Points 65 (10d8 + 20)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	15 (+2)	11 (+0)	14 (+2)	15 (+2)

Saving Throws Int +2, Wis +4

Skills Insight +4, Perception +6, Stealth +3

Damage Immunities lightning

Condition Immunities exhaustion, paralyzed

Senses darkvision 120 ft., passive Perception 16

Languages all

Challenge 4 (1,100 XP)

Proficiency Bonus +2

Aura of Menace. As long as the archon doesn't have the incapacitated condition, each creature of the archon's choice that starts its turn within 20 feet of the archon must make a DC 12 Wisdom saving throw. On a failed save, the creature has the frightened condition until the start of its next turn. On a successful save, the creature is immune to all archons' Aura of Menace for 24 hours.



ACTIONS

Multiattack. The archon makes two Bite attacks. It can replace one of the attacks with a Shining Blade attack.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage. If the target is a Large or smaller creature, it must succeed on a DC 14 Strength saving throw or have the prone condition.

Shining Blade (True Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) radiant damage.

Spellcasting. The archon casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability:

At will: *detect evil and good*
1/day each: *aid, continual flame*

Teleport. The archon teleports, along with any equipment it is wearing or carrying, to an unoccupied space it can see within 120 feet of itself.

BONUS ACTIONS

Change Shape. The archon magically transforms into any Medium or Large dog or wolf while retaining its game statistics (other than its size and losing its Shining Blade attack). The archon reverts to its true form if reduced to 0 hit points or if it uses a bonus action to do so.



LANTERN ARCHON

The lowest-ranked archons, lantern archons greet newly arrived souls to Mount Celestia and light the path for those who traverse the plane with reverence and respect. They appear as glowing, winged balls of vaporous light wrapped in a gleaming metal lattice, although they have no more physical substance than smoke.

When confronting those who approach with ill intentions, lantern archons strike with searing bolts of focused light, flitting from place to place between blasts to confound their foes.

LANTERN ARCHON

Small Celestial, Typically Lawful Good

Armor Class 13

Hit Points 22 (5d6 + 5)

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

STR	DEX	CON	INT	WIS	CHA
1 (-5)	16 (+3)	12 (+1)	6 (-2)	12 (+1)	13 (+1)

Skills Perception +3

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities lightning, radiant

Condition Immunities exhaustion, grappled, paralyzed, prone, restrained

Senses darkvision 120 ft., passive Perception 13

Languages all

Challenge 2 (450 XP)

Proficiency Bonus +2

Aura of Menace. As long as the archon doesn't have the incapacitated condition, each creature of the archon's choice that starts its turn within 20 feet of the archon must make a DC 11 Wisdom saving throw. On a failed save, the creature has the frightened condition until the start of its next turn. On a successful save, the creature is immune to all archons' Aura of Menace for 24 hours.

"Some souls'll do anything a flying head with a candle tells them. Not that I'd know anything about that."

—Morte

Illumination. The archon sheds bright light in a 30-foot radius and dim light for an additional 30 feet.

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

ACTIONS

Multiattack. The archon makes two Radiant Strike attacks. It can replace one attack with a use of Teleport.

Radiant Strike. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 60 ft., one target. *Hit:* 6 (1d6 + 3) radiant damage.

Spellcasting. The archon casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability:

At will: *detect evil and good*
1/day: *aid*

Teleport. The archon teleports, along with any equipment it is wearing or carrying, to an unoccupied space it can see within 120 feet of itself.

BONUS ACTIONS

Shift Radiance. The archon reduces its Illumination to shed only dim light in a 5-foot radius, or it returns the light to full intensity.

WARDEN ARCHON

Warden archons are vigilant, ursine guardians of portals and paths connected to goodly realms. They have powerfully built, bipedal bodies with the heads of great bears and eyes like pools of silvery light. When warden archons speak, glimmering radiance shines from within their mouths, punctuating their deep, resonant voices.

A warden archon knows when a creature uses a portal the archon is tasked to guard, and it moves swiftly to interrogate any who cross that planar boundary. If an invader enters the archon's plane, the warden strikes with claw and tooth, using its powerful bite to magically mark the intruder, which the archon pursues relentlessly.

"for immortal guardians, these guys
love making reality's issues your
problem. Don't pay 'em no mind when
they get all, 'Only you can prevent
extratemporal moral paradoxes.'"

—Morte



WARDEN ARCHON

Large Celestial, Typically Lawful Good

Armor Class 18 (plate armor)

Hit Points 136 (16d10 + 48)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	17 (+3)	15 (+2)	18 (+4)	18 (+4)

Saving Throws Con +6, Wis +7

Skills Arcana +5, Athletics +8, Perception +10

Damage Immunities lightning

Condition Immunities charmed, exhaustion, frightened, paralyzed

Senses darkvision 120 ft., truesight 30 ft., passive Perception 20

Languages all

Challenge 8 (3,900 XP)

Proficiency Bonus +3

Aura of Menace. As long as the archon doesn't have the incapacitated condition, each creature of the archon's choice that starts its turn within 20 feet of the archon must make a DC 15 Wisdom saving throw. On a failed save, the creature has the frightened condition until the start of its next turn. On a successful save, the creature is immune to all archons' Aura of Menace for 24 hours.

Eternal Vigil. The archon can't be surprised. Moreover, it knows when any creature uses a portal it is assigned to guard.

ACTIONS

Multiattack. The archon makes two Claw attacks and one Tracker's Bite attack.

Claw. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. **Hit:** 12 (2d6 + 5) slashing damage. If the target is a Medium or smaller creature, the target has the grappled condition (escape DC 18). The archon can have only one creature grappled in this way at a time.

Tracker's Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. **Hit:** 15 (3d6 + 5) piercing damage. If the target is a creature, for the next 24 hours, the archon knows the distance and direction to the target while they are both on the same plane of existence.

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

At will: *detect evil and good*

1/day each: *aid, continual flame, protection from evil and good, scrying* (as an action)

Teleport. The archon teleports, along with any equipment it is wearing or carrying, to an unoccupied space it can see within 120 feet of itself.

BAERNALOTH

Baernaloths are tall, gaunt yugoloths who keep to the Gray Wastes of Hades. Their gray, desiccated skin stretches over their bones, and their heads resemble horned equine skulls with ember-like eyes. Sages endlessly debate the nature of baernaloths, and the *Books of Keeping*—ancient tomes detailing the true names of the first yugoloths—report no mention of baernaloths within. Some posit that these enigmatic yugoloths were created by a primal evil power before other yugoloths or that they come from an epoch before the current manifestation of the planes. Baernaloths refuse to say, but most obsess over secrets and obscene lore regarding the far-flung past and inscrutable future of the multiverse. Many of these rare scholars of the profane seek to manipulate reality on a grand scale, while others unleash horrific experiments on the planes. It's said the first demodands of Carceri were created by baernaloths.

Baernaloths spread discord and despair among any creatures they meet. They use their breath, thick with the gloom of Hades, to turn friends against each other and then savor the horror that rises when their victims realize how they've betrayed one another. Baernaloths use their wicked power to keep mortally wounded foes alive, sometimes indefinitely, to prolong their suffering. Even striking against a baernaloth brings misery—they can cause an attacker's old wounds to painfully reopen. All the while, baernaloths are disturbingly detached, observing their victims' agony without emotion.

A BAERNALOTH'S LAIR

Whether in the hopeless realms of Hades or on the rare occasion they lurk on some other plane, baernaloths lair in remote mountain crags and secluded caves. Their lairs have ample places to house and restrain "guests," particularly those the baernaloths keep hovering at death's door.

The challenge rating of a baernaloth is 18 (20,000 XP) when it's encountered in its lair.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), a baernaloth can take one of the following lair actions; the baernaloth can't take the same lair action two rounds in a row:

Consume Suffering. Until initiative count 20 on the next round, when a creature in the baernaloth's lair other than the baernaloth takes necrotic or psychic damage or drops to 0 hit points, the baernaloth regains 10 (3d6) hit points.



Discover Secrets. The baernaloth uses Spellcasting to cast *detect thoughts*. A creature targeted by the spell cast in this way takes 13 (3d8) psychic damage.

Recurring Wound. A creature that doesn't have all its hit points and that the baernaloth can see in its lair must make a DC 19 Constitution saving throw, taking 22 (4d10) necrotic damage on a failed save, or half as much damage on a successful one.

REGIONAL EFFECTS

A region containing a baernaloth's lair becomes warped by the creature's unnatural presence, which creates one or more of the following effects:

Persistent Anguish. Within 10 miles of a baernaloth's lair, when a creature casts a spell that either restores hit points or removes the charmed or frightened condition, the spell fails and is wasted

BAERNALOTH

Large Fiend (Yugoloth), Typically Neutral Evil

Armor Class 17 (natural armor)

Hit Points 256 (27d10 + 108)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	18 (+4)	22 (+6)	16 (+3)	21 (+5)

Saving Throws Con +10, Wis +9

Skills Arcana +12, Insight +9, Perception +9

Damage Resistances cold, fire, lightning, necrotic, psychic; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities acid, poison

Condition Immunities charmed, frightened, poisoned

Senses truesight 120 ft., passive Perception 19

Languages all, telepathy 120 ft.

Challenge 17 (18,000 XP)

Proficiency Bonus +6

Legendary Resistance (4/Day). If the baernaloth fails a saving throw, it can choose to succeed instead.

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

ACTIONS

Multiattack. The baernaloth makes one Anguishing Bite attack and one Claw attack. It can also use Teleport.

Anguishing Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage plus 10 (3d6) psychic damage. If the target is a creature, it can't regain hit points until the start of the baernaloth's next turn.

Claw. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage plus 17 (5d6) necrotic damage.

Miasma of Discord (Recharge 5–6). The baernaloth exhales gray vapors that coalesce at a point it can see within 120 feet

unless the caster succeeds on a DC 19 saving throw using its spellcasting ability. Once a creature succeeds on the saving throw, it is immune to this regional effect for 24 hours.

Slow Healing. Within 10 miles of a baernaloth's lair, a creature other than the baernaloth regains only hit points equal to half its hit point maximum when it finishes a long rest, and it regains only half the usual number of hit points when it spends Hit Dice during a short rest.

If the baernaloth dies, these effects end immediately.

"Like I always say: 'Ignorant and happy beats cosmically knowledgeable and eternally tormented.'"

—Morte



of itself. The vapors fill a 20-foot-radius sphere centered on that point, then vanish. Each non-yugoloth creature in that area must make a DC 19 Wisdom saving throw. On a failed save, the creature takes 35 (10d6) psychic damage and has the charmed condition until the end of its next turn. A creature charmed in this way treats its allies as foes, and the colors of its body and equipment become shades of gray. On a successful save, the creature takes half as much damage only.

Spellcasting. The baernaloth casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability (spell save DC 20):

At will: *detect thoughts, phantasmal force, suggestion*
1/day each: *cloudkill, plane shift (self only), scrying (as an action)*

Summon Yugoloth (1/Day). The baernaloth has a 50 percent chance of summoning its choice of 1d4 **mezzoloths**, 1 **arcanoloth**, or 1 **baernaloth** (the mezzoloth and arcanoloth appear in the *Monster Manual*). A summoned yugoloth appears in an unoccupied space within 60 feet of the baernaloth, acts as an ally of the baernaloth, and can't summon other yugoloths. It remains for 1 minute, until it or the baernaloth dies, or until the baernaloth dismisses it as an action.

Teleport. The baernaloth teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

REACTIONS

The baernaloth can take up to three reactions per round but only one per turn.

Afflict Despair. When a creature that the baernaloth can see within 60 feet of itself hits with an attack roll or succeeds on a saving throw, the baernaloth forces the creature to reroll the d20 and use the new result.

Inescapable Pain. When the baernaloth is damaged by another creature, that creature must make a DC 19 Constitution saving throw, taking 14 (4d6) necrotic damage on a failed save, or half as much damage on a successful one.



BARIAUR WANDERER

Hailing from Ysgard, bariaurs are centaur-like Celestials with the lower bodies of goats, humanoid torsos, and curved horns. Some bariaurs sate their wanderlust by exploring their home plane, the Outlands, and the Great Wheel beyond. These bariaur wanderers often serve as guides in the Outlands, assisting visitors by eagerly suggesting gate-town attractions and other points of interest. Throughout their travels, these hardy wanderers absorb ambient planar energies, adapting to the vast and varied terrains of the Outer Planes and frequently taking on aspects of those planes (see the "Planar Influences" section in this book's introduction).

BARIAUR WANDERER

Medium Celestial, Typically Chaotic Good

Armor Class 14 (studded leather)

Hit Points 71 (11d8 + 22)

Speed 40 ft.

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

Saving Throws Str +6, Dex +4

Skills Athletics +6, Perception +4, Stealth +4, Survival +6

Senses darkvision 60 ft., passive Perception 14

Languages Celestial, Common

Challenge 3 (700 XP)

Proficiency Bonus +2

Portal Sense. The bariaur can sense the presence of portals within 30 feet of itself, including inactive portals, and instinctively knows the destination of each one. The bariaur knows the distance and direction to the last portal it used as long as they're on the same plane.

ACTIONS

Multiattack. The bariaur makes two Barbed Javelin or Shortbow attacks.

Barbed Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage. If the target is a creature, its speed is reduced by 10 feet until the start of the bariaur's next turn.

Ram. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage. If the bariaur moved at least 20 feet straight toward the target immediately before the hit, the target takes an extra 10 (3d6) bludgeoning damage, and the target must succeed on a DC 14 Strength saving throw or have the prone condition.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, plus 4 (1d8) piercing damage if the target doesn't have all its hit points.

Spellcasting. The bariaur casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability:

At will: *dancing lights, druidcraft*

1/day each: *goodberry, pass without trace, tongues*

BONUS ACTIONS

Mighty Leap. The bariaur jumps a distance up to its walking speed.



CRANIUM RAT SQUEAKER

Tiny Aberration, Unaligned

Armor Class 12

Hit Points 2 (1d4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	14 (+2)	10 (+0)	4 (-3)	11 (+0)	8 (-1)

Senses darkvision 30 ft., passive Perception 10

Languages telepathy 30 ft. (emotions only)

Challenge 0 (10 XP)

Proficiency Bonus +2

Shared Telepathy. Any creature touching the cranium rat can use the rat's telepathy if the rat allows it. If the creature knows any language, the creature can use the telepathy to communicate words and emotions.

Telepathic Shroud. The cranium rat is immune to any effect that would sense its emotions or read its thoughts, as well as to divination spells.

ACTIONS

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

BONUS ACTIONS

Illumination. The cranium rat sheds dim light from its exposed brain in a 5-foot radius or extinguishes the light.

CRANIUM RAT SQUEAKERS

The cranium rats squeakers of Sigil have no connection to the mind flayers that created their progenitors. Rather, these magical rodents cooperate with the residents of the City of Doors, whether by simply living together or by pursuing greater ambitions. When squeakers collect in large numbers, their swarms merge into a single intelligence with enhanced psionic abilities and the accumulated memories of its constituents.

CRANIUM RAT SQUEAKER SWARM

Medium Swarm of Tiny Aberrations, Typically Neutral

Armor Class 12

Hit Points 76 (17d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	10 (+0)	15 (+2)	11 (+0)	14 (+2)

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled,

paralyzed, petrified, prone, restrained, stunned

Senses darkvision 30 ft., passive Perception 10

Languages telepathy 30 ft.

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Psychic Messenger. The swarm can use its *sending* spell to target someone familiar to a creature in telepathic contact with the swarm.

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

Telepathic Shroud. The swarm is immune to any effect that would sense its emotions or read its thoughts, as well as to divination spells.

ACTIONS

Bites. *Melee Weapon Attack:* +5 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, plus 22 (5d8) psychic damage.

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

At will: *command*, **detect thoughts*, **sending*
1/day each: *confusion*, **dominate monster**

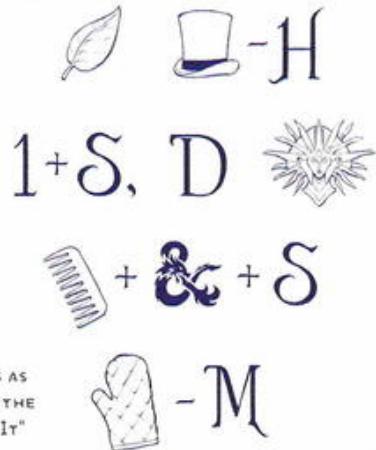
*To cast this spell, the swarm must have more than half its hit points remaining.

BONUS ACTIONS

Illumination. The swarm sheds dim light from its brains in a 5-foot radius, increases the illumination to bright light in a 5- to 20-foot radius and dim light for an additional number of feet equal to the chosen radius, or extinguishes the light.



A DABUS REBUS
THAT TRANSLATES AS
'LEAVE AT ONCE, THE
LADY COMMANDS IT'



DABUS

Among the bustling throngs of Sigil's streets float gray-skinned, vaguely humanlike figures with curled horns. Where they travel, cracks in the mortar seal shut, stray bricks float back into place, and ruined city blocks are restored. These are dabus, the silent caretakers of Sigil and loyal servants of the Lady of Pain.

Dabus patrol the City of Doors to maintain public buildings, portals, and utilities. They use their innate ability to manipulate Sigil's infrastructure not only to effect repairs but also to combat individuals who disrupt the city's operations or violate the Lady's edicts, hurling bricks at troublemakers and subduing them by causing the streets to sprout grasping cobblestone hands.

When dabus communicate, rather than speaking or signing words, they create esoteric illusory images and symbols in front of themselves. Scholars have yet to determine the origin of dabus's difficult-to-comprehend rebuses, though some speculate their etymology predates Sigil itself.

DABUS

Medium Celestial, Typically Lawful Neutral

Armor Class 12

Hit Points 44 (8d8 + 8)

Speed 20 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	12 (+1)	16 (+3)	15 (+2)	14 (+2)

Saving Throws Int +5, Wis +4

Skills Insight +4, Perception +6

Condition Immunities exhaustion

Senses darkvision 60 ft., passive Perception 16

Languages understands all languages but can't speak; communicates via Symbol Speech

Challenge 2 (450 XP)

Proficiency Bonus +2

Physical Restraint. The dabus doesn't make melee attacks or opportunity attacks, even in self-defense.

Symbol Speech. A dabus communicates by creating illusory symbols and pictures that float in the air in front of itself and disappear a few seconds later. A creature that can see such a message can decipher it with a successful DC 10 Intelligence (Investigation) check (no action required).

ACTIONS

Multiattack. The dabus makes two Flying Brick attacks.

Flying Brick. *Ranged Spell Attack:* +5 to hit, range 90 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage.

Grasping Ground (Recharge 6). The dabus causes a 20-foot-square area of ground it can see within 60 feet of itself to sprout clutching appendages made of stone. Each creature of the dabus's choice in that area must succeed on a DC 13 Dexterity saving throw or take 9 (2d8) bludgeoning damage and have the grappled condition (escape DC 13). While grappled in this way, the creature has the restrained condition. The appendages vanish after 1 minute or if the dabus's concentration ends (as if concentrating on a spell).

DARKWEAVER

Arachnid predators of the Shadowfell, darkweavers inhabit caves, dungeons, and other dark locales throughout the multiverse, including Undersigil and the windswept darkness of Pandemonium. A darkweaver lurks in the shadows of its lair, waiting for hapless prey to pass by. When a target approaches, the darkweaver fires webs of pure shadow at its quarry, then drags the victim into the darkness.

Darkweavers are fascinated by sensations—particularly taste—and how creatures from across the planes experience reality. For them, the act of eating is an experience to be drawn out and savored, with every meal considered in all its facets. Whether its fare is a demon, an archon, a struggling halfling, or a catatonic mule, all such meals are culinary delights for a darkweaver, served up from the cosmic kitchen that is the multiverse. These spider-like terrors appreciate second-hand descriptions of sensations, especially those they’re unlikely to experience in their home environment. A darkweaver’s captive might delay being consumed by sharing tales of its experiences, particularly great meals, with the monster. Some might even convince a darkweaver to release them if they promise to return with rare spices or one-of-a-kind meals. Those who manage to escape a darkweaver should think twice about returning to the creature’s lair, though, as darkweavers prioritize their appetites over bargains.

A DARKWEAVER’S LAIR

Darkweavers dwell in lightless caverns, preferring locations touched by pitch-black planes, such as Pandemonium or the Shadowfell. Darkweavers tend to inhabit isolated sites where they can weave webs of shadow undisturbed.

A darkweaver encountered in its lair has a challenge rating of 11 (7,200 XP).

LAIR ACTIONS

On initiative count 20 (losing initiative ties), a darkweaver can take one of the following lair actions; the darkweaver can’t take the same lair action two rounds in a row:

Extinguish. All nonmagical flames within 30 feet of the darkweaver are extinguished. In addition, if this area overlaps with an area of light created by a spell of 2nd level or lower, the spell that created the light is dispelled.

Shadow Fears. The darkweaver instills frightful magic into its webs. Each creature grappled by the darkweaver’s Shadow Web must make a DC 15 Wisdom saving throw. On a failed save, the creature has the frightened condition until the end of its next turn.

Shadow Step. If the darkweaver is in dim light or darkness, it teleports, along with any equipment it is wearing or carrying, to an unoccupied space it can see within 60 feet of itself that is in dim light or darkness.

DARKWEAVER WEBS

A darkweaver’s web has a 50 percent chance of having 1d6 cocoons. Roll on the Darkweaver Cocoon Contents table to determine what might be inside each of these shadowy masses.

DARKWEAVER COCOON CONTENTS

d6 Contents

- 1 Roll a die. If you roll an even number, the cocoon contains the bones of a Humanoid. If you roll an odd number, the cocoon contains the bones of a non-Humanoid creature, such as a flumph or a mule.
- 2 A swarm of insects that might be a darkweaver’s young
- 3 A corpse holding a jar of *universal solvent* with a slightly stuck lid
- 4 A collection of menus from restaurants in Sigil
- 5 4d12 gold pieces amid a digested slurry
- 6 A halfling **commoner** or **mustevel guardinal** (detailed later in this book) that the darkweaver forgot about

“The worst thing about darkweavers isn’t that they want to eat you—it’s that they want to talk to you while they eat you.”

—Morte





DARKWEAVER

Medium Aberration, Typically Chaotic Evil

Armor Class 16 (natural armor)

Hit Points 149 (23d8 + 46)

Speed 50 ft., climb 50 ft.

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

Saving Throws Dex +7, Wis +6

Skills Perception +6, Stealth +7

Damage Resistances cold

Damage Immunities necrotic

Senses darkvision 120 ft., passive Perception 16

Languages Abyssal, Deep Speech, telepathy 120 ft.

Challenge 10 (5,900 XP)

Proficiency Bonus +4

Shadowy Form. While the darkweaver is in dim light or darkness, attack rolls against it are made with disadvantage unless the darkweaver has the incapacitated condition.

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

Sunlight Hypersensitivity. The darkweaver takes 10 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

ACTIONS

Multiattack. The darkweaver makes two Shadow Web attacks and one Bite attack. It can use Reel after any of these attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 13 (3d6 + 3) piercing damage plus 17 (5d6) necrotic damage, and if the target is a creature, the target's hit point 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 its hit point maximum is reduced to 0.

Shadow Web. *Ranged Weapon Attack:* +7 to hit, reach 120 ft., one creature. *Hit:* 16 (3d10) necrotic damage, and the target has the grappled condition (escape DC 15). The shadow web can be attacked and destroyed (AC 16; 20 hit points; vulnerability to radiant damage; immunity to bludgeoning, necrotic, poison, and psychic damage). The darkweaver can grapple up to six creatures at a time using its shadow web.

Reel. The darkweaver pulls each creature it has grappled up to 60 feet toward itself.

DEMODANDS

Demodands, also called gehreleths, are Fiends from the Tarterian Depths of Carceri. Cast into the prison plane long ago for forgotten transgressions, these bitter, wicked creatures have appointed themselves the jailers of the plane. Demodands viciously defend the few known portals that lead out of Carceri and ruthlessly torment other creatures trapped there.

Demodands that manage to leave Carceri know they're doomed to return; a demodand that dies outside Carceri re-forms there in a torturous process that takes 2d20 days. Even those who survive on other planes find themselves eventually dragged back, pulled by some planar tether.

FARASTU DEMODAND

Farastus, also known as tarry demodands, are the least of the demodands. These violent Fiends ooze thick, sticky tar that sticks to anything it touches. Arrogant and cruel, farastus delight in tormenting those weaker than themselves. Due to their sharp senses and vicious streaks, farastus sometimes work as hunters that track down those who escape Carceri.

FARASTU DEMODAND

Medium Fiend, Typically Neutral Evil

Armor Class 17 (natural armor)

Hit Points 195 (26d8 + 78)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	16 (+3)	8 (-1)	12 (+1)	16 (+3)

Saving Throws Dex +5, Wis +5

Skills Perception +9, Stealth +5, Survival +5

Damage Resistances cold, fire

Damage Immunities acid, poison

Condition Immunities paralyzed, poisoned, restrained

Senses darkvision 120 ft., passive Perception 19

Languages Abyssal, Demodand, telepathy 120 ft.

Challenge 11 (7,200 XP)

Proficiency Bonus +4

Boundless Movement. The farastu ignores difficult terrain, and magical effects can't reduce its speed. It can spend 5 feet of movement to automatically remove the grappled condition from itself.

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



Spider Climb. The farastu can climb difficult surfaces, including upside down on ceilings, without an ability check.

ACTIONS

Multiattack. The farastu makes two Claw attacks and one Bite attack.

Claw. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. **Hit:** 16 (2d10 + 5) slashing damage. If the target is a Large or smaller creature, it has the grappled condition (escape DC 15, with disadvantage). The farastu has two claws, each of which can grapple one creature.

Bite. Melee Weapon Attack: +9 to hit (with advantage against a creature the farastu is grappling), reach 5 ft., one target. **Hit:** 12 (2d6 + 5) piercing damage plus 24 (7d6) acid damage.

Spellcasting. The farastu casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability:

At will: *invisibility* (self only)

1/day each: *dispel magic*, *fog cloud*

Summon Demodand (1/Day). The farastu has a 40 percent chance of summoning 1 farastu demodand. A summoned demodand appears in an unoccupied space within 60 feet of the farastu, acts as an ally of the farastu, and can't summon other demodands. It remains for 1 minute, until it or the farastu dies, or until the farastu dismisses it as an action.

KELUBAR DEMODAND

Kelubars, sometimes called slimy demodands, are the bureaucrats of Carceri, existing as intermediaries between farastus and shators. They are squat, and their skin drips with a foul-smelling, acidic slime. Kelubars revel in the subservience of others, and they prefer to do battle with words—or at least to send in their farastu minions—rather than fight directly.

SHATOR DEMODAND

Shators, known as shaggy demodands, dominate demodand society, ruthlessly commanding their lesser kin. They are hulking creatures covered in fungal growths. Shators are the self-appointed wardens of Carceri, and they keep meticulous records of their subordinates and the prisoners they claim. On the rare occasions that shators find themselves on the Material Plane, they manipulate mortal leaders and philosophers, using them as mouthpieces to spread poisoned words and tempt souls toward Carceri's waiting chains.

KELUBAR DEMODAND

Medium Fiend, Typically Neutral Evil

Armor Class 18 (natural armor)

Hit Points 187 (22d8 + 88)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	13 (+1)	18 (+4)	14 (+2)	15 (+2)	18 (+4)

Saving Throws Dex +6, Wis +7

Skills Insight +7

Damage Resistances cold, fire

Damage Immunities acid, poison

Condition Immunities paralyzed, poisoned, restrained

Senses darkvision 120 ft., passive Perception 12

Languages Abyssal, Demodand, telepathy 120 ft.

Challenge 13 (10,000 XP)

Proficiency Bonus +5

Acidic Secretions. A creature that touches the kelubar or hits it with a melee attack while within 5 feet of it takes 5 (2d4) acid damage.

Boundless Movement. The kelubar ignores difficult terrain, and magical effects can't reduce its speed. It can spend 5 feet of movement to automatically remove the grappled condition from itself.

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

ACTIONS

Multiattack. The kelubar makes two Bite attacks.



Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 11 (1d10 + 6) piercing damage plus 18 (4d8) acid damage.

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

At will: *invisibility* (self only)

1/day each: *dispel magic, scrying* (as an action)

Spit Acid. The kelubar spits acid in a line 60 feet long and 5 feet wide. Each creature in that area must make a DC 17 Dexterity saving throw, taking 27 (6d8) acid damage on a failed save, or half as much damage on a successful one.

Summon Demodand (1/Day). The kelubar has a 40 percent chance of summoning its choice of 1d2 farastu demodands or 1 kelubar demodand. A summoned demodand appears in an unoccupied space within 60 feet of the kelubar, acts as an ally of the kelubar, and can't summon other demodands. It remains for 1 minute, until it or the kelubar dies, or until the kelubar dismisses it as an action.

BONUS ACTIONS

Acid Fog (Recharge 6). The kelubar magically creates a cloud of greenish fog that fills a 20-foot-radius sphere centered on a point within 120 feet of itself. The cloud remains for 1 minute or until the kelubar uses this bonus action again. The cloud is heavily obscured and difficult terrain. Any creature that starts its turn in the cloud or enters the cloud for the first time on a turn must succeed on a DC 17 Constitution saving throw or have the poisoned condition until the end of its next turn.



SHATOR DEMODAND

Large Fiend, Typically Neutral Evil

Armor Class 19 (natural armor)

Hit Points 195 (23d10 + 69)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	15 (+2)	17 (+3)	21 (+5)	16 (+3)	20 (+5)

Saving Throws Dex +7, Wis +8

Skills Perception +13, Stealth +7

Damage Resistances cold, fire

Damage Immunities acid, poison

Condition Immunities charmed, frightened, paralyzed, poisoned, restrained

Senses truesight 120 ft., passive Perception 23

Languages Abyssal, Common, Demodand, Infernal, telepathy 120 ft.

Challenge 16 (15,000 XP)

Proficiency Bonus +5

Boundless Movement. The shator ignores difficult terrain, and magical effects can't reduce its speed. It can spend 5 feet of movement to automatically remove the grappled condition from itself.

Jailer (1/Day). The shator can cast the *imprisonment* spell, requiring no material components and using Intelligence as the spellcasting ability (chaining effect only; spell save DC 18).

Liquefaction Ritual. The shator can perform a 1-minute ritual that turns all willing farastus and kelubars of its choice within 60 feet of itself into a living liquid form. Each liquefied demodand becomes enough liquid to fill a flask. A demodand's liquefaction lasts until a shator uses an action to end it or a creature opens a container holding the liquid. While liquefied in this way, a demodand has the paralyzed condition, it has immunity to all damage, and any curse affecting it is suspended.

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

Numbing Secretions. A creature that touches the shator or hits it with a melee attack while within 5 feet of it must succeed on a DC 17 Dexterity saving throw or have disadvantage on attack rolls and its speed halved until the end of its next turn.

ACTIONS

Multiattack. The shator makes one Bite attack and two Energizing Trident attacks.

Bite. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 17 (3d6 + 7) piercing damage plus 26 (4d12) acid damage. If the target is a creature, it must succeed on a DC 16 Constitution saving throw or have the paralyzed condition until the start of the shator's next turn.

Energizing Trident. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) necrotic damage.

Inhibitory Spray (Recharge 5–6). The shator exhales a spray of slime in a line 100 feet long and 5 feet wide. Each creature in that area must make a DC 16 Dexterity saving throw. On a failed save, a creature takes 40 (9d8) acid damage and has the paralyzed condition for 1 minute. The creature repeats the saving throw at the end of each of its turns, ending the effect on itself on a success. On a successful save, a creature takes half as much damage only.

Spellcasting. The shator casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability (spell save DC 18, +10 to hit with spell attacks):

At will: *invisibility* (self only), *suggestion*

1/day each: *dispel magic*, *plane shift* (to Carceri only), *scrying* (as an action)

Summon Demodand (1/Day). The shator has a 50 percent chance of summoning its choice of 1d4 **farastu demodands**, 1d2 **kelubar demodands**, or 1 **shator demodand**. A summoned demodand appears in an unoccupied space within 60 feet of the shator, acts as an ally of the shator, and can't summon other demodands. It remains for 1 minute, until it or the shator dies, or until the shator dismisses it as an action.



EATER OF KNOWLEDGE

Large Aberration, Typically Neutral Evil

Armor Class 15 (natural armor)

Hit Points 102 (12d10 + 36)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	17 (+3)	18 (+4)	16 (+3)	15 (+2)

Saving Throws Str +7, Int +7

Skills Arcana +7, Perception +6

Damage Immunities psychic

Condition Immunities charmed, frightened

Senses passive Perception 16

Languages telepathy 120 ft.

Challenge 6 (2,300 XP)

Proficiency Bonus +3

Brains Devoured. When the eater of knowledge is first encountered, roll 1d10 to determine the number of brains it has already consumed.

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

ACTIONS

Multiattack. The eater of knowledge makes two Slam attacks. If both attacks hit the same creature and the target is Large or smaller, it has the grappled condition (escape DC 14) and must succeed on a DC 15 Intelligence saving throw or have the stunned condition until the grapple ends.

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

Extract Brain. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one Humanoid with the incapacitated condition. *Hit:* 45 (10d8) piercing damage. If this damage reduces the target to 0 hit points, the eater of knowledge kills the target by extracting and consuming its brain.

Spellcasting (Psionics). The eater of knowledge casts one of the following spells, requiring no spell components and using Intelligence as its spellcasting ability (spell save DC 15). It must have consumed the requisite number of brains to cast the spell, as indicated:

1/day each: *plane shift* (self only, 0 brains), *detect magic* (1 brain), *silent image* (2 brains), *invisibility* (3 brains), *hypnotic pattern* (4 brains), *major image* (5 brains), *telekinesis* (6 brains), *arcane eye* (7 brains), *mislead* (8 brains), *greater invisibility* (9 brains), *mass suggestion* (10 or more brains)

EATER OF KNOWLEDGE

Originally created by the mind flayer god-brain Ilsensine and now produced by some of that god's followers, eaters of knowledge are lumbering, bipedal masses of squelching muscles and exposed brain matter. These rugose hulks collect information from others by devouring brains before returning to their masters with delicious secrets. Unlike illithids, which overwhelm their foes with psionic power, eaters of knowledge use their physical strength to hold prey while burly feeding tentacles crack free their victims' brains. Consuming brains fuels these brutes' psionic power, making eaters of knowledge deadlier with each brain devoured.

"Best to just forget every idiom you've ever learned, Chief. For example, in the Outlands, 'brain food' probably means you."

—Morte





LEFT TO RIGHT: GITHZERAI TRAVELER,
GITHZERAI UNITER, AND GITHZERAI FUTURIST

GITHZERAI

Githzerai descend from an ancient people who were also the progenitors of the githyanki—all of whom were destroyed or transformed by mind flayers. Many githzerai dwell in Limbo, honing their psionic powers by shaping their homes on that chaotic plane. The githzerai described here oftentimes traverse the planes, crossing between them via the portals in Sigil and the Outlands. To learn more about other githzerai, see the *Monster Manual*.

GITHZERAI FUTURIST

Medium Aberration (Gith), Any Alignment

Armor Class 16 (Psychic Defense)

Hit Points 149 (23d8 + 46)

Speed 40 ft.

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

Saving Throws Str +6, Dex +7, Int +7, Wis +7

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

Senses truesight 30 ft., passive Perception 17

Languages Common, Gith

Challenge 9 (5,000 XP)

Proficiency Bonus +4

Psychic Defense. While the githzerai is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

ACTIONS

Multiattack. The githzerai makes three Unarmed Strike or Psychic Bolt attacks.

GITHZERAI FUTURIST

Githzerai futurists have transcended their limits through focused meditation and can now catch glimpses of the future. They foresee the possible outcomes of battles, using those portents to tilt the balance in their favor.

Unarmed Strike. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) bludgeoning damage plus 11 (2d10) psychic damage.

Psychic Bolt. *Ranged Spell Attack:* +7 to hit, range 60 ft., one creature. *Hit:* 21 (4d8 + 3) psychic damage.

Spellcasting (Psionics). The githzerai casts one of the following spells, requiring no spell components and using Wisdom as the spellcasting ability (spell save DC 15):

At will: *dispel magic*, *levitate* (self only), *mage hand* (the hand is invisible), *see invisibility*

1/day each: *plane shift* (self only), *scrying* (as an action), *slow*, *telekinesis*

REACTIONS

Future Insight (3/Day). When the githzerai or a creature it can see makes an attack roll, a saving throw, or an ability check, the githzerai can cause the roll to be made with advantage or disadvantage.

"You'd think studying all the weird wild of the planes would eventually send you over the edge. If it did for the githzerai, they pushed right through and came out on the other side."

—Morte



GITHZERAI TRAVELER

Medium Aberration (Gith), Any Alignment

Armor Class 15 (Psychic Defense)

Hit Points 44 (8d8 + 8)

Speed 30 ft.

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

Saving Throws Str +3, Dex +4, Int +4, Wis +5

Skills Perception +5, Survival +5

Senses passive Perception 15

Languages Common, Gith

Challenge 3 (700 XP)

Proficiency Bonus +2

Psychic Defense. While the githzerai is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

ACTIONS

Multiattack. The githzerai makes three Unarmed Strike attacks.

Unarmed Strike. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage plus 4 (1d8) psychic damage.

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

At will: *mage hand* (the hand is invisible)

1/day each: *jump, plane shift* (self only), *see invisibility*

BONUS ACTIONS

Matter Manipulation (Recharge 4–6). The githzerai manipulates the energy of the plane of existence it's on to produce one of the following effects (choose one or roll a d6):

1–2: Astral Step. The githzerai can teleport, along with any equipment it is wearing or carrying, up to 40 feet to an unoccupied space it can see. In addition, its walking speed increases to 40 feet until the start of its next turn.

3–4: Growth. Flowers and vines grow around the githzerai until the start of its next turn, then vanish; the ground within 15 feet of the githzerai is difficult terrain for other creatures while the flowers and vines are present.

5–6: Retaliating Light. Multicolored lights surround the githzerai until the start of its next turn. For the effect's duration, whenever a creature within 5 feet of the githzerai hits it with a melee attack roll, that creature takes 3 (1d6) force damage, as magic lashes out in retribution.

GITHZERAI TRAVELER

Githzerai travelers wander the multiverse to train and pursue cosmic enlightenment. These githzerai learn to manipulate planar energies to create wondrous effects.

GITHZERAI UNITER

Githzerai uniters espouse wisdom and unity rather than violence. Many uniters are members of the Sha'sal Khou, a group of githyanki and githzerai who band together to reunify the gith people. Capable martial artists, uniters are more inclined to disarm and subdue their opponents than destroy them.

GITHZERAI UNITER

Medium Aberration (Gith), Any Alignment

Armor Class 16 (Psychic Defense)

Hit Points 123 (19d8 + 38)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	15 (+2)	15 (+2)	17 (+3)	16 (+3)

Saving Throws Str +4, Dex +6, Int +5, Wis +6

Skills Insight +6, Perception +6

Senses passive Perception 16

Languages Common, Gith

Challenge 7 (2,900 XP)

Proficiency Bonus +3

Psychic Defense. While the githzerai is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

ACTIONS

Multiattack. The githzerai makes three Unarmed Strike or Psychic Bolt attacks. It can replace any of these attacks with one use of its Pacifying Touch.

Unarmed Strike. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage plus 10 (3d6) psychic damage.

Psychic Bolt. *Ranged Spell Attack:* +6 to hit, range 60 ft., one creature. *Hit:* 17 (5d6) psychic damage.

Pacifying Touch. The githzerai touches one creature it can see within 5 feet of itself. The target must succeed on a DC 14 Intelligence saving throw, or the githzerai chooses an action for that target: Attack, Cast a Spell, or Dash. The affected target can't take that action for 1 minute. At the end of each of the target's turns, it can repeat the saving throw, ending the effect on itself on a successful save. A target that succeeds on the saving throw becomes immune to this githzerai's Pacifying Touch for 24 hours.

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

At will: *mage hand* (the hand is invisible), *see invisibility*
1/day each: *plane shift* (self only), *telekinesis*



GUARDINALS

Nomadic and peaceful, guardinals are animalistic Celestials who hail from Elysium. Guardinals resemble Humanoids with bestial traits. In their daily interactions, guardinals embody the beauty, calm, and righteousness of their home plane. Guardinals can be found throughout the Outlands, especially in Ecstasy, the gate-town to Elysium, and in Faunel, the gate-town to the Beastlands.

While guardinals are usually friendly and slow to anger, their supernatural virtue puts them at odds with the evil beings of the Lower Planes. Guardinals abhor wickedness and strike out against injustice and villainy without hesitation, determined to eradicate forces that threaten beauty and peace.

AVORAL GUARDINAL

Avorals are eagle-like bipeds with winged arms and keen, golden eyes. Prone to wander, these avian Celestials leave Elysium more frequently than their counterparts, meandering across the Outlands to wherever the winds might take them. Solitary scouts and skirmishers, avorals are nimble aerial combatants, able to swiftly dive at foes from the heavens and tear into them with razor-sharp talons.

EQUINAL GUARDINAL

The horse-like equinals are among the strongest of the guardinals. Equinals have long faces and crested manes, and their powerful, hocked legs carry them over great distances. These good-natured, boisterous Celestials boast their might in contests of strength and rarely back down from a challenge. Tough and courageous, they use their iron-hard fists to pound evil to a pulp. Equinals can also bellow a mighty shout that stops their foes in their tracks.

MUSTEVAL GUARDINAL

Mustevals are small, mousy guardinals skilled at evading danger. Their speed, stealthy nature, and illusion magic make them adept spies, scurrying through the multiverse to serve greater forces of good.

AVORAL GUARDINAL

Medium Celestial, Typically Neutral Good

Armor Class 16 (natural armor)

Hit Points 172 (23d8 + 69)

Speed 30 ft., fly 50 ft.

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

Saving Throws Dex +8, Cha +8

Skills Perception +11, Religion +7

Damage Resistances radiant

Condition Immunities frightened

Senses darkvision 120 ft., passive Perception 21

Languages Celestial, Common

Challenge 9 (5,000 XP)

Proficiency Bonus +4

Dive Attack. If the avoral is flying, dives at least 30 feet in a straight line toward a Medium or smaller creature, and ends within 5 feet of it, that creature must succeed on a DC 15 Strength saving throw or take 14 (4d6) piercing damage and have the prone condition.

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

ACTIONS

Multiaction. The avoral makes two Talon attacks. It can replace one attack with a use of Spellcasting.

Talon. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage plus 13 (2d12) radiant damage.

Spellcasting. The avoral casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 16):

1/day each: *command*, *hold person*



EQUINAL GUARDINAL

Large Celestial, Typically Neutral Good

Armor Class 15 (natural armor)

Hit Points 93 (11d10 + 33)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	16 (+3)	17 (+3)	15 (+2)	14 (+2)	12 (+1)

Saving Throws Str +9, Con +6

Skills Athletics +9, Perception +5, Religion +5

Damage Resistances radiant

Condition Immunities charmed, frightened

Senses passive Perception 15

Languages Celestial, Common

Challenge 6 (2,300 XP)

Proficiency Bonus +3

Headfirst Charge. If the equinal moves at least 30 feet in a straight line toward a creature and ends within 5 feet of it, that creature must succeed on a DC 17 Strength saving throw or take 14 (4d6) bludgeoning damage and have the prone condition.

ACTIONS

Multiattack. The equinal makes two Fist attacks.

Fist. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) bludgeoning damage plus 3 (1d6) radiant damage.

Rock. *Ranged Weapon Attack:* +9 to hit, range 60/180 ft., one target. *Hit:* 22 (3d10 + 6) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or have the prone condition.

Shout (Recharge 6). The equinal lets out a booming shout. Each creature within 30 feet of the equinal must succeed on a DC 14 Constitution saving throw or have the stunned condition until the end of the equinal's next turn.



MUSTEVAL GUARDINAL

Small Celestial, Typically Neutral Good

Armor Class 13

Hit Points 38 (11d6)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	11 (+0)	14 (+2)	15 (+2)	14 (+2)

Saving Throws Dex +5, Cha +4

Skills Perception +6, Stealth +7

Damage Resistances radiant

Condition Immunities frightened

Senses passive Perception 16

Languages Celestial, Common

Challenge 2 (450 XP)

Proficiency Bonus +2

ACTIONS

Multiattack. The mustevel makes two Bone Blade attacks.

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

Spellcasting. The mustevel casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability:

At will: *dancing lights*

1/day each: *disguise self, invisibility*

REACTIONS

Skirmish Movement. When a creature ends its turn within 5 feet of the mustevel, the mustevel can move up to half its speed. This movement doesn't provoke opportunity attacks.



KOLYARUT

Created by Primus, the leader of the modrons, the Kolyarut is a wondrous machine capable of forging binding contracts between parties. From the Hall of Concordance in Sigil, the Kolyarut judges the needs of planar beings seeking uniquely binding terms and forges ironclad agreements. Those who break these contracts are pursued by maruts (detailed in *Mordenkainen Presents: Monsters of the Multiverse*) and punished in brutally decisive fashion.

In cases where the terms of a contract or a foundational truth of an agreement come into question, the Kolyarut sends a component part of itself into the planes to seek the truth. Also known as kolyaruts, these manifestations of the great machine function as multiversal investigators and pursue answers to specific quandaries. Once their questions have been satisfied, they report back to their creator, allowing the Kolyarut to impose accurate judgments.

Kolyaruts are four-armed beings of magic and machinery. Like maruts, they are inevitables, beings dedicated to the smooth exaction of laws across the planes. Kolyaruts wield blades with deadly efficiency, allowing them to defend themselves on their excursions and slice through any who obscure the truth.

Occasionally, the Hall of Concordance loans kolyaruts to lawful beings who have inherent interest in the orderly functioning of the multiverse, aiding them in seeking answers of planar importance.

KOLYARUT

Medium Construct (Inevitable), Typically Lawful Neutral

Armor Class 18 (natural armor)

Hit Points 297 (35d8 + 140)

Speed 50 ft., fly 35 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
25 (+7)	12 (+1)	19 (+4)	25 (+7)	22 (+6)	18 (+4)

Saving Throws Int +13, Wis +12, Cha +10

Skills History +13, Insight +12, Perception +12

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

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 22

Languages all

Challenge 20 (25,000 XP)

Proficiency Bonus +6

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

Legendary Resistance (4/Day). If the kolyarut fails a saving throw, it can choose to succeed instead.

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

ACTIONS

Multiattack. The kolyarut makes four Unerring Blade attacks.

Unerring Blade. *Melee Weapon Attack:* automatic hit, reach 5 ft., one target. *Hit:* 24 force damage plus one of the following effects (choose one or roll a d6):

1–2: Disarm. The target drops one item it is holding of the kolyarut's choice.

3–4: Imbalance. The target can't take reactions until the start of the kolyarut's next turn.

5–6: Push. If the target is Large or smaller, the target is pushed up to 15 feet away from the kolyarut.

Edict of Blades (Recharge 5–6). The kolyarut moves up to its speed without provoking opportunity attacks and can make one Unerring Blade attack against each creature it moves past. Whenever it hits a creature with an Unerring Blade attack during this movement, each spell of 5th level or lower on the creature ends, and the creature has the incapacitated condition until the end of the kolyarut's next turn.

Plane Shift (3/Day). The kolyarut casts *plane shift*, requiring no material components and using Intelligence as the spellcasting ability. The kolyarut can cast the spell normally, or it can cast the spell on an unwilling creature it can see within 60 feet of itself. If it uses the latter option, the targeted creature must succeed on a DC 18 Charisma saving throw or be sent to a teleportation circle in the Hall of Concordance in Sigil.

REACTIONS

Parry. The kolyarut adds 6 to its AC against one attack roll that would hit it. To do so, the kolyarut must see the attacker and be wielding a melee weapon.



A MAELEPHANT EXPELS POISONOUS GAS FROM ITS TRUNK AT A GROUP OF WOULD-BE THIEVES.

MAELEPHANT

Respected as guardians by villains across the multiverse, maelephants are Fiends with pachyderm-like heads. They can exhale toxic fumes that cause foes to temporarily forget their combat training, spell-casting abilities, and other skills.

MAELEPHANT

Large Fiend, Typically Lawful Evil

Armor Class 15 (half plate armor)

Hit Points 161 (17d10 + 68)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	18 (+4)	10 (+0)	16 (+3)	12 (+1)

Saving Throws Str +8, Con +8

Skills Perception +7

Damage Resistances acid, fire, lightning

Damage Immunities poison

Condition Immunities frightened, poisoned

Senses darkvision 120 ft., passive Perception 17

Languages Infernal

Challenge 10 (5,900 XP)

Proficiency Bonus +4

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

ACTIONS

Multiattack. The maelephant makes one Barbed Trunk attack and two Glaive attacks.

Maelephants strike bargains with wicked spellcasters and entities of the Lower Planes, pledging to guard a site or object for decades. The Fiends fulfill their end of the bargain with unwavering loyalty, steadfastly tending to their posts per the terms of their agreement.

Barbed Trunk. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage plus 13 (2d12) poison damage. If the target is a Medium or smaller creature, it has the grappled condition (escape DC 14). Until this grapple ends, the target has the restrained condition. While it is grappling a creature, the maelephant can't use its barbed trunk to attack other creatures.

Glaive. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) slashing damage.

Mind Poison (Recharge 5–6). The maelephant expels poisonous gas from its trunk in a 60-foot cone. Each creature in that area must make a DC 16 Constitution saving throw. On a failed save, a creature takes 39 (6d12) poison damage and has the poisoned condition. While poisoned in this way, the creature loses all weapon and skill proficiencies, it can't cast spells, it can't understand language, and it has disadvantage on Intelligence saving throws. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. On a successful save, the target takes half as much damage only and is immune to this maelephant's Mind Poison for 24 hours.

MODRONS

Constructed on the plane of Mechanus, modrons are partially mechanical beings that belong to a strict hierarchy. Each modron dutifully obeys commands from the rank directly above it and in turn acts as the superior to the rank directly below it, passing down commands from paragons of law to the lowliest monodrone. While most modrons are the lower-ranked base modrons—monodrones, duodrones, tridrones, quadrones, and pentadrones—the upper-tier hierarch modrons hold leadership positions, maintaining order in Mechanus and the realms beyond. For more information on modrons, see the *Monster Manual*.

DECATON MODRON

The least of the hierarchs, decatons monitor the physical well-being of base modrons. Two stubby legs support their spherical bodies, and ten mechanical tentacles sprout out from their rounded frames in all directions. Their heads contain ten eyes to readily observe the operations of surrounding base modrons. In emergencies, a decaton can discharge a bolt of electricity from each of its ten eyes, synchronizing them to deadly effect.

DECATON MODRON

Large Construct, Typically Lawful Neutral

Armor Class 16 (natural armor)

Hit Points 144 (17d10 + 51)

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

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	15 (+2)	15 (+2)	11 (+0)

Saving Throws Int +5, Wis +5

Skills Perception +8

Condition Immunities charmed, frightened

Senses truesight 120 ft., passive Perception 18

Languages Modron, telepathy 120 ft.

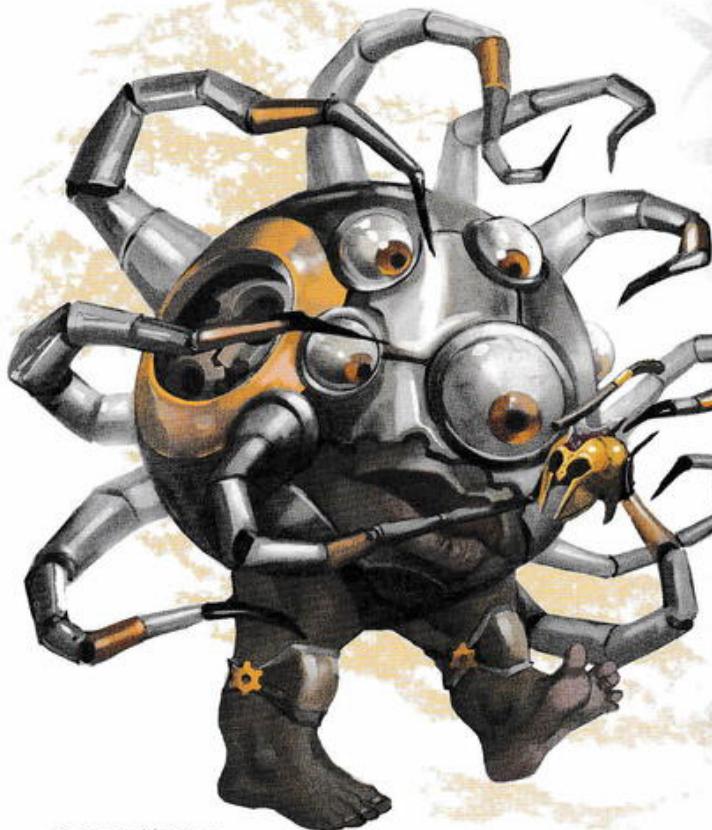
Challenge 8 (3,900 XP)

Proficiency Bonus +3

Axiomatic Mind. The decaton can't be compelled to act in a manner contrary to its nature or its instructions.

Combat Ready. The decaton has advantage on initiative rolls.

Disintegration. If the decaton dies, its body disintegrates into dust, leaving behind anything it was carrying.



DECATON MODRON

ACTIONS

Multiattack. The decaton makes three Tentacle attacks.

Tentacle. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage, and if the target is a Medium or smaller creature, it has the grappled condition (escape DC 14). Until this grapple ends, the decaton can't use this tentacle against other targets. The decaton has ten tentacles, each of which can grapple one target.

Lightning Rays (Recharge 6). The decaton unleashes a barrage of lightning bolts from its eyes. Each creature within 30 feet of the decaton must make a DC 13 Dexterity saving throw, taking 38 (7d10) lightning damage on a failed save, or half as much damage on a successful save.

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

At will: *detect magic, dispel magic, mending* (as an action)
1/day each: *plane shift* (self only), *protection from evil and good*

HEXTON MODRON

When the armies of Mechanus mobilize against the forces of chaos, hextons are the field generals who command modron troops. These hulking hierarchs lead groups of modrons in endeavors outside Mechanus, with the most notable example being the Great Modron March. Hextons have solid frames that bristle with six shining flanges. They boast a pair of arms and tentacles, both of which end in powerful pincers.

HEXTON MODRON

Huge Construct, Typically Lawful Neutral

Armor Class 17 (natural armor)

Hit Points 209 (22d12 + 66)

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

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

Saving Throws Int +9, Wis +8

Skills Perception +13

Damage Resistances lightning, psychic

Condition Immunities charmed, frightened

Senses truesight 120 ft., passive Perception 23

Languages all, telepathy 120 ft.

Challenge 13 (10,000 XP)

Proficiency Bonus +5

Axiomatic Mind. The hexton can't be compelled to act in a manner contrary to its nature or its instructions.

Combat Ready. The hexton has advantage on initiative rolls.

Disintegration. If the hexton dies, its body disintegrates into dust, leaving behind anything it was carrying.

Legendary Resistance (4/Day). If the hexton fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The hexton makes one Pincer attack and two Tentacle attacks.



"You wanna learn Modron? Yeah, I speak it. Lesson one: 'beep boop.' That means 'Hello, friend, I mean you no harm.' Really, I swears it!"

—Morte, amid surely innocent snickering

Pincer. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage plus 10 (3d6) force damage. If the target is a creature, it must succeed on a DC 17 Constitution saving throw or have the incapacitated condition until the end of its next turn.

Tentacle. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage, and if the target is a Medium or smaller creature, it has the grappled condition (escape DC 14). Until this grapple ends, the hexton can't use this tentacle against other targets. The hexton has six tentacles, each of which can grapple one target.

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

At will: *detect magic, dispel magic, mending* (as an action)
1/day each: *plane shift* (self only), *protection from evil and good*

REACTIONS

The hexton can take up to three reactions per round but only one per turn.

Counter Magic. The hexton attempts to interrupt a creature it can see that is casting a spell. If the spell is 3rd level or lower, it fails and has no effect. If the spell is 4th level or higher, the hexton makes an Intelligence check (DC 10 + the spell's level). On a success, the spell fails and has no effect.

Lightning Rebuke. When a creature within 120 feet of the hexton damages it, the hexton magically retaliates with an arc of lightning. The creature must make a DC 17 Dexterity saving throw, taking 11 (2d10) lightning damage on a failed save, or half as much damage on a successful one.

NONATON
MODRON



NONATON MODRON

When modrons act against the will of Primus, nonatons are charged with bringing those rogue units into line. These inspectors also interrogate captured trespassers of Mechanus. Nonatons have wormlike bodies studded with nine mechanical arms.

"I've known a few modrons in my day. Most are gullible, harmless sorts. Watch out for those hierarch modrons, though. Not only can't they take a joke, they'll blame you for disrupting the lawful working of the multiverse then try to measure how much your powdered bones weigh."

—Morte



NONATON MODRON

Large Construct, Typically Lawful Neutral

Armor Class 16 (natural armor)

Hit Points 161 (19d10 + 57)

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

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

Saving Throws Int +7, Wis +7

Skills Investigation +7, Perception +11

Senses truesight 120 ft., passive Perception 21

Languages Modron, telepathy 120 ft.

Challenge 10 (5,900 XP)

Proficiency Bonus +4

Axiomatic Mind. The nonaton can't be compelled to act in a manner contrary to its nature or its instructions.

Combat Ready. The nonaton has advantage on initiative rolls.

Disintegration. If the nonaton dies, its body disintegrates into dust, leaving behind anything it was carrying.

ACTIONS

Multiattack. The nonaton makes three Arm attacks and uses Pillar of Truth or Spellcasting.

Arm. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. **Hit:** 13 (2d8 + 4) piercing damage, and if the target is a Medium or smaller creature, it has the grappled condition (escape DC 14). Until this grapple ends, the nonaton can't use this arm against other targets. The nonaton has nine arms, each of which can grapple one target.

Pillar of Truth. The nonaton chooses a point on the ground that it can see within 60 feet of itself. A 60-foot-tall, 20-foot-radius cylinder of magical force rises from that point. Each creature in that area must make a DC 15 Dexterity saving throw. On a failed save, a creature takes 21 (6d6) force damage, and the creature reverts to its original form (if it's in a different form) and can't assume a different form until the end of its next turn. On a successful save, a creature takes half as much damage only.

Spellcasting. The nonaton 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, dispel magic, mending* (as an action)
1/day each: *plane shift* (self only), *protection from evil and good*



A HEXTON MODRON (TOP), A SEPTON MODRON (MIDDLE), AND TWO OCTON MODRONS (BOTTOM) OVERSEE THE SMOOTH FUNCTIONING OF DEVICES ON THE PLANE OF MECHANUS.

OCTON MODRON

At the head of Mechanus's sectors are the octons, hierarch modrons that oversee daily governance. They provide data to other hierarchs, such as productivity reports to septons and diagnostic data to decatons. Octons have eight mechanical tentacles which they use to manipulate objects and defend themselves, spinning them in a bludgeoning whirlwind.

SEPTON MODRON

Septons are auditors of base modrons in Mechanus, recording the activities in each of the plane's sectors to ensure operations are in perfect order. They are easily identified by their seven flexible limbs.

OCTON MODRON

Large Construct, Typically Lawful Neutral

Armor Class 18 (natural armor)

Hit Points 187 (22d10 + 66)

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

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

Saving Throws Int +7, Wis +7

Skills Perception +11

Damage Resistances psychic

Senses truesight 120 ft., passive Perception 21

Languages Modron, telepathy 120 ft.

Challenge 11 (7,200 XP)

Proficiency Bonus +4

Axiomatic Mind. The octon can't be compelled to act in a manner contrary to its nature or its instructions.

Combat Ready. The octon has advantage on initiative checks.

Disintegration. If the octon dies, its body disintegrates into dust, leaving behind anything it was carrying.

ACTIONS

Multiattack. The octon makes three Tentacle attacks.

Tentacle. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 14 (3d6 + 4) bludgeoning damage plus 9 (2d8) lightning damage.

Whirlwind of Tentacles (Recharge 5–6). The octon rapidly extends and spins its ring of tentacles. Each creature within 20 feet of the octon must succeed on a DC 16 Strength saving throw or be pulled up to 10 feet in a straight line toward the octon. Then, the octon makes two Tentacle attacks against each creature within 10 feet of itself.

Spellcasting. The octon 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, dispel magic, mending* (as an action)
1/day each: *plane shift* (self only), *protection from evil and good, sending*

"You ever notice how certain modrons sort of look like some kind of wacky dice?"

—Morte



SEPTON MODRON

Large Construct, Typically Lawful Neutral

Armor Class 17 (natural armor)

Hit Points 204 (24d10 + 72)

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

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

Saving Throws Int +8, Wis +7

Skills Perception +11

Damage Resistances lightning, psychic

Senses truesight 120 ft., passive Perception 21

Languages all, telepathy 120 ft.

Challenge 12 (8,400 XP)

Proficiency Bonus +4

Axiomatic Mind. The septon can't be compelled to act in a manner contrary to its nature or its instructions.

Combat Ready. The septon has advantage on initiative checks.

Disintegration. If the septon dies, its body disintegrates into dust, leaving behind anything it was carrying.

ACTIONS

Multiattack. The septon makes four Tentacle attacks and uses Lightning Network or Spellcasting.

Tentacle. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage, and if the target is a Medium or smaller creature, it has the grappled condition (escape DC 14). Until this grapple ends, the septon can't use this tentacle against other targets. The septon has seven tentacles, each of which can grapple one target.

Lightning Network. The septon conjures a field of electricity that fills a 30-foot cube originating from itself before dissipating. Each creature in that area must make a DC 16 Dexterity saving throw. On a failed save, a creature takes 33 (6d10) lightning damage and has the stunned condition for 1 minute. On a successful save, a creature takes half as much damage only. A stunned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

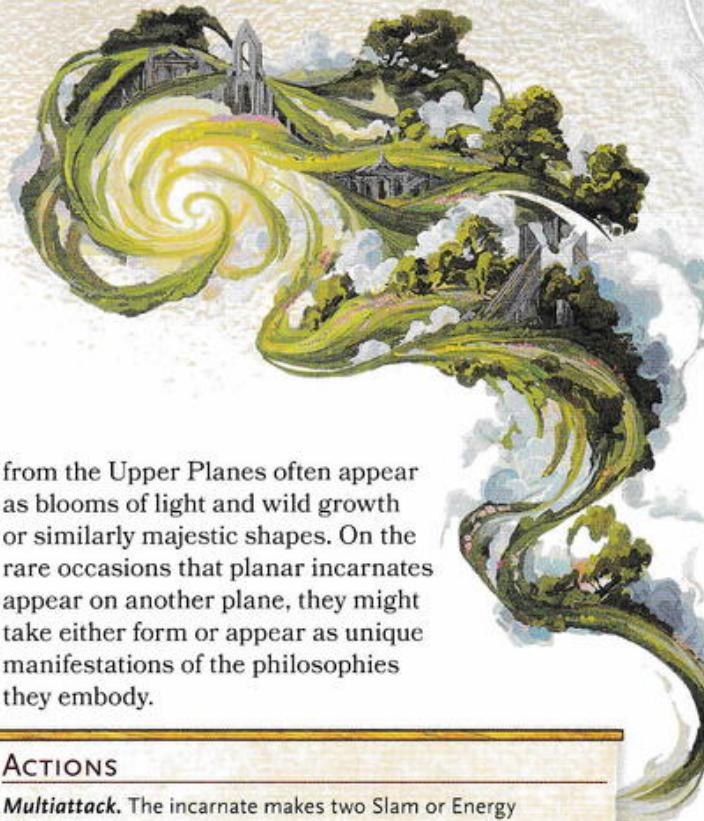
Spellcasting. The septon casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability (spell save DC 16):

At will: *detect magic, dispel magic, mending* (as an action)
1/day each: *plane shift* (self only), *protection from evil and good, sending*

PLANAR INCARNATE

The Upper and Lower Planes are fundamental manifestations of good and evil, law and chaos. In the most dire and fateful circumstances, these planes can manifest primal embodiments of their might. These expressions of a plane's power are called planar incarnates, and they appear as roiling energies with features distinct to the plane that created it. They protect their home from destructive or otherwise antithetical forces, then merge back into their plane of origin.

Planar incarnates are akin to natural disasters that work to protect and further the virtues and vices of the planes they originate upon. Those from the Lower Planes might appear as roiling waves of fiendish flames or other sinister forms, while those



from the Upper Planes often appear as blooms of light and wild growth or similarly majestic shapes. On the rare occasions that planar incarnates appear on another plane, they might take either form or appear as unique manifestations of the philosophies they embody.

PLANAR INCARNATE

Gargantuan Celestial or Fiend, Any Alignment

Armor Class 20 (natural armor)

Hit Points 333 (18d20 + 14d)

Speed 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	26 (+8)	15 (+2)	20 (+5)	20 (+5)

Skills Perception +12

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

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

Senses truesight 120 ft., passive Perception 22

Languages all

Challenge 22 (41,000 XP)

Proficiency Bonus +7

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

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

Planar Form. An incarneate on the Upper Planes is a Celestial. An incarneate on the Lower Planes is a Fiend.

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

ACTIONS

Multiattack. The incarneate makes two Slam or Energy Bolt attacks.

Slam. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 27 (3d12 + 8) force damage.

Energy Bolt. *Ranged Spell Attack:* +12 to hit, range 120 ft., one target. *Hit:* 32 (5d12) necrotic damage if the incarneate is a Fiend or radiant damage if the incarneate is a Celestial.

Planar Exhalation (Recharge 5–6). The incarneate exhales concentrated energy native to its plane in a 60-foot cone. Each creature in that area must make a DC 23 Constitution saving throw. On a failed save, a creature takes 52 (8d12) necrotic damage if the incarneate is a Fiend or radiant damage if the incarneate is a Celestial, and the creature has the blinded condition until the end of the incarneate's next turn. On a successful save, a creature takes half as much damage only.

REACTIONS

The incarneate can take up to three reactions per round but only one per turn.

Searing Gaze. In response to being hit by an attack roll, the incarneate turns its magical gaze toward one creature it can see within 120 feet of itself and commands it to combust. The target must succeed on a DC 20 Wisdom saving throw or take 16 (3d10) fire damage.

Teleport. Immediately after a creature the incarneate sees ends its turn, the incarneate teleports up to 60 feet to an unoccupied space it can see.



RAZORVINE BLIGHT

Travelers of Sigil and the Lower Planes take care to avoid razrvine, a creeping plant named for its prickly stems and cutting leaves. While razrvine is normally a mere environmental nuisance or deterrent, razrvine that absorbs the blood of a vampiric passerby can awaken into a terror known as a razrvine blight.

Razrvine blights lay ambushes on well-traveled paths by standing still to appear as ordinary razrvine. When unassuming travelers pass by the seemingly inanimate plant, the blight strikes, revealing its twisted, humanlike form and lashing out with razor-sharp vines to feed its bloodlust.

While razrvine blights are usually dangerous, in Sigil they sometimes mimic the behaviors of the city's other inhabitants—for better or worse. At least one blight, known as Patch, spreads copies of itself across the city, creating a spy network of copies with mysterious goals.

"Folks hate razrvine, but it's really only a problem if you've got skin."

—Morte



RAZORVINE BLIGHT

Medium Plant, Typically Neutral Evil

Armor Class 12

Hit Points 27 (5d8 + 5)

Speed 30 ft., climb 30 ft.

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

Skills Stealth +4

Condition Immunities blinded, deafened

Senses blindsight 60 ft. (can't see beyond this radius), passive Perception 10

Languages understands Common but can't speak

Challenge 1 (200 XP)

Proficiency Bonus +2

False Appearance. If the blight is motionless at the start of combat, it has advantage on its initiative roll. If a creature hasn't observed the blight move or act, that creature must succeed on a DC 18 Intelligence (Investigation) check to discern that the blight is animate.

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

ACTIONS

Multiattack. The blight makes two Claw attacks.

Claw. Melee Weapon Attack: +4 to hit (with advantage if the target is missing any of its hit points), reach 10 ft., one target. **Hit:** 5 (1d6 + 2) slashing damage.

Life-Draining Vines (Recharge 6). Snaking vines erupt from the blight. Each creature within 10 feet of it must make a DC 12 Dexterity saving throw, taking 9 (2d8) slashing damage on failed save, or half as much damage on a successful one. If at least one of the creatures that failed this save isn't a Construct or an Undead, the blight regains 9 hit points.

RILMANI

Rilmani protect the balance between the forces and philosophies of the multiverse. They seek to maintain planar equilibrium, assuring that good, evil, law, or chaos never grow too powerful or too weak. To the rilmani, each of these forces is fundamental to the multiverse's existence. Whenever one threatens to tip the balance in its favor or a plane is on the verge of collapse, the rilmani act to even the odds.

While the rilmani might be found anywhere, they're most frequently encountered on their home plane, the Outlands, where they work to ensure that no force overexerts itself on the Concordant Opposition.

Rilmani are bipedal, with bodies of living metal that ranges in appearance from cold iron to brilliant gold. Most have smooth faces with few features, and their extraordinary anatomies often act in defiance of natural forces.

AURUMACH RILMANI

From redoubts near the Spire in the Outlands, aurumachs oversee the preservation of the cosmic status quo, serving as leaders and strategists of the rilmani. Employing mysterious magic, occult calculations, and networks of informants, aurumachs monitor forces across the planes. Only when planar balance is under threat of total collapse do these elusive, gold-skinned beings leave the Outlands, manifesting gleaming blades to destroy those that threaten multiversal stability.

CUPRILACH RILMANI

Cuprilachs infiltrate places of power throughout the multiverse, serving as spies and assassins. They strike surgically, following the orders of aurumachs without question or emotion.

Cuprilachs have wiry copper frames, with torsos that float above their waists, separated by a hovering, polished sphere. Agile and armed with an arsenal of deceptive magic, cuprilachs do whatever they must to complete their missions.

FERRUMACH RILMANI

Ferrumachs are the foot soldiers of the rilmani, preserving the balance between the planes through martial force. They vigilantly defend the Spire and fight at the command of aurumachs to protect the neutrality of the multiverse. Ferrumachs gleam with the sheen of bare iron. Their bodies are honed to razor edges, and from it they can fling bolts of sharpened metal.

AURUMACH RILMANI

Large Celestial, Typically Neutral

Armor Class 18 (natural armor)

Hit Points 285 (30d10 + 120)

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

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

Saving Throws Dex +11, Int +11

Skills Arcana +11, History +11, Perception +10

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

Senses truesight 120 ft., passive Perception 20

Languages all, telepathy 120 ft.

Challenge 17 (18,000 XP)

Proficiency Bonus +6

ACTIONS

Multiattack. The aurumach makes three Manifested Blade or Gleaming Ray attacks.

Manifested Blade. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 23 (4d8 + 5) force damage.

Gleaming Ray. *Ranged Spell Attack:* +11 to hit, range 120 ft., one target. *Hit:* 24 (3d12 + 5) force damage.

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

At will: *detect magic, detect thoughts*

1/day each: *fly, geas* (as an action), *slow, suggestion*

BONUS ACTIONS

Aura of Blades. The aurumach manifests a spectral, golden aura of blades around itself. While this aura is manifested, each creature that starts its turn within 10 feet of the aurumach must make a DC 19 Dexterity saving throw, taking 16 (3d10) force damage on a failed save, or half as much damage on a successful one. The aura disappears after 1 minute, when the aurumach has the incapacitated condition or dies, or when the aurumach uses a bonus action to end it.

Invoke Weakness (Recharge 5–6). The aurumach attempts to use its magic to weaken the defenses of a creature it can see within 120 feet of itself. The target must succeed on a DC 19 Wisdom saving throw or become cursed until the end of the aurumach's next turn. The next time the aurumach hits the cursed target with a Manifested Blade or Gleaming Ray attack, the target takes an extra 27 (6d8) force damage.



CUPRILACH RILMANI

Medium Celestial, Typically Neutral

Armor Class 16 (natural armor)

Hit Points 202 (27d8 + 81)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	16 (+3)	16 (+3)	15 (+2)	14 (+2)

Saving Throws Dex +9, Cha +6

Skills Perception +6, Stealth +13

Damage Resistances psychic

Senses truesight 120 ft., passive Perception 16

Languages any four languages, telepathy 120 ft.

Challenge 12 (8,400 XP) Proficiency Bonus +4

ACTIONS

Multiattack. The cuprilach makes three Burnished Blade or Bolt attacks.

Burnished Blade. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage plus 13 (2d12) psychic damage.

Bolt. *Ranged Weapon Attack:* +9 to hit, range 20/60 ft., one target. *Hit:* 7 (1d4 + 5) piercing damage plus 13 (2d12) psychic damage.

Spellcasting. The cuprilach 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, disguise self*
1/day each: *alter self, fog cloud, silence*

BONUS ACTIONS

Assassin's Agility. The cuprilach takes the Dash or Disengage action, or it makes one Burnished Blade attack.

REACTIONS

Uncanny Dodge. The cuprilach halves the damage it takes from an attack that hits it, provided it can see the attacker.

FERRUMACH RILMANI

Medium Celestial, Typically Neutral

Armor Class 18 (natural armor)

Hit Points 136 (16d8 + 64)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	18 (+4)	15 (+2)	14 (+2)	10 (+0)

Saving Throws Str +8, Con +8

Skills Athletics +8, Perception +6

Damage Resistances psychic

Senses truesight 120 ft., passive Perception 16

Languages any two languages, telepathy 120 ft.

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

Bladed Edges. A creature takes 10 (3d6) slashing damage if it starts its turn grappling or being grappled by the ferrumach.

Skewering Charge. If the ferrumach moves at least 20 feet in a straight line toward a Large or smaller creature and ends within 5 feet of it, that creature must succeed on a DC 16 Strength saving throw or have the grappled condition (escape DC 18) and take 10 (3d6) piercing damage.

ACTIONS

Multiattack. The ferrumach makes three Sharpened Limb or Bolt attacks.

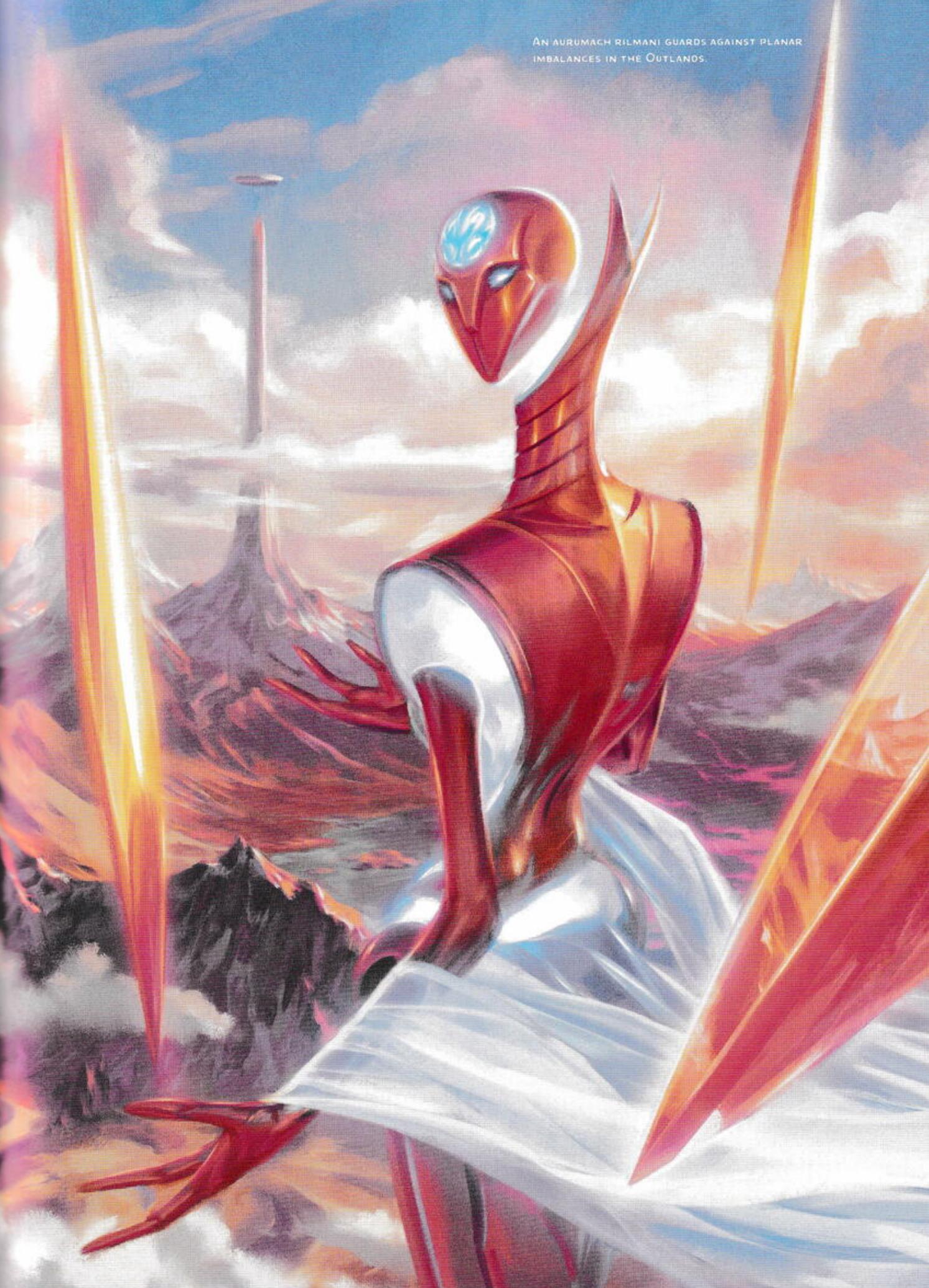
Sharpened Limb. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage plus 11 (2d10) psychic damage.

Bolt. *Ranged Weapon Attack:* +8 to hit, range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus 11 (2d10) psychic damage.

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

At will: *detect magic*
1/day each: *dispel magic, ice storm*

AN AURUMACH RILMANI GUARDS AGAINST PLANAR
IMBALANCES IN THE OUTLANDS.



SHEMESHKA

Shemeshka the arcanaloth is one of Sigil's most ambitious and notorious crime bosses. From her multiplanar casino, Fortune's Wheel, she manipulates secrets and fates across the planes. Shemeshka and her plots are further detailed in the adventure *Turn of Fortune's Wheel*.

SHEMESHKA

Medium Fiend (Yugoloth), Neutral Evil

Armor Class 17 (natural armor)

Hit Points 162 (25d8 + 50)

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

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	14 (+2)	21 (+5)	16 (+3)	18 (+4)

Saving Throws Dex +7, Int +10, Wis +8, Cha +9

Skills Deception +9, Insight +8, Perception +8

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

Damage Immunities acid, poison

Condition Immunities charmed, poisoned

Senses truesight 120 ft., passive Perception 18

Languages all, telepathy 120 ft.

Challenge 14 (11,500 XP)

Proficiency Bonus +5

Legendary Resistance (4/Day). If Shemeshka fails a saving throw, she can choose to succeed instead.

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

Special Equipment. Shemeshka carries a magic crown called the *Razorvine Tiara*. In the hands of anyone other than Shemeshka, the *Razorvine Tiara* functions as a *tentacle rod* that deals slashing damage instead of bludgeoning damage.

ACTIONS

Multiaction. Shemeshka uses Arcane Flux or Spellcasting. She then makes one Claw attack or one attack with her *Razorvine Tiara*.

Arcane Flux. Shemeshka causes a surge of arcane energy to burst around one creature she can see within 120 feet of herself. The target must make a DC 18 Dexterity saving throw. On a failed save, the target takes 45 (7d12) force damage and has the incapacitated condition until the end of its next turn. On a successful save, the target takes half as much damage only.

Claw. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. **Hit:** 10 (2d4 + 5) slashing damage plus 14 (4d6) poison damage.

Razorvine Tiara. Melee Weapon Attack: +10 to hit, reach 15 ft., one target. **Hit:** 10 (3d6) slashing damage plus 9 (2d8) necrotic damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw, or its speed is halved and it has disadvantage on attack rolls and saving throws until the end of its next turn.



Spellcasting. Shemeshka casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability (spell save DC 18):

At will: *alter self*, *darkness*, *invisibility* (self only), *mage hand*, *prestidigitation*

2/day each: *detect thoughts*, *dimension door*, *suggestion*

1/day each: *banishment*, *contact other plane* (as an action), *mind blank*

BONUS ACTIONS

Teleport. Shemeshka teleports, along with any equipment she is wearing or carrying, up to 60 feet to an unoccupied space she can see.

REACTIONS

Fell Counterspell (3/Day). Shemeshka utters a magical word to interrupt a creature she can see that is casting a spell. If the spell is 5th level or lower, it fails and has no effect. If the spell is 6th level or higher, Shemeshka makes an Intelligence check (DC 10 + the spell's level). On a success, the spell fails and has no effect. Whatever the spell's level, the caster gains the poisoned condition until the end of its next turn.

SUNFLIES

Sunflies are whimsical, buzzing inhabitants of the Outer Planes. They travel widely and are important indicators of the health of the realms in which they reside; when sunflies struggle, so do the places they inhabit. Sunflies have stingers that they use to inject natural toxins into other creatures. Planar magic can alter a sunfly's toxin so that its effect is different depending on which Outer Plane the sunfly is on.

Many inhabitants of the planes have strong feelings about sunflies, viewing them as loathsome pests or adorable pets. Sunflies in Sigil are often the pets of doting, highly protective owners.

"Did you know that if you hold a sunfly up to your ear, you can hear what it's like to be stung by a sunfly?"

—Morte



SUNFLY

Tiny Celestial, Typically Chaotic Good

Armor Class 13

Hit Points 2 (1d4)

Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	17 (+3)	10 (+0)	4 (-3)	10 (+0)	6 (-2)

Senses passive Perception 10

Languages understands Celestial but can't speak

Challenge 0 (10 XP) Proficiency Bonus +2

ACTIONS

Sting. *Melee Weapon Attack:* +5 to hit, reach 0 ft., one target. *Hit:* 2 (1d4) piercing damage. Additionally, if the sunfly is on an Outer Plane, it injects the target with a toxin, the effect of which is determined by the sunfly's location:

Upper Plane. The target sheds bright light in a 5-foot radius until the end of its next turn.

Neutral Plane. If the target is concentrating on a spell or similar effect, it makes the Constitution saving throw with disadvantage to maintain its concentration.

Lower Plane. The target's speed is reduced by 10 feet until the end of its next turn.

BONUS ACTIONS

Illumination. The sunfly sheds bright light in a 5-foot radius and dim light for an additional 5 feet, or it uses a bonus action to extinguish the light.

SWARM OF SUNFLIES

Medium Swarm of Tiny Celestials, Typically Chaotic Good

Armor Class 13

Hit Points 22 (5d8)

Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	10 (+0)	4 (-3)	10 (+0)	6 (-2)

Senses passive Perception 10

Languages understands Celestial but can't speak

Challenge 1 (200 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 dragonfly. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Stings. *Melee Weapon Attack:* +5 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 10 (3d4 + 3) piercing damage, or 5 (1d4 + 3) piercing damage if the swarm has half of its hit points or fewer. Additionally, if the swarm is on an Outer Plane, it injects the target with a toxin, the effect of which is determined by the swarm's location:

Upper Plane. The target sheds bright light in a 5-foot radius until the end of its next turn. During that time, the invisible condition has no effect on it.

Neutral Plane. If the target is concentrating on a spell or similar effect, it loses its concentration.

Lower Plane. The target's speed is reduced by 10 feet until the end of its next turn.

Dazzling Lights (Recharge 6). The swarm shines its lights in a dazzling display. Each creature within 15 feet of the swarm must succeed on a DC 10 Constitution saving throw or have the stunned condition 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.

BONUS ACTIONS

Illumination. The swarm sheds bright light in a 15-foot radius and dim light for an additional 15 feet, or it uses a bonus action to extinguish the light.

TIME DRAGONS

These sleek dragons harness the power of time to manipulate the past, present, and future. Time dragon wyrmlings are born with shining scales and have horns that are barely more than nubs. As they master the flow of time, their horns grow with branching, rainbow-hued veins suggestive of time's paths and possibilities.

Ancient time dragons can create temporal gates connected to specific times and places in the multiverse. Using these, they and allied creatures can travel anywhere in time to affect fate-determining moments or to banish threats beyond the flow of time. As a result of their ability to travel between ages, time dragons often seem unstuck from the usual flow of time and have a flexible view of what is, what was, and what will be.

Time dragons prize historical records, objects representative of lost cultures, and treasures from long-gone creators. They are fascinated by time-manipulation magic and forgotten knowledge.

ANCIENT TIME DRAGON

Gargantuan Dragon, Typically Neutral

Armor Class 22 (natural armor)

Hit Points 536 (29d20 + 23d)

Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	14 (+2)	26 (+8)	27 (+8)	18 (+4)	23 (+6)

Saving Throws Dex +10, Con +16, Wis +12, Cha +14

Skills Arcana +16, History +24, Perception +20, Stealth +18

Senses blindsight 60 ft., darkvision 120 ft.,

passive Perception 30

Languages all

Challenge 26 (90,000 XP)

Proficiency Bonus +8

Cycle of Rebirth. If the dragon dies, its soul coalesces into a steely egg and teleports to a random plane of existence. The egg is immune to all damage and hatches into a time dragon wyrmling after 1d100 years. The dragon retains all memories and knowledge it gained in its previous life.

Legendary Resistance (5/Day). If the dragon fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The dragon makes three Rend attacks.

Rend. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 22 (3d8 + 9) slashing damage plus 10 (3d6) force damage.

Time Breath (Recharge 5–6). The dragon exhales a wave of shimmering light in a 90-foot cone. Nonmagical objects and vegetation in that area that aren't being worn or carried crumble to dust. Each creature in that area must make a DC 24 Constitution saving throw. On a failed save, a creature takes 52 (8d12) force damage and is magically weakened as it is desynchronized from the time stream. While the creature is in this

Those who stumble upon a time dragon's hoard might find invaluable historical information from eras past.

A TIME DRAGON'S LAIR

Time dragons often lair in the ruins of ancient civilizations or temples to dead gods and do their utmost to preserve these historical sites. A time dragon's insatiable desire for knowledge means it's likely to have more than one such lair.

The challenge rating of an ancient or adult time dragon increases by 1 when it's encountered in its lair.

"Don't pick fights with dragons, and especially not ones that already remember eating you."

—Morte



state, attack rolls against it have advantage, it has the poisoned condition, and other creatures have resistance to all damage it deals. On a successful save, the creature takes half as much damage only. A weakened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself after it succeeds on three of these saves.

Time Gate (1/Day). The dragon conjures a 20-foot-diameter, circular portal in the space between its horns or in an unoccupied space it can see within 30 feet of itself. The portal links to a precise location on any plane of existence at a point in time up to 8,000 years from the present, whether past or future. The portal lasts for 24 hours or until the dragon's concentration ends (as if concentrating on a spell). The portal has a front and a back on each plane where it appears. Travel through the portal is possible only by moving through its front. Anything that does so is transported to the destination, appearing in the unoccupied space nearest to the portal. Deities and other planar rulers can prevent portals created by the dragon from opening in the rulers' presence or anywhere within their domains.

REACTIONS

The dragon can take up to three reactions per round but only one per turn.

Reactive Rend. After using Legendary Resistance or in response to being hit by an attack roll, the dragon makes one Rend attack.

Slow Time. Immediately after a creature the dragon can see ends its turn, the dragon targets a creature it can see within 90 feet of itself that is weakened by its Time Breath. Until the weakened effect ends on the target, its speed becomes 0, and its speed can't increase.

Time Slip. The dragon halves the damage it takes from an attack made against it, provided it can see the attacker. The dragon can then immediately teleport, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.



WITHIN THE MAUSOLEUM OF CHRONEPsis, AN ANCIENT TIME DRAGON GUARDS HOURGLASSES MEASURING THE FATES OF DRAGONS ACROSS THE PLANES.



AN ADULT TIME DRAGON UNLEASHES ITS TIME BREATH, WEAKENING A PARTY OF ADVENTURERS.

ADULT TIME DRAGON

Huge Dragon, Typically Neutral

Armor Class 19 (natural armor)

Hit Points 250 (20d12 + 120)

Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	14 (+2)	23 (+6)	23 (+6)	16 (+3)	20 (+5)

Saving Throws Dex +8, Con +12, Wis +9, Cha +11

Skills Arcana +12, History +18, Perception +15, Stealth +14

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 25

Languages all

Challenge 18 (20,000 XP)

Proficiency Bonus +6

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

ACTIONS

Multiattack. The dragon makes three Rend attacks.

Rend. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target.

Hit: 14 (2d6 + 7) slashing damage plus 7 (2d6) force damage.

Time Breath (Recharge 5–6). The dragon exhales a wave of shimmering light in a 60-foot cone. Nonmagical objects and vegetation in that area that aren't being worn or carried crumble to dust. Each creature in that area must make a DC 20 Constitution saving throw. On a failed save, a creature takes 36 (8d8) force damage and is magically weakened as it is desynchronized from the time stream. While the creature is in this state, attack rolls against it have advantage, and it has the poisoned condition. On a successful save, a creature takes half as much damage only. A weakened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself after it succeeds on three of these saves.

REACTIONS

The dragon can take up to three reactions per round but only one per turn.

Reactive Rend. After using Legendary Resistance or in response to being hit by an attack roll, the dragon makes one Rend attack.

Slow Time. Immediately after a creature the dragon can see ends its turn, the dragon targets a creature it can see within 60 feet of itself that is weakened by its Time Breath. Until the weakened effect ends on the target, its speed becomes 0, and its speed can't increase.

Time Slip. The dragon halves the damage it takes from an attack made against it, provided it can see the attacker. The dragon can then immediately teleport, along with any equipment it is wearing or carrying, up to 30 feet to an unoccupied space it can see.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the dragon can take one of the following lair actions; the ancient or adult dragon can't take the same lair action two rounds in a row:

Temporal Fling. The dragon attempts to fling a creature it can see within 60 feet of itself forward through time. The target must succeed on a DC 18 Wisdom saving throw or take 26 (4d12) psychic damage and move 1 round forward in time. A target moved forward in time vanishes for the duration. When the effect ends, the target reappears in the space it left or in an unoccupied space nearest to that space if it's occupied.

Temporal Lag. The dragon slows time for each creature within 60 feet of itself. Until initiative count 20 of the next round, the affected creature can move or take an action on its turn, not both. The creature also can't take a reaction or a bonus action.

YOUNG TIME DRAGON

Large Dragon, Typically Neutral

Armor Class 18 (natural armor)

Hit Points 210 (20d10 + 100)

Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	20 (+5)	15 (+2)	17 (+3)

Saving Throws Dex +5, Con +9, Wis +6, Cha +7

Skills Arcana +9, History +13, Perception +10, Stealth +9

Senses blindsight 30 ft., darkvision 120 ft.,

passive Perception 20

Languages Draconic plus any four languages

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

ACTIONS

Multiattack. The dragon makes three Rend attacks.

Rend. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage plus 7 (2d6) force damage.

Time Breath (Recharge 5–6). The dragon exhales a wave of shimmering light in a 30-foot cone. Nonmagical objects and vegetation in that area that aren't being worn or carried crumble to dust. Each creature in that area must make a DC 17 Constitution saving throw. On a failed save, a creature takes 31 (7d8) force damage and is magically weakened as it is desynchronized from the time stream. While the creature is in this state, attack rolls against it have advantage. On a successful save, a creature takes half as much damage only. A weakened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself after it succeeds on two of these saves.

Timeline Divergence. The dragon chooses a space it can fit into within its lair. The dragon exists simultaneously in its space and the chosen space until initiative count 20 on the next round. Whenever it moves or takes an action, the dragon chooses which version is moving or acting. If an effect or attack can target both the dragon's spaces at the same time, the dragon is affected only once.

REGIONAL EFFECTS

The region surrounding an ancient or adult time dragon's lair is altered by the dragon's magic, creating one or more of the following effects:

Time Dilations. Time fluctuates within 3 miles of the lair. Short rests taken within this area take 10 minutes or 2 hours (your choice).

Timelessness. Beasts, Humanoids, and Plants within 3 miles of the lair age only 1 year for every 10 years that pass.

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

TIME DRAGON WYRMLING

Medium Dragon, Typically Neutral

Armor Class 17 (natural armor)

Hit Points 75 (10d8 + 30)

Speed 30 ft., climb 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	17 (+3)	17 (+3)	13 (+1)	17 (+3)

Saving Throws Dex +3, Con +6, Wis +4, Cha +6

Skills Arcana +6, History +9, Perception +7, Stealth +6

Senses blindsight 10 ft., darkvision 120 ft.,

passive Perception 17

Languages Draconic plus any two languages

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

ACTIONS

Multiattack. The dragon makes three Rend attacks.

Rend. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage plus 3 (1d6) force damage.

Time Breath (Recharge 5–6). The dragon exhales a wave of shimmering light in a 15-foot cone. Nonmagical objects and vegetation in that area that aren't being worn or carried crumble to dust. Each creature in that area must make a DC 14 Constitution saving throw. On a failed save, a creature takes 27 (6d8) force damage and is magically weakened as it is desynchronized from the time stream. While the creature is in this state, attack rolls against it have advantage. On a successful save, a creature takes half as much damage only. A weakened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

VARGOUILLE REFLECTION

Vargouilles are flying Fiends that resemble disembodied Humanoid heads with wings. While most vargouilles roam the planes to curse Humanoids and create more vargouilles, a variant known as the vargouille reflection resides in Undersigil. When a vargouille reflection spots a Humanoid target, it takes on that creature's visage, terrifying that creature by appearing as its own disembodied head.

VARGOUILLE REFLECTION

Tiny Fiend, Typically Chaotic Evil

Armor Class 12

Hit Points 22 (5d4 + 10)

Speed 5 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	14 (+2)	6 (-2)	10 (+0)	2 (-4)

Damage Resistances cold, fire, lightning, psychic

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands Abyssal, Infernal, and any languages it knew before becoming a vargouille, but it can't speak

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

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

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 5 (1d6 + 2) piercing damage plus 10 (3d6) psychic damage.

Abyssal Curse. The vargouille targets one Humanoid within 5 feet of itself that has the incapacitated condition. The target must succeed on a DC 12 Charisma saving throw or become cursed. The cursed target's Charisma decreases by 1 after each hour, as its head takes on fiendish aspects, and its Charisma can't increase. The curse doesn't advance while the target is in sunlight or the area of a *daylight* spell. When the cursed target's Charisma becomes 2, the target dies, and its head tears from its body and becomes a new vargouille reflection. Casting *remove curse*, *greater restoration*, or a similar spell on the target before the transformation is complete ends the curse and restores the target's Charisma.

Horrific Reflection (Recharge 5–6). The vargouille's head mimics that of a Humanoid the vargouille can see within 120 feet of itself. The target must succeed on a DC 12 Wisdom saving throw or take 10 (3d6) psychic damage and have the frightened condition for 1 hour or until the vargouille loses concentration (as if concentrating on a spell). If the target's saving throw is successful or if the effect ends on it, the target is immune to the Horrific Reflection of all vargouille reflections for 1 hour.



FACTION AGENTS

This section presents stat blocks in alphabetical order for members of Sigil's twelve ascendant factions. These groups and a summary of their beliefs appear on the Ascendant Factions of Sigil table. All are detailed further in *Sigil and the Outlands*.

ASCENDANT Factions of SIGIL

Name	Summary
Athar	Claim the gods are frauds
Bleak Cabal	Find no sense in the multiverse
Doomguard	Celebrate destruction
Fated	Take all they can
Fraternity of Order	Discover laws to find truth
Hands of Havoc	Free society through chaos
Harmonium	Enforce peace through might
Heralds of Dust	Believe we're already dead
Mercykillers	Bringers of merciless justice
Mind's Eye	Seekers of godhood
Society of Sensation	Find truth through experience
Transcendent Order	Act unfettered by thought

ATHAR NULL

The Athar deny the legitimacy of gods, believing the so-called deities are merely powerful spellcasters. To combat false gods, Athar nulls train to negate the powers of those with magic. Nulls work in the shadows, serving as assassins and spies for the Athar.

BLEAK CABAL VOID SOOTHER

A void soother cares for creatures struck by curses and the negative effects of the planes. These warriors go to dangerous planes and areas torn by conflict to provide relief to those they find there.

DOOMGUARD DOOM LORD

Doom lords are the highest-ranking members of the Doomguard, embodying the multiverse's inevitable collapse into dust. Doom lords' mere presence snuffs the life from weaker foes, and the stouter walls crumble before them.

"Sigil's factions aren't all alike, Chief. You got the ones that'll talk your ears off and then club you, and the ones that'll club you and then talk your ears off. Important difference there."

—Morte



ATHAR NULL

Small or Medium Humanoid, Any Alignment

Armor Class 14 (leather armor)

Hit Points 84 (13d8 + 26)

Speed 30 ft.

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

Saving Throws Dex +6, Wis +5

Skills Investigation +8, Perception +5, Stealth +6

Senses passive Perception 15

Languages Common plus two more languages

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Avoidance. If the null is subjected to an effect that allows it to make a saving throw to take half as much damage, it instead takes no damage if it succeeds on the saving throw, and half as much damage if it fails.

ACTIONS

Multiattack. The null makes two Force Dagger attacks.

Force 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 13 (3d8) force damage. *Hit or Miss:* The dagger magically returns to the null's hand immediately after a ranged attack.

BONUS ACTIONS

Defier's Whim. The null takes the Dash, Disengage, or Use an Object action.

REACTIONS

Nullify Spell (3/Day). The null utters a magical word of cancellation to interrupt a creature it can see that is casting a spell. If the spell is 3rd level or lower, it fails and has no effect. If the spell is 4th level or higher, the null makes an Intelligence check (DC 10 + the spell's level). On a successful check, the spell fails and has no effect.



BLEAK CABAL VOID SOOTHER

Small or Medium Humanoid, Any Alignment

Armor Class 16 (breastplate)

Hit Points 55 (10d8 + 10)

Speed 30 ft.

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

Saving Throws Con +3, Wis +4

Skills Medicine +4

Senses passive Perception 12

Languages Common plus one more language

Challenge 3 (700 XP)

Proficiency Bonus +2

ACTIONS

Multiattack. The void soother makes two Mace or Void Bolt attacks.

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

Void Bolt. *Ranged Spell Attack:* +4 to hit, range 90 ft., one target. *Hit:* 9 (2d8) force damage.

Spellcasting. The void soother casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 12):

At will: *guidance, light*

1/day each: *calm emotions, lesser restoration, remove curse, protection from energy*

BONUS ACTIONS

Soothing Word (3/Day). The void soother speaks a magical word of mercy, healing one creature it can see within 60 feet of itself. The target regains 4 (1d4 + 2) hit points.



DOOMGUARD DOOM LORD

Small or Medium Humanoid, Any Alignment

Armor Class 18 (plate armor)

Hit Points 202 (27d8 + 81)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	16 (+3)	15 (+2)	14 (+2)	18 (+4)

Saving Throws Str +9, Con +7

Skills Perception +6

Damage Immunities necrotic

Senses passive Perception 16

Languages Common plus three more languages

Challenge 12 (8,400 XP)

Proficiency Bonus +4

Aura of Doom. Any creature that starts its turn within 10 feet of the doom lord must make a DC 16 Constitution saving throw, taking 18 (4d8) necrotic damage on a failed save, or half as much damage on a successful one. If the doom lord doesn't have the incapacitated condition, it can suppress or resume this aura at the start of its turn (no action required).

Siege Monster. The doom lord deals double damage to objects and structures.

ACTIONS

Multiattack. The doom lord makes two Entropic Greatsword or Entropic Javelin attacks.

Entropic Greatsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage plus 10 (3d6) necrotic damage. A creature killed by this attack has its body and everything it is wearing or carrying, except for magic items, reduced to ash.

Entropic Javelin. *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage plus 14 (4d6) necrotic damage. A creature killed by this attack has its body and everything it is wearing or carrying, except for magic items, reduced to ash.



FACTOLS HASHKAR, DARKWOOD, AND RHYS, ALONG WITH OTHER SIGIL LEADERS, DEBATE IN THE HALL OF SPEAKERS.

DOOMGUARD ROT BLADE

Rot blades are the entropic levers through which the Doomguard quickens the natural decay of the multiverse. These members wield weapons immersed in necrotic energy, which can turn their enemies to ash.

FATED SHAKER

Fated shakers are bullies who shake down those indebted to the faction's tax collectors and evictors. These enforcers use their magic to intimidate and subjugate those who try to stand up to them.

FRATERNITY OF ORDER LAW BENDER

Members of the Fraternity of Order find and exploit loopholes in the laws of the multiverse. Law benders are magistrates who skirt the rules of probability and space, moving freely and manipulating the outcomes of actions around them.

DOOMGUARD ROT BLADE

Small or Medium Humanoid, Any Alignment

Armor Class 18 (plate armor)

Hit Points 97 (13d8 + 39)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	12 (+1)	10 (+0)	15 (+2)

Saving Throws Str +7, Con +6

Skills Perception +3

Damage Resistances necrotic

Senses passive Perception 13

Languages Common plus two more languages

Challenge 6 (2,300 XP)

Proficiency Bonus +3

ACTIONS

Multiattack. The rot blade makes two Entropic Blade or Entropic Javelin attacks.

Entropic Blade. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage plus 7 (2d6) necrotic damage. A creature killed by this attack has its body and everything it is wearing or carrying, except for magic items, reduced to ash. **Hit or Miss:** The rot blade can cause the blade to emit a burst of entropic magic in a 10-foot-radius sphere centered on the weapon. Each creature in that area other than the rot blade must succeed on a DC 13 Constitution saving throw or take 6 (1d12) necrotic damage. The blade can emit entropic magic in this way only once per turn.

Entropic 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 13 (2d12) necrotic damage. A creature killed by this attack has its body and everything it is wearing or carrying, except for magic items, reduced to ash.

"Did I mention the factions that skip the talking and just club you? You gotta respect the efficiency there."

—Morte



FATED SHAKER

Small or Medium Humanoid, Any Alignment

Armor Class 13 (16 with mage armor)

Hit Points 76 (17d8)

Speed 30 ft.

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

Saving Throws Int +5, Wis +6

Skills Insight +6, Investigation +5, Perception +6

Senses passive Perception 16

Languages Common plus two more languages

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

ACTIONS

Multiattack. The shaker makes two Golden Rod or Radiant Bolt attacks.

Golden Rod. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage plus 9 (2d8) radiant damage.

Radiant Bolt. *Ranged Spell Attack:* +6 to hit, range 120 ft., one target. *Hit:* 14 (2d10 + 3) radiant damage.

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

At will: *mage armor, mage hand*

1/day each: *enlarge/reduce, fly, suggestion*

BONUS ACTIONS

Commanding Words. The shaker speaks magical words to order a creature it can see within 30 feet of itself. The target must succeed on a DC 14 Wisdom saving throw or be affected by one of the following effects (choose one or roll a d4):

1–2: Grovel. The target takes 14 (4d6) psychic damage, drops whatever it is holding, and has the prone condition.

3–4: Cower. The target takes 10 (3d6) psychic damage and has the frightened condition until end of its next turn.



LEFT TO RIGHT: DOOMGUARD ROT BLADE, FATED SHAKER, AND FRATERNITY OF ORDER LAW BENDER

FRATERNITY OF ORDER LAW BENDER

Small or Medium Humanoid, Any Alignment

Armor Class 12 (15 with *mage armor*)

Hit Points 137 (25d8 + 25)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	12 (+1)	19 (+4)	16 (+3)	14 (+2)

Saving Throws Con +5, Wis +7

Skills Insight +7, Perception +7

Senses passive Perception 17

Languages Common plus three more languages

Challenge 9 (5,000 XP)

Proficiency Bonus +4

ACTIONS

Multiattack. The law bender makes three Arcane Burst attacks and uses Power of Authority or Spellcasting.

Arcane Burst. *Melee or Ranged Spell Attack:* +8 to hit, reach 5 ft. or range 90 ft., one target. *Hit:* 17 (2d12 + 4) force damage.

Power of Authority. The law bender targets a creature it can see within 60 feet of itself. The target must succeed on a DC 16 Intelligence saving throw or take 10 (3d6) psychic damage and have the incapacitated condition for 1 minute. At the end of each of the target's turns, it can repeat the saving throw, ending the incapacitated condition on itself on a success. A target that succeeds on the saving throw becomes immune to this law bender's Power of Authority for 24 hours.

Spellcasting. The law bender casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability:

At will: *dispel magic, fly, mage armor, mage hand, prestidigitation*

BONUS ACTIONS

Spatial Loophole. The law bender teleports, along with any equipment it is wearing or carrying, up to 30 feet to an unoccupied space it can see.

REACTIONS

Probability Loophole (3/Day). When the law bender or a creature it can see makes an attack roll, a saving throw, or an ability check, the law bender can cause the roll to be made with advantage or disadvantage.

HANDS OF HAVOC FIRE STARTER

The pyromaniacal agents known as fire starters burn away oppressive systems through chaos and flame. They wield hammers that emit magical flames—perfect for smashing and burning.

HARMONIUM CAPTAIN

Harmonium captains lead peacekeeper patrols throughout Sigil. They bolster their subordinates in battle and bring the authority of the Harmonium crashing down on suspects with their commands.

HARMONIUM PEACEKEEPER

Peacekeepers wear distinctive red plate armor and wield planar mancatchers, polearms whose metal pincers prevent criminals clamped in their grasp from teleporting away, making them excellent at catching wrongdoers in Sigil.

HANDS OF HAVOC FIRE STARTER

Small or Medium Humanoid, Any Alignment

Armor Class 16 (breastplate)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	10 (+0)	16 (+3)	11 (+0)

Saving Throws Str +5, Con +4

Damage Resistances fire

Senses passive Perception 13

Languages Common plus one more language

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

ACTIONS

Multiaction. The fire starter makes two Havoc Hammer or Havoc Flask attacks.

Havoc Hammer. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage plus 9 (2d8) fire damage. If the target is a creature, magical flames cling to it, causing it to take 3 (1d6) fire damage at the start of each of its turns. Immediately after taking this damage on its turn, the target can make a DC 13 Dexterity saving throw, ending the effect on itself on a successful save.

Havoc Flask. *Ranged Weapon Attack:* +4 to hit, range 30/90 ft., one target. *Hit:* 13 (2d12) fire damage. If the target is a creature, magical flames cling to it, causing it to take 3 (1d6) fire damage at the start of each of its turns. Immediately after taking this damage on its turn, the target can make a DC 13 Dexterity saving throw, ending the effect on itself on a successful save.

After the fire starter throws the flask, roll a d6; on a 3 or lower, the fire starter has no more flasks to throw.



HARMONIUM CAPTAIN

Small or Medium Humanoid, Any Alignment

Armor Class 20 (plate armor and shield)

Hit Points 110 (17d8 + 34)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	14 (+2)	12 (+1)	16 (+3)	16 (+3)

Saves Str +7, Wis +6

Skills Perception +6

Condition Immunities charmed, frightened

Senses passive Perception 16

Languages Common plus one more language

Challenge 8 (3,900 XP) Proficiency Bonus +3

Aura of Command. Allies within 30 feet of the captain are immune to the charmed and frightened conditions. This aura is suppressed while the captain has the incapacitated condition.

ACTIONS

Multiattack. The captain makes three Harmonium Blade attacks. The captain can also use Dictate if available.

Harmonium Blade. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage plus 10 (3d6) lightning damage.

Dictate (Recharge 5–6). The captain verbally commands up to three creatures it can see within 60 feet of itself. This magical command must be to undertake an action or to refrain from taking actions (for example, “Throw down your weapons”).

A target must succeed on a DC 14 Wisdom saving throw or have the charmed condition for 1 minute, during which time it follows the captain’s command. The effect ends early if the target takes damage or if it successfully completes the command. A target automatically succeeds on its saving throw if the command is directly harmful to itself, such as commanding it to walk into fire.

A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a successful save.



HARMONIUM CAPTAIN

HARMONIUM PEACEKEEPER

HARMONIUM PEACEKEEPER

Small or Medium Humanoid, Any Alignment

Armor Class 18 (plate armor)

Hit Points 45 (7d8 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	12 (+1)	14 (+2)	11 (+0)

Skills Perception +4

Senses passive Perception 14

Languages Common plus one more language

Challenge 3 (700 XP)

Proficiency Bonus +2

Pack Tactics. The peacekeeper has advantage on an attack roll against a creature if at least one of the peacekeeper's allies is within 5 feet of the creature and the ally doesn't have the incapacitated condition.

ACTIONS

Electrified Mancatcher. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage plus 4 (1d8) lightning damage. If the target is a Large or smaller creature, it has the grappled condition (escape DC 13). Until the grappled condition ends, the target has the restrained condition and can't teleport, the peacekeeper can't make Electrified Mancatcher attacks, and the target takes 8 (1d10 + 3) lightning damage at the start of each of its turns.



HERALDS OF DUST REMNANT

HERALDS OF DUST REMNANT

Remnants are Dusters who sought undeath via rituals but failed. Liaisons and spies, these agents exist in a halfway point between life and death.

HERALDS OF DUST REMNANT

Small or Medium Humanoid, Any Alignment

Armor Class 12 (15 with *mage armor*)

Hit Points 45 (7d8 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	15 (+2)	17 (+3)	14 (+2)	11 (+0)

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

Damage Resistances necrotic

Senses passive Perception 14

Languages Common plus three more languages

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

ACTIONS

Multiattack. The remnant makes two Necrotic Surge attacks.

Necrotic Surge. *Melee or Ranged Spell Attack:* +5 to hit, reach 5 ft. or range 120 ft., one target. *Hit:* 14 (2d10 + 3) necrotic damage.

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

At will: *mage armor*, *mage hand*, *prestidigitation*
1/day each: *bane*, *dimension door*, *web*

BONUS ACTIONS

Phase (2/Day). The remnant becomes partially incorporeal for as long as it maintains concentration on the effect (as if concentrating on a spell). While partially incorporeal, the remnant has resistance to bludgeoning, piercing, and slashing damage.

MERCYKILLER BLOODHOUND

Clad in black armor and spiked gauntlets that end in steel claws, bloodhounds hunt down those guilty of serious offenses in Sigil. These trackers pursue their targets across the planes.

MIND'S EYE MATTER SMITH

Members of the Mind's Eye believe the power to transcend the multiverse lies in every individual. Matter smiths harness this innate power to reshape reality in Sigil's Great Foundry, manifesting useful tools from nothing.

MERCYKILLER BLOODHOUND

Small or Medium Humanoid, Any Alignment

Armor Class 18 (plate armor)

Hit Points 104 (16d8 + 48)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	16 (+3)	12 (+1)	15 (+2)	8 (-1)

Skills Perception +8, Survival +8

Senses passive Perception 18

Languages Common plus one more language

Challenge 7 (2,900 XP)

Proficiency Bonus +3

Portal Sense. The bloodhound can sense the presence of portals within 30 feet of itself, including inactive portals, and instinctively knows the destination of each portal.

ACTIONS

Multiattack. The bloodhound makes three Clawed Gauntlet attacks.

Clawed Gauntlet. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage plus 10 (3d6) necrotic damage.

BONUS ACTIONS

Marked for Pursuit (3/Day). The bloodhound attempts to place a magical mark on a creature it can see within 30 feet of itself. The target must succeed on a DC 13 Charisma saving throw or become cursed for 24 hours. A creature missing any of its hit points has disadvantage on this saving throw. While cursed in this way, the bloodhound can sense the direction and distance to the target as long as the two are on the same plane of existence. If the target isn't on the same plane, the bloodhound knows what plane the target is on.

"Want to know all there is to know about a faction? Just take a look at their factol. You can always tell which ones have grand visions for the planes, and which ones have grand visions for their bank vaults."

—Morte



MIND'S EYE MATTER SMITH

Small or Medium Humanoid, Any Alignment

Armor Class 12 (15 with *mage armor*)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

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

Saving Throws Int +4, Cha +5

Skills Investigation +4, Perception +6

Senses passive Perception 16

Languages Common plus two more languages

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

ACTIONS

Multiattack. The matter smith makes two Manifested Force attacks.

Manifested Force. *Melee or Ranged Spell Attack:* +5 to hit, reach 5 ft. or range 120 ft., one target. *Hit:* 10 (2d6 + 3) force damage.

Spellcasting. The matter smith casts one of the following spells, using Charisma as the spellcasting ability:

At will: *mage armor*, *mage hand*, *prestidigitation*
1/day each: *create food and water*, *fabricate* (as an action)

BONUS ACTIONS

Planar Smithing. The matter smith magically manipulates the energy of the plane of existence it's on to produce one of the following effects (choose one or roll a d4):

1–2: Chains. The matter smith creates spectral bindings around a creature it can see within 30 feet of itself. The target must succeed on a DC 13 Dexterity saving throw or have the restrained condition until the end of its next turn.

3–4: Magic Shield. The matter smith conjures a floating, spectral shield that grants the matter smith a +5 bonus to its AC until the shield disappears at the start of the matter smith's next turn. The first time a creature misses a melee attack roll against the matter smith while the shield is conjured, that creature takes 7 (2d6) force damage.



MIND'S EYE
MATTER SMITH



MERCYKILLER
BLOODHOUND



SOCIETY OF SENSATION
MUSE

SOCIETY OF SENSATION MUSE

The muses of the Society of Sensation are performers who enthrall crowds with spectacle and minor sensory experiences. When threatened, they beguile their foes, placating their enemies with magical displays.

SOCIETY OF SENSATION MUSE

Small or Medium Humanoid, Any Alignment

Armor Class 14 (leather armor)

Hit Points 44 (8d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	12 (+1)	15 (+2)	14 (+2)	17 (+3)

Saving Throws Dex +5, Cha +5

Skills Insight +4, Perception +4, Performance +7, Stealth +5

Senses passive Perception 14

Languages Common plus two more languages

Challenge 3 (700 XP)

Proficiency Bonus +2

ACTIONS

Multiattack. The muse makes two Beguiling Resonance attacks.

Beguiling Resonance. *Melee or Ranged Spell Attack:* +5 to hit, reach 5 ft. or range 90 ft., one target. *Hit:* 9 (2d8) psychic damage. If the target is a creature, it must succeed on a DC 13 Charisma saving throw or have disadvantage on the next attack roll it makes until the end of its next turn.

Spellcasting. The muse casts one of the following spells, using Charisma as the spellcasting ability (spell save DC 13):

At will: *dancing lights*

1/day each: *comprehend languages, hypnotic pattern*

BONUS ACTIONS

Enchanting Presence. Each creature within 30 feet of the muse must make a DC 13 Wisdom saving throw. On a failed save, the creature has the charmed condition for 1 minute. On a successful save, the creature becomes immune to any muse's Enchanting Presence for 24 hours.

Whenever the muse deals damage to the charmed creature, the charmed creature can repeat the saving throw, ending the effect on itself on a success.

TRANSCENDENT ORDER CONDUIT

Members of the Transcendent Order train to act without thinking, eliminating thought behind action. Conduits react with the cadence of the multiverse. Their sharp reflexes border on precognition, allowing them to unconsciously act before their foes.

TRANSCENDENT ORDER INSTINCT

Elite martial artists, instincts have learned to fight unburdened by thought, deflecting the blows of their enemies in rapid succession.

TRANSCENDENT ORDER CONDUIT

Small or Medium Humanoid, Any Alignment

Armor Class 18 (Unarmored Defense)

Hit Points 97 (15d8 + 30)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	19 (+4)	14 (+2)	10 (+0)	18 (+4)	12 (+1)

Saving Throws Wis +7, Cha +4

Skills Acrobatics +7, Performance +4, Perception +7

Senses passive Perception 17

Languages Common plus one more language

Proficiency Bonus +3

Instinctive Reflexes. The conduit has advantage on initiative rolls, and it can't have disadvantage on attack rolls.

Unarmored Defense. While the conduit is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

ACTIONS

Multiattack. The conduit makes three Unarmed Strike attacks.

Unarmed Strike. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage. If the target is a creature, the conduit can choose one of the following additional effects (up to once per turn each):

Incapacitate. The target must succeed on a DC 15 Constitution saving throw or have the incapacitated condition until the end of the conduit's next turn.

Push. The target is pushed up to 10 feet horizontally away from the conduit.

REACTIONS

The conduit can take up to three reactions per round but only one per turn.

Deflect Attack. In response to being hit by an attack roll, the conduit partially deflects the blow. The damage the conduit takes from the attack is reduced by 1d10.

Don't Be There. When the conduit must make a saving throw, it can move up to half its speed without provoking opportunity attacks. If its new position moves it out of range or otherwise makes it impossible to target by the effect, the conduit avoids the effect entirely.



TRANSCENDENT ORDER CONDUIT (LEFT) AND TRANSCENDENT ORDER INSTINCT (RIGHT)

TRANSCENDENT ORDER INSTINCT

Small or Medium Humanoid, Any Alignment

Armor Class 16 (Unarmored Defense)

Hit Points 49 (9d8 + 9)

Speed 40 ft.

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

Saving Throws Wis +5, Cha +3

Skills Acrobatics +5, Performance +3, Perception +5

Senses passive Perception 15

Languages Common plus one more language

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

Unarmored Defense. While the instinct is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

ACTIONS

Multiattack. The instinct makes three Unarmed Strike attacks.

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

REACTIONS

The instinct can take up to three reactions per round but only one per turn.

Deflect Blow. In response to being hit by a melee attack roll, the instinct partially deflects the blow. The damage the instinct takes from the attack is reduced by 1d6.

PLANAR ENCOUNTERS

The following tables present random encounters adventurers might face across the Outlands or in other realms influenced by the Outer Planes. These tables are divided by the alignment of the planes affecting a region. Unless otherwise noted, creatures marked with an asterisk (*) appear in this book, while the rest are described in the *Monster Manual*.

If you wish to further customize these encounters, use traits detailed in the “Planar Influences” section earlier in this book.

CHAOTIC PLANAR ENCOUNTERS

d100 Encounter

01–08 1d6 **bariaur wanderers***

09–16 1 **monodrone** that has gone rogue and seeks the meaning of the multiverse

17–24 1d6 **swarms of sunflies***

25–31 1d4 **red slaadi**

32–38 1 **swarm of cranium rat squeakers**.* Roll a die. If the number is even, these cranium rats have set up a tiny shop. If the number is odd, these cranium rats have also set up a tiny shop but are con artists.

39–46 1d6 **pteranodons**

47–55 1d4 **Mercykiller bloodhounds*** tracking a planar criminal

56–62 1d8 **berserker** petitioners (see the introduction of this book)

63–72 A rift-like portal connecting to a random plane

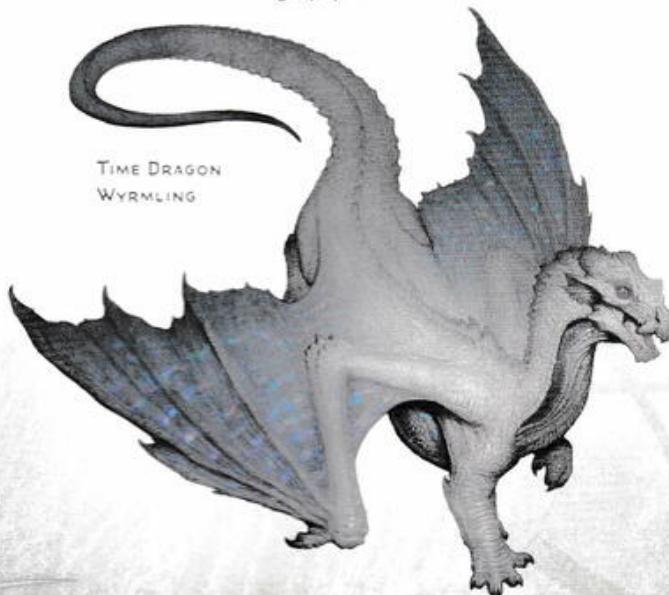
73–79 1 **ettin** with two different animal heads

80–85 1 **green slaad** disguised as a lost explorer from the Material Plane

86–90 1d6 **vrocks** seeking to dragoon captives into the Blood War

91–97 A location the characters passed hours ago

98–00 1 chaotic **empyrean** seeking companions to undertake a mighty quest



EVIL PLANAR ENCOUNTERS

d100 Encounter

01–07 1d6 **vargouille** reflections*

08–16 1 **night hag** selling 2d6 **larvae** (see the *Dungeon Master's Guide*)

17–23 1d4 **razorvine blights***

24–31 A force of 3d10 **hobgoblins** and 1 **hobgoblin warlord**

32–38 1 **gnoll fang** of **Yeenoghu** and 2d6 **gnolls**

39–47 1 **ultrolith** and 1d4 **mezzoloths**

48–53 1 **darkweaver*** that calls from its shadowy lair

54–63 A portal to a Lower Plane that whispers sinister promises

64–69 1 **shator demodand*** seeking its lost prisoners

70–77 2d6 **nightmares**

78–84 1 **githyanki knight** mounted on 1 **young red dragon**

85–91 1 **lich** in a sinister walking citadel

92–98 A Blood War battlefield where 1 **marilith** general leads demons against 1 **ice devil** general and its devils

99–00 1 **baernaloth*** with a sinister magic item

GOOD PLANAR ENCOUNTERS

d100 Encounter

01–09 1 **sunfly*** carrying a tiny dessert

10–16 1 **lantern archon*** leading a group of 2d4 **commoner** petitioners (see the introduction of this book) who are prone to getting lost

17–22 1d6 **musteval guardinals*** on a secret mission

23–28 1 **time dragon wyrmling***

29–35 1d4 **hound archons***, each with a **mastiff** tracking dog

36–41 A friendly, awakened **swarm of bats**

42–48 1d4 **cloud giants** on a floating island

49–56 1 **druid** studying an inert, magical animal sculpture made of thousands of tanzanite crystals

57–63 1 **treant** comprised of cacti, coral, or mushrooms

64–70 1 **avoral guardinal*** seeking a lost animal petitioner (see the introduction of this book)

71–80 A portal to an Upper Plane that beckons with promises of eternal peace and comfort

81–87 1 **gold dragon** (your choice of young, adult, or ancient)

88–95 1 **planar incarnate** (Celestial form)

96–00 1 **solar angel** sent to bestow a blessing (see the *Dungeon Master's Guide*) on a character

LAWFUL PLANAR ENCOUNTERS

d100 Encounter

- 01–06 1 **warden archon*** guarding a portal to a dangerous plane
- 07–13 1 **imp** who claims to speak for an archdevil
- 14–21 1d6 **Hands of Havoc** fire starters*
- 22–29 1 **maelephant***
- 30–36 1 **flumph** petitioner (see the introduction of this book) that's excited to learn about the planes
- 37–42 1 **decaton modron*** and 2d6 **quadrones** on their way back to Mechanus
- 43–48 1 **guardian naga** storyteller
- 49–54 1 **gynosphinx** who guards secret wisdom
- 55–61 1d6 **knights** on a quest across the planes
- 62–69 1 **nonaton modron*** in a walking citadel that looks like a giant modron
- 70–76 1d4 **couatls**
- 77–84 1 **Mind's Eye** matter smith* testing a new invention
- 85–90 1 **beholder** petitioner (see the introduction of this book) scheming against a rival who's still alive
- 91–97 1 **pit fiend** who claims to speak for an archdevil
- 98–00 1 **hexton modron*** leading a march of hundreds of lesser modrons

NEUTRAL PLANAR ENCOUNTERS

d100 Encounter

- 01–07 1d6 **thri-kreen** looking for a way back to their Material Plane home
- 08–15 A mysterious being who communicates via 1 **cranium rat squeaker***
- 16–22 1d4 **Society of Sensation** muses* undertaking increasingly daring feats
- 23–31 1 **smoke mephit** carrying challenges between archmage rivals
- 32–38 1 **eater of knowledge***
- 39–46 2d12 **commoner** petitioners (see the introduction of this book) fleeing 1d4 **farastu demodands*** and 1 **kelubar demodand***
- 47–55 1 **cuprilach rilmani*** on an assassination mission
- 56–64 1 **equinal guardinal*** messenger
- 65–71 1d4 **githzerai** travelers*
- 72–79 1 **kolyarut*** seeking a contract breaker
- 80–86 1 **aurumach rilmani***
- 87–92 1 **githzerai futurist*** with a warning about a character's future
- 93–98 1 **flameskull** claiming to be the famed planar explorer Morte
- 99–00 1 **ancient time dragon*** (50 percent chance the time dragon is from the past, 50 percent chance it's from the future)



"Don't go thinking you've got a handle on the planes now, Chief. That's the surest way to find out you don't know the first thing about how they really work."

—Morte

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