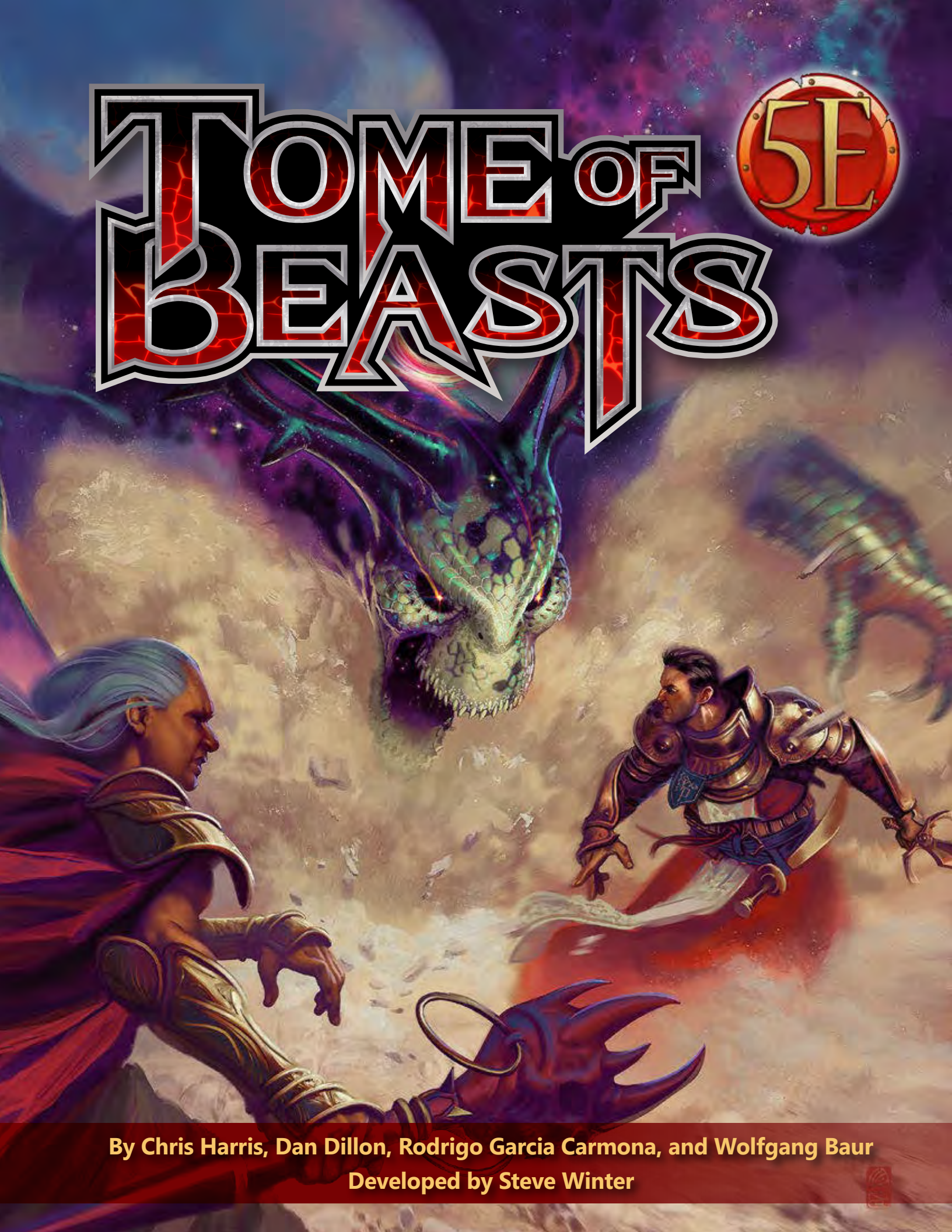

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Developed by Steve Winter

Tome of Beasts

by

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Kobold Press

Tome of Beasts

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On the Cover

Marcel Mercado illustrates an ancient void dragon facing off against a stout fighter and a powerful wizard. The void dragon is a creature of great age and cunning, and its defeat is uncertain.

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Introduction

What's the best part of a fantasy roleplaying game? For my money, it's the monsters—especially when we're talking about the world's *first* roleplaying game. The best stories from the table are about that suspenseful first encounter with an acid-breathing dragon, a massive horde of raging orcs, a gear-destroying rust monster, or (true terror) the dread gazebo.*

In this volume, you'll find more than 400 new "first encounters" for your players: monsters they've never seen before but will talk about for years, from elemental dragons to wintery spirits, ancient demon lords, and the aristocracy of the fey world. They stand ready to crush heroes' hopes, strike down the good and the brave, and establish their own greedy, cruel, and lawless reign. These monsters have a mission—and that mission is to *kill player characters*.

Monsters are best when they instill true dread in those who hear their tales, whether it's the saga of Beowulf, the *Tyranny of Dragons* campaign, or a story you spin yourself. The monster designs presented here accomplish this with powers that play on common fears: the slow horror of poison, destruction of the weapons the PCs rely on to survive, loss of eyesight, magic-induced panic or exhaustion, even sinking into darkness. These monsters will put great champions through the wringer; and sometimes, the monsters might win.

But only sometimes! Some smart monsters will retreat by speaking a magical word, step onto a dark shadow road, or take to the skies with a demonic howl, carrying off the party's favorite mule. Ultimately, most monsters are meant to be defeated, and to look good while doing it. I always encourage DMs to give monsters their moment in the spotlight. Gleefully describe their ripping claws, their corrosive breath, their wicked magic and their cunning plots! Revel in their power! Their arrogance and might! Let them strut and gloat and mock the heroes, making it so much more satisfying when they're finally struck down by the true steel sword of ancient forging, or incinerated by a well-placed fireball.

Because your players aren't familiar with these monsters, you have the ancient fear of the unknown on your side. Work that thrill, and you can give your players the same shiver that haunted our ancestors around the campfire or in medieval huts as they listened to tales of fey spirits, man-eating beasts, and corrupt humans who bargain with evil and return with inhuman abilities. These creatures have power, and a bit of that power is just their sheer strangeness and eerie, twisted shapes.

You hold a tome of new horrors in your hands. Let some slip into your game by stealth, while others arrive in an arcane flash or descend on powerful wings, roaring their challenges. Give them all the glory that comes from their strength and horrors—the sweeter to make the triumph of those heroes who survive.

Monsters are the best part of any fantasy RPG because they reach into our minds and present us with our own demons, with the very worst that could happen. They have power because each of them represents a very human fear, a nightmare given thought and flesh and form—and then defeated.

Happy gaming!

Wolfgang Baur
Kirkland, WA
May, 2016

The dread gazebo is not included in this volume.

Aboleth, Nihileth

Eons ago, a group of aboleth left the Material Plane to wander through distant planes—seeing them through magical scrying was not enough, so these aboleth used astral magic and bodily travel to see far beyond normal realms.

A Forgotten Tribe. As ages passed, memories of those who departed slowly faded from the minds of those aboleth who remained behind. Those few aboleth who did remember that long ago some of their kin had gone plane-wandering assumed that the wanderers must have died in distant hells or paradises.

Changed by Planar Wandering. The plane-wanderers hadn't died. Instead, their eons-long exposure to alien realms and to the space between changed them, restructuring their life force and making them into something even more nightmarish—but better able to withstand both strange hells and golden realms of eldritch delight.

Servants of the Void. They returned even more corrupt and powerful than they had left, and these wandering nihileths returned to the mortal world intent on spreading the influence of the Void and the utter evil they found in the vast darkness between worlds.

Undead Nature. A nihileth does not require air, food, drink, or sleep.

NIHILITH

Large undead, chaotic evil

Armor Class 17 (natural armor)

Hit Points 135 (18d10 + 36)

Speed 10 ft., swim 40 ft., fly 40 ft. (ethereal only, hover)

STR	DEX	CON	INT	WIS	CHA
21 (+5)	9 (–1)	15 (+2)	18 (+4)	15 (+2)	18 (+4)

Saving Throws Con +6, Int +8, Wis +6

Skills History +12, Perception +10

Damage Resistances acid, fire, lightning, thunder (only when in ethereal form); bludgeoning, piercing and slashing from nonmagical weapons

Damage Immunities cold, necrotic, poison; bludgeoning, piercing and slashing from nonmagical weapons (only when in ethereal form)

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

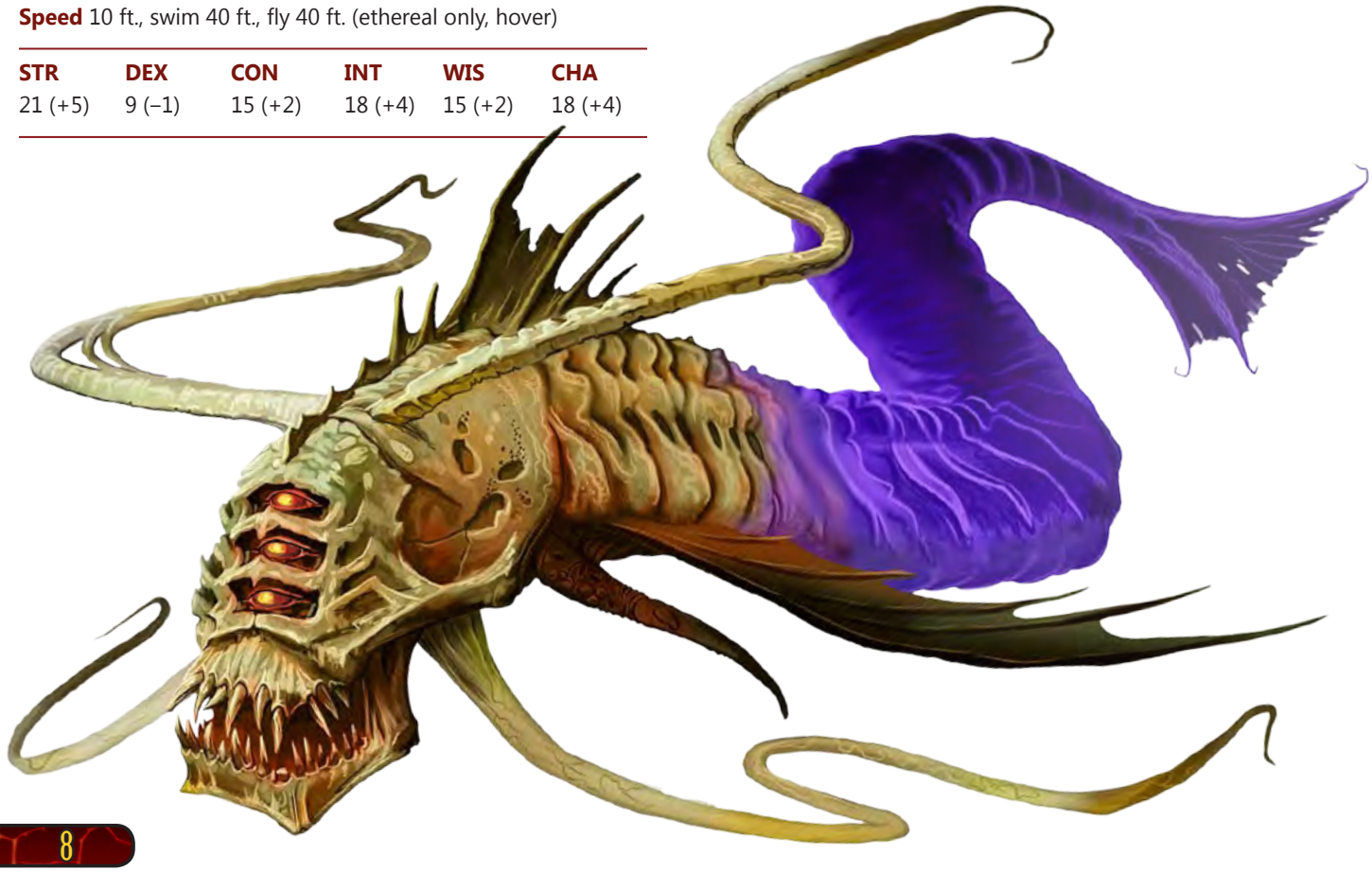
Senses darkvision 120 ft., passive Perception 20

Languages Void Speech, telepathy 120 ft.

Challenge 12 (8,400 XP)

Undead Fortitude. If damage reduces the nihileth to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the nihileth drops to 1 hit point instead.

Dual State. A nihileth exists upon the Material Plane in one of two forms and can switch between them at will. In its material form, it has resistance to damage from nonmagical weapons. In its ethereal form, it is immune to damage from nonmagical weapons. The creature's ethereal form appears as a dark purple outline of its material form, with a blackish-purple haze within. A nihileth in ethereal form can move through air as though it were water, with a fly speed of 40 feet.



Void Aura. The undead nihileth is surrounded by a chilling cloud. A living creature that starts its turn within 5 feet of a nihileth must make a successful DC 14 Constitution saving throw or be slowed until the start of its next turn. In addition, any creature that has been diseased by a nihileth or a nihilethic zombie takes 7 (2d6) cold damage every time it starts its turn within the aura.

Infecting Telepathy. If a creature communicates telepathically with the nihileth, or uses a psychic attack against it, the nihileth can spread its disease to the creature. The creature must succeed on a DC 14 Wisdom save or become infected with the same disease caused by the nihileth's tentacle attack.

ACTIONS

Multiattack: The nihileth makes three tentacle attacks or three withering touches, depending on what form it is in.

Tentacle (Material Form Only): *Melee Weapon Attack*: +9 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage. If the target creature is hit, it must make a successful DC 14 Constitution saving throw or become diseased. The disease has no effect for 1 minute; during that time, it can be removed by *lesser restoration* or comparable magic. After 1 minute, the diseased creature's skin becomes translucent and slimy. The creature cannot regain hit points unless it is entirely underwater, and the disease can only be removed by heal or comparable magic. Unless the creature is fully submerged or frequently doused with water, it takes 6 (1d12) acid damage every 10 minutes. If a creature dies while diseased, it rises in 1d6 rounds as a nihilethic zombie. This zombie is permanently dominated by the nihileth.

Withering Touch (Ethereal Form Only): *Melee Weapon Attack*: +8 to hit, reach 10 ft., one creature. *Hit:* 14 (3d6+4) necrotic damage.

Form Swap: As a bonus action, the nihileth can alter between its material and ethereal forms at will.

Tail (Material Form Only): *Melee Weapon Attack*: +9 to hit, reach 10 ft. one target. *Hit:* 15 (3d6 + 5) bludgeoning damage.

Enslave (3/day): The nihileth targets one creature it can see within 30 ft. of it. The target must succeed on a DC 14 Wisdom saving throw or be magically charmed by the nihileth until the nihileth dies or until it is on a different plane of existence from the target. The charmed target is under the nihileth's control and can't take reactions, and the nihileth and the target can communicate telepathically with each other over any distance.

Whenever the charmed target takes damage, the target can repeat the saving throw. On a success, the effect ends. No more than once every 24 hours, the target can also repeat the saving throw when it is at least 1 mile away from the nihileth.

REACTIONS

Void Body: The nihileth can reduce the damage it takes from a single source to 0. Radiant damage can only be reduced by half.

LEGENDARY ACTIONS

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

Detect. The aboleth makes a Wisdom (Perception) check.

Tail Swipe. The aboleth makes one tail attack.

Psychic Drain (Costs 2 Actions). One creature charmed by the aboleth takes 10 (3d6) psychic damage, and the aboleth regains hit points equal to the damage the creature takes.

A Nihileth's Lair

While aboleths create their lairs underwater, spending most of their time submerged, a nihileth lair can be encountered out of the water, often in a cave or a ruined, abandoned city.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the nihileth can take a lair action to create one of the magical effects as per an aboleth, or the void absorbance action listed below. The nihileth cannot use the same effect two rounds in a row.

- ***Void absorbance***. A nihileth can pull the life force from those it has converted to nihilethic zombies to replenish its own life. This takes 18 (6d6) hit points from zombies within 30 feet of the nihileth, spread evenly between the zombies, and healing the nihileth. If a zombie reaches 0 hit points from this action, it perishes with no Undead Fortitude saving throw.

REGIONAL EFFECTS

The regional effects of a nihileth's lair are the same as that of an aboleth, except as following.

- Water sources within 1 mile of a nihileth's lair are not only supernaturally fouled but can spread the disease of the nihileth. A creature who drinks from such water must make a successful DC 14 Constitution check or become infected.

Nihilethic Zombie

Created by the diseased will of nihileths, these zombies do their creator's bidding without fear or hesitation. While their appearance differs from typical zombies, they too move with the same jerky motions and uneven gait as their undead brethren. The skin and flesh of nihileth zombies is translucent and slimy. They are adept swimmers, and they have no difficulty functioning on dry land, always in service to their masters.

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

NIHILETHIC ZOMBIE

Medium undead, neutral evil

Armor Class 9 (natural armor)

Hit Points 22 (3d8 + 9)

Speed 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (–2)	16 (+3)	3 (–4)	6 (–2)	5 (–3)

Saving Throws Wis +0

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities cold, necrotic, poison; bludgeoning, piercing and slashing from nonmagical weapons (only when in ethereal form)

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understand Void Speech and the languages it knew in life but can't speak

Challenge 1 (200 XP)

Undead Fortitude. If damage reduces the nihileth to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the nihileth drops to 1 hit point instead.

Dual State: Like its nihileth creator, a nihilethic zombie can assume either a material or ethereal form. When in its material form, it has resistance to nonmagical weapons. In its ethereal form, it is immune to nonmagical weapons. Its ethereal form appears as a dark purple outline of its material form, with a blackish-purple haze within.

ACTIONS

Slam (Material Form Only). *Melee Weapon Attack*: +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage and the target must make a successful DC 13 Constitution saving throw or become diseased. The disease has little effect for 1 minute; during that time, it can be removed by *bless*, *lesser restoration*, or comparable magic. After 1 minute, the diseased creature's skin becomes translucent and slimy. The creature cannot regain hit points unless it is at least partially underwater, and the disease can only be removed by *heal* or comparable magic. Unless the creature is either fully submerged or frequently doused with water, it takes 6 (1d12) acid damage every 10 minutes. If a creature dies while diseased, it rises in 2d6 rounds as a nihilethic zombie. This zombie is permanently dominated by the nihileth that commands the attacking zombie.

Withering Touch (Ethereal Form): *Melee Weapon Attack*: +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) necrotic damage.

Form Swap: As a bonus action, the nihilethic zombie can alter between its material and ethereal forms at will.

Sacrifice Life. A nihilethic zombie can sacrifice itself to heal a nihileth within 30 feet of it. All of its remaining hit points transfer to the nihileth in the form of healing. The nihilethic zombie is reduced to 0 hit points and it doesn't make an Undead Fortitude saving throw. A nihileth cannot be healed above its maximum hit points in this manner.

REACTIONS

Void Body: The nihilethic zombie can reduce the damage it takes from a single source by 1d12 points. This reduction cannot be applied to radiant damage.

WHAT IS VOID SPEECH?

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

Abominable Beauty

An otherworldly humanoid of such indescribable beauty, it pains anyone's eyes to gaze upon her.

Beauty that Destroys. An abominable beauty is so perfect that her gaze blinds, her voice is so melodious that no ears can withstand it, and her touch is so tantalizing that it burns like fire. In adolescence, this fey creature adopts features that meet the superficial ideals of the nearest humanoid population: long-legged elegance near elves, a stout figure with lustrous hair near dwarves, unscarred or emerald skin near goblins.

Jealous and Cruel. Abominable beauties are so consumed with being the most beautiful creature in the region that they almost invariably grow jealous and paranoid about potential rivals. Because such an abominable beauty cannot abide competition, she seeks to kill anyone whose beauty is compared to her own.

Male of the Species. Male abominable beauties are rare but even more jealous in their rages.

ABOMINABLE BEAUTY

Medium fey, neutral evil

Armor Class 18 (natural armor)

Hit Points 187 (22d8 + 88)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	18 (+4)	18 (+4)	17 (+3)	16 (+3)	26 (+8)

Saving Throws Dex +8, Con +8, Cha +12

Skills Deception +12, Perception +7, Performance +12, Persuasion +12

Damage Immunities fire

Senses passive Perception 17

Languages Common, Draconic, Elven, Sylvan

Challenge 11 (7,200 XP)

Burning Touch. The abominable beauty's slam attacks do 28 (8d6) fire damage. A creature who touches her also takes 28 (8d6) fire damage.

Actions

Multiattack. The abominable beauty makes two slam attacks.

Slam. +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) damage plus 28 (8d6) fire damage.

Blinding Gaze (Recharge 5–6). A creature within 30 feet of the abominable beauty who is targeted by this attack and who meets the abominable beauty's gaze must succeed on a DC 17 Charisma saving throw or be blinded. If the saving throw succeeds, the target creature is permanently immune to this abominable beauty's Blinding Gaze.

Deafening Voice (Recharge 5–6). An abominable beauty's voice is lovely, but any creature within 90 feet and able to hear her when she makes her Deafening Voice attack must succeed on a DC 16 Constitution saving throw or be permanently deafened.

Accursed Defiler

A gaunt figure in a tattered black mantle shrouded in a cloud of whirling sand. Thin cracks run across its papyrus-dry skin and around its hollow, black eyes.

Cursed to Wander and Thirst. Accursed defilers are the remnants of an ancient tribe that desecrated a sacred oasis. For their crime, the wrathful spirits cursed the tribe to forever wander the wastes attempting to quench an insatiable thirst. Each defiler carries a parched sandstorm within its lungs and in the flowing sand in its veins. Wherever they roam, they leave only the desiccated husks of their victims littering the sand.

Unceasing Hatred. The desperate or foolish sometimes try to speak with these ill-fated creatures in their archaic native tongue, to learn their secrets or to bargain for their services, but a defiler's heart is blackened with hate and despair, leaving room for naught but woe.

Servants to Great Evil. On very rare occasions, accursed defilers serve evil high priests, fext, or soulsworn warlocks as bodyguards and zealous destroyers, eager to spread the withering desert's hand to new lands.

Undead Nature. An accursed defiler doesn't require air, food, drink, or sleep.

ACCURSED DEFILER

Medium undead, neutral evil

Armor Class 12

Hit Points 75 (10d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	17 (+3)	6 (–2)	15 (+2)	14 (+2)

Skills Perception +4, Stealth +4

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

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 60 ft., passive Perception 14

Languages understands an ancient language, but can't speak

Challenge 4 (1,100 XP)

Cursed Existence. When it drops to 0 hit points in desert terrain, the accursed defiler's body disintegrates into sand and a sudden parched breeze. However, unless it was killed in a *hallowed* location, with radiant damage, or by a *blessed* creature, the accursed defiler reforms at the next sundown 1d100 miles away in a random direction.

Sand Shroud. A miniature sandstorm constantly whirls around the accursed defiler in a 10-foot radius. This area is lightly obscured to creatures other than an accursed defiler. Wisdom (Survival) checks made to follow tracks left by an accursed defiler or other creatures that were traveling in its sand shroud are made with disadvantage.

Actions

Multiattack. The accursed defiler makes two slam attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 11 (2d6 + 4) bludgeoning damage. If a creature is hit by this attack twice in the same round (from the same or different accursed defilers), the target must make a DC 13 Constitution saving throw or gain one level of exhaustion.

Sandslash (Recharge 5–6). As an action, the accursed defiler intensifies the vortex of sand that surrounds it. All creatures within 10 feet of the accursed defiler take 21 (6d6) slashing damage, or half damage with a successful DC 14 Dexterity saving throw.

Ala

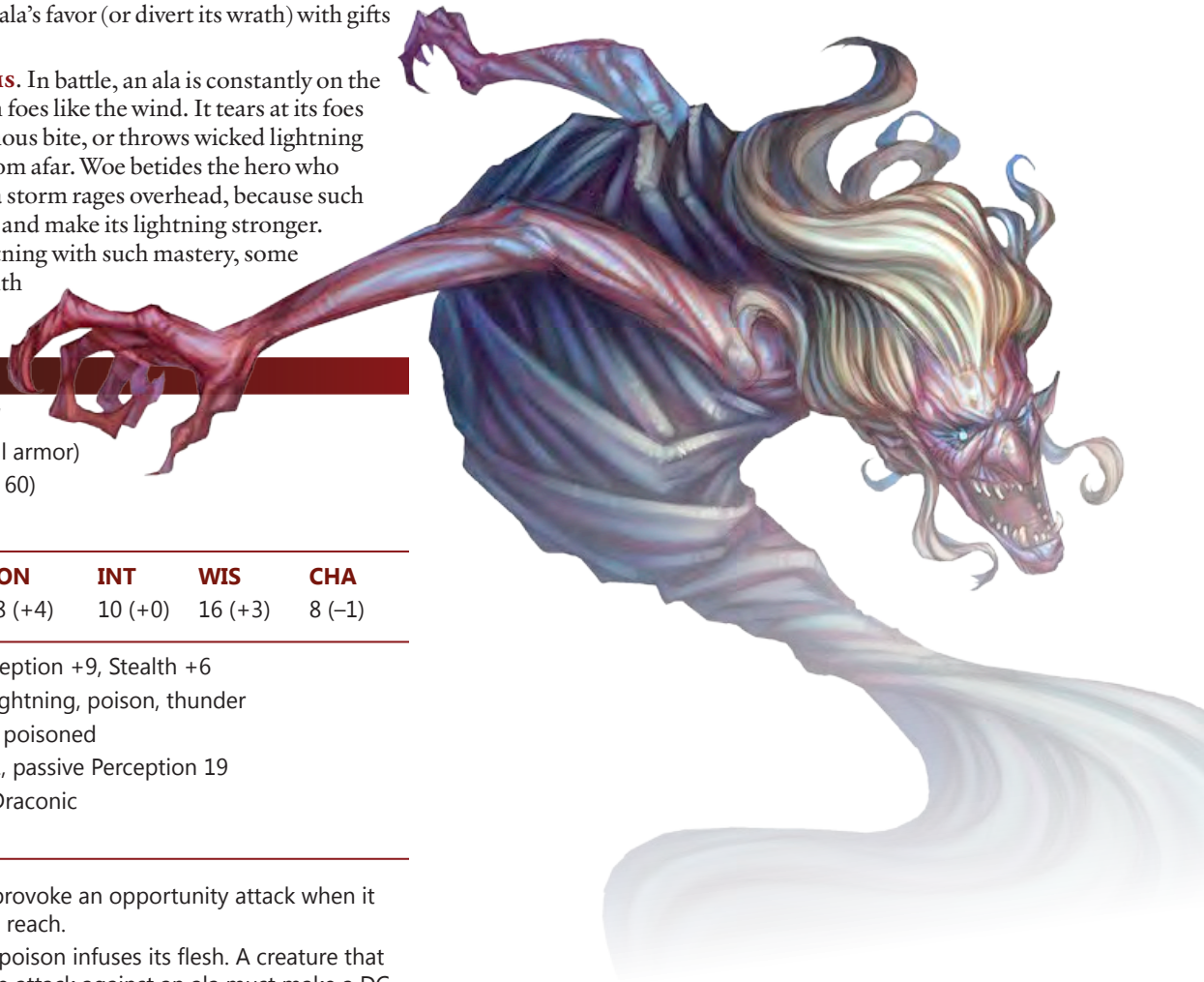
Alas are born from galls that grow on treant trunks. Within this parasitic pocket, an ala sickens the treant and consumes its life force. When the treant dies, the ala is born in a black whirlwind.

Daughters of the Whirlwind. Alas have windblown hair and wear smoky black rags, but their true form is that of a whirlwind, which can always be seen by šestaci, those men and women with six digits on each hand. In flight or in battle, an ala takes on a form with the upper body of a hag and a whirling vortex of air in place of hips and legs. When an ala enters a house in human form, the whole building groans in protest, as if it had been struck by a powerful stormwind.

Alas live in the hollows of trees that were struck by lightning. They are most active when thunder rocks the forest, and when they travel hail or thunderstorms spawn around them.

Enormous Appetites. The huge-mouthed alas have voracious appetites. In the wild, they devour wolves, bears, and badgers. They prefer to hunt in settled areas, however, because they favor the taste of innocents above all else. Unsavory tribes of savage humanoids may beg an ala's favor (or divert its wrath) with gifts of bound captives.

Energized by Storms. In battle, an ala is constantly on the move, weaving between foes like the wind. It tears at its foes with claws and a poisonous bite, or throws wicked lightning bolts and hailstorms from afar. Woe betides the hero who confronts an ala while a storm rages overhead, because such storms energize the ala and make its lightning stronger. Because alas wield lightning with such mastery, some sages associate them with the god of lightning.



ALA

Medium fey, chaotic evil

Armor Class 17 (natural armor)
Hit Points 127 (15d8 + 60)
Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	10 (+0)	16 (+3)	8 (–1)

Skills Athletics +8, Perception +9, Stealth +6
Damage Immunities lightning, poison, thunder
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 19
Languages Common, Draconic
Challenge 8 (3,900 XP)

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

Poison Flesh. The ala's poison infuses its flesh. A creature that makes a successful bite attack against an ala must make a DC 16 Constitution saving throw; if it fails, the creature takes 10 (3d6) poison damage.

Storm's Strength. If an electrical storm is raging around an ala and its target, the saving throw against Lightning's Kiss is made with disadvantage.

Actions

Multiattack. The ala makes two claw attacks or one claw and one bite attack.

Bite. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage, and the target must succeed on a DC 16 saving throw or take 10 (3d6) poison damage.

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

Lightning's Kiss (Recharge 5-6). One target within 50 feet must make a DC 16 Dexterity saving throw. It takes 28 (8d6) lightning damage on a failed save, or half as much damage on a successful one.

ALGORITH

Sometimes called folding angels, algoriths are lawful beings made from sheer force, pure math, and universal physical laws.

Creatures of Pure Reason. They are the border guards of the Conceptual Realms, warding subjective beings from the Realms of the Absolute. Eternal, remorseless, and unceasingly vigilant, they guard against the monstrosities that lurk in the multiverse's most obscure dimensions, and seek out and eliminate chaos even from the abodes of the gods.

Foes of Chaos. They visit mortal realms when chaos threatens to unravel a location, or when the skeins of fate are tangled. On some occasions, an algorith will serve a god of Law or answer the summons of a skein witch.

Algoriths fight with conjured blades of force, and they can also summon universal energy that deconstructs randomness, weakening enemies or reducing them to finely ordered crystalline dust.

Social but Mysterious. In groups, they move and fight in silent coordination. Only tiny variations in the formulas etched into their skins identify one algorith from another. Five is a number of extreme importance to all algoriths, but few are willing (or able) to explain why to anyone who isn't an algorith. Algoriths may have castes, ranks, or commanders, but no mortal has decoded the mathematical blazons adorning their flesh. The algoriths themselves refuse to discuss these formulas with those who do not comprehend them.

Constructed Nature. An algorith doesn't require air, food, drink, or sleep.

ALGORITH

Medium construct, lawful neutral

Armor Class 18 (natural armor)

Hit Points 136 (16d8 + 64)

Speed 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	19 (+4)	13 (+1)	16 (+3)	18 (+4)

Saving Throws Dex +6, Con +8, Wis +7, Cha +8

Skills Athletics +9, Insight +7, Investigation +5, Perception +7

Damage Resistances acid, cold, lightning

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 17

Languages Common, Celestial, Draconic, Infernal

Challenge 10 (5,900 XP)

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

Innate Spellcasting. The algorith's innate spellcasting ability is Charisma (spell save DC 16). It can innately cast the following spells, requiring no material components:

At will: *aid, blur, detect magic, dimension door*

5/day each: *dispel magic*

1/day: *commune* (5 questions), *wall of force*

ACTIONS

Multiattack. The algorith makes two logic razor attacks.

Logic Razor. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. *Hit:* 31 (4d12 + 5) force damage.

Cone of Negation (Recharge 5–6). An algorith can project a cone of null energy. Targets inside the 30 foot cone take 42 (12d6) force damage and suffer the effect of a *dispel magic* spell. A successful DC 16 Dexterity saving throw reduces the damage to half and negates the *dispel magic* effect on that target.

Reality Bomb (5/Day). The algorith can summon forth a tiny rune of law and throw it as a weapon. Any creature within 30 feet of the square where the reality bomb lands takes 21 (6d6) force damage and is stunned until the start of the algorith's next turn. A target that makes a successful DC 16 Dexterity saving throw takes half damage and isn't stunned.

Alseid

Alseids are the graceful woodland cousins to centaurs, with the slender upper body of an elf and the lower body of a deer. Because they are rarely seen far from the wooded glades they call home, they are sometimes called "grove nymphs," despite being more closely related to elves than nymphs.

Forest Guardians. Alseids see the forest as an individual and a friend. They are suspicious of outsiders who do not share this view. Lost travelers who demonstrate deep respect for the forest may spot a distant alseid's white tail; if they chase after it as it bounds away, the sympathetic alseid may lead it toward a road or trail that can carry them out of the forest. Disrespectful strangers may follow the same tail to their doom. Alseids have no compunction about slaughtering trespassers who burn or cut down their forest.

Antlers Show Status. Alseids have antlers growing from their foreheads. These antlers grow very slowly, branching every 10 years for the first century of life. Further points only develop with the blessing of the forest. No fourteen-point imperial alseids are known to exist, but many tribes are governed by princes with thirteen points. Because antlers signify status, alseids never use them in combat. Cutting an alseid's antlers entirely off or just removing points is a humiliating and grave punishment.

White-Tailed Wanderers. Alseids have a deep connection with forest magic of all kinds, and their leaders favor the druid and ranger classes.

ALSEID

Medium monstrosity, chaotic neutral

Armor Class 14 (leather armor)

Hit Points 49 (9d8 + 9)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	12 (+1)	8 (–1)	16 (+3)	8 (–1)

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

Senses darkvision 60 ft., passive Perception 15

Languages Common, Elvish, Sylvan

Challenge 1/2 (100 XP)

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

Actions

Spear. *Melee or Ranged Weapon Attack*: +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

Shortbow. *Ranged Weapon Attack*: +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6+3) piercing damage.

Variant: Alseid Grovekeeper

An alseid grovekeeper has a challenge rating of 3 (700 XP). Grovekeepers carry the wrath of their primordial home against those who threaten it. The grovekeeper speaks Druidic and has the following changes:

Armor Class 15 (studded leather Armor)

Hit Points 71 (13d8 + 13)

Spellcasting. The grovekeeper is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): *druidcraft, guidance, produce flame, shillelagh*

1st (4 slots): *animal friendship, cure wounds, faerie fire*

2nd (3 slots): *animal messenger, heat metal, lesser restoration*

3rd (2 slots): *call lightning, dispel magic*

Replace the Alseid's spear action option with the following:

Quarterstaff. *Melee Weapon Attack*: +3 to hit (+5 with shillelagh), reach 5 ft., one creature.*Hit:* 4 (1d6 + 1) bludgeoning damage or 5 (1d8 + 1) bludgeoning damage if used in two hands, or 7 (1d8 + 3) bludgeoning damage with shillelagh.

AMPHIPTERE

The amphiptere is most commonly found as a flight of gold-crested, bat-winged serpents bursting from the foliage.

Tiny Wyverns. An amphiptere has batlike wings and a stinger similar to a wyvern's at the end of its tail. Their reptilian bodies are scaly, but their wings sprout greenish-yellow feathers.

Swooping and Swift. They are surprisingly maneuverable in spite of their size, able to change direction suddenly and make deadly hit-and-run strikes. They swoop in and out of combat, snapping at targets with their needlelike teeth and striking with their envenomed stingers. Once a foe is poisoned and injured, they hover closer in a tightly packed, flapping mass of fangs, battering wings, and jabbing stingers.

Strength in Flocks. Despite their fighting ability, amphipteres are not particularly brave. Most often, they tend to lurk in small flocks in dense foliage, where they can burst forth in a flurry of wings when prey comes within view. They display surprising cunning and tenacity in large groups; they may harass foes for minutes or hours before closing in for the kill.

AMPHIPTERE

Medium beast, unaligned

Armor Class 15 (natural armor)

Hit Points 60 (8d8 + 24)

Speed 20 ft., climb 20 ft., fly 60 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	17 (+3)	2 (−4)	16 (+3)	6 (−2)

Skills Perception +5

Senses blindsight 10 ft., passive Perception 15

Languages —

Challenge 3 (700 XP)

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

Swarming. Up to two amphipteres can share the same space at the same time. The amphiptere has advantage on melee attack rolls if it is sharing its space with another amphiptere that isn't incapacitated.

ACTIONS

Multiattack. The amphiptere makes one bite attack and one stinger attack.

Bite. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one creature. *Hit:* 7 (1d6 + 4) piercing damage.

Stinger. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one creature. *Hit:* 7 (1d6 + 4) piercing damage plus 10 (3d6) poison damage, and the target must make a successful DC 13 Constitution saving throw or be poisoned for 1 hour.

Andrenjinyi

A gigantic, black-headed snake is over 60 feet long and sheathed in brilliant scales, each andrenjinyi is splashed with vibrant patterns of every imaginable color. The air around these serpents is heavy, redolent of the quenched red desert after a torrential thunderstorm.

Andrenjinyi are the descendants of the Rainbow Serpent, the first and greatest spirit of the world's beginning. The Rainbow Serpent's children are dichotomous nature spirits of land and sky, sun and rain, male and female, and birth and destruction.

Last of their Kind. The Rainbow Serpent shed andrenjinyi like cast-off scales during her primordial wanderings, but she has created no more since she ascended to the stars. While andrenjinyi are ageless fertility spirits, they cannot themselves reproduce; each one is an irreplaceable link to primeval creation.

Hunt and Transform. Andrenjinyi are naturally aquatic, preferring to live in deep, fresh, life-giving rivers and lakes. The serpents usually attack intruders unless they approach with the correct rites or offerings, which require a successful DC 20 Intelligence (Religion) check.

Andrenjinyi hunt as other animals do, but they transform devoured prey into unique species with their Transmuting Gullet ability, creating mixed gender pairs. An andrenjinyi's sacred pool and surroundings often shelters a menagerie of strange and beautiful animals.

Demand Obedience and Ritual. When offered rituals and obedience, andrenjinyi sometimes protect nearby communities with drought-breaking rains, cures for afflictions, or the destruction of rivals. Revered andrenjinyi take offense when their petitioners break fertility and familial edicts, such as prohibitions on incest, rape, and matricide, but also obscure obligations including soothing crying infants and the ritual sacrifice of menstrual blood. Punishments are malevolently disproportionate, often inflicted on the whole community and including baking drought, flooding rains, petrification, pestilence, and animalistic violence. Thus, tying a community's well-being to an andrenjinyi is a double-edged sword.

ANDRENJINYI

Gargantuan celestial, neutral

Armor Class 18 (natural armor)

Hit Points 228 (13d20 + 91)

Speed 60 ft., burrow 20 ft., climb 20 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	17 (+3)	25 (+7)	10 (+0)	18 (+4)	23 (+6)

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

Skills Arcana +5, Perception +9, Religion +5

Damage Resistances acid, cold, fire, lightning

Damage Immunities psychic

Senses darkvision 60 ft., tremorsense 120 ft., passive Perception 19

Languages Common, Celestial, Giant, Sylvan

Challenge 15 (13,000 XP)

Amphibious. The andrenjinyi can breathe air and water.

Innate Spellcasting. The andrenjinyi's spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). It can innately cast the following spells, requiring only verbal components:

At will: *create water, speak with animals, stoneshape*

3/day each: *control weather, dispel magic, reincarnate*

1/day each: *blight, commune with nature, contagion, flesh to stone, plant growth*

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

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

ACTIONS

Multiattack. The andrenjinyi makes two attacks, one with its bite and one with its constriction. If both attacks hit the same target, then the target is Swallowed Whole.

Bite. *Melee Weapon Attack*: +15 to hit, reach 20 ft., one target. *Hit:* 36 (4d12 + 10) piercing damage.

Constrict. *Melee Weapon Attack*: +15 to hit, reach 5 ft., one target. *Hit:* 36 (4d12 + 10) bludgeoning damage, and the target is grappled (escape DC 20). Until this grapple ends the target is restrained, and the andrenjinyi can't constrict another target.

Rainbow Arch. The andrenjinyi can instantaneously teleport between sources of fresh water within 1 mile as an action. It can't move normally or take any other action on the turn when it uses this power. When this power is activated, a rainbow manifests between the origin and destination, lasting for 1 minute.

Swallow Whole. If the bite and constrict attacks hit the same target in one turn, the creature is swallowed whole. The target is blinded and restrained, and has total cover against attacks and other effects outside the andrenjinyi. The target takes no damage inside the andrenjinyi. The andrenjinyi can have three Medium-sized creatures or four Small-sized creatures swallowed at a time. If the andrenjinyi takes 20 damage or more in a single turn from a swallowed creature, the andrenjinyi must succeed on a DC 18 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 5 feet of the andrenjinyi. If the andrenjinyi is slain, a swallowed creature is no longer restrained by it and can escape from the andrenjinyi by using 15 feet of movement, exiting prone. The andrenjinyi can regurgitate swallowed creatures as a free action.

Transmuting Gullet. When a creature is swallowed by an andrenjinyi, it must make a successful DC 19 Wisdom saving throw each round at the end of its turn or be affected by true polymorph into a new form chosen by the andrenjinyi. The effect is permanent until dispelled or ended with a *wish* or comparable magic.

THE RAINBOW SERPENT

When the flat, featureless earth slept untouched by plants, animals, or gods, the Rainbow Serpent awoke and shaped the world with her mountainous body—rivers her winding tracks, lakes the hollows where she slept, and hills the remnants of her burrowing. When she tired of wandering, she gave birth to all of the land's animals.

The Rainbow Serpent then made laws for all to obey and turned lawbreakers into mountains and hills, never to walk the world again. Those who kept the laws were given humanoid forms and sentience. Her work completed, the Rainbow Serpent now sleeps in the stars, leaving her spirit-children, the andrenjinyi, watching over creation.

Clerics who follow the Rainbow Serpent must choose the Life domain.

Angatra

This withered creature wrapped in gore-stained rags. They can pull back a tattered hood to reveal glowing eyes hungry with bloodlust.

In certain tribes, the breaking of local taboos invites terrible retribution from ancestral spirits, especially if the transgressor was a tribal leader or elder. The transgressor is cursed and cast out from the tribe, and then hunted and executed.

Bound Remains Entombed. The body is wrapped head to toe in lamba cloth to soothe the spirit and to bind it within the mortal husk, then sealed in a tomb far from traditional burial grounds so none may disturb it and its unclean spirit does not taint the blessed dead.

Slow Ritual Cleansing. Each such body is visited every ten years as the tribe performs the famadihana ritual, replacing the lamba bindings and soothing the suffering of the ancestors. Over generations, this ritual expiates their guilt, until at last the once-accursed ancestor is admitted through the gates of the afterlife. If a spirit's descendants abandon their task, or if the sealed tomb is violated, the accursed soul becomes an angatra.

Angry Spirit. The creature's form becomes animated by a powerful and malicious ancestor spirit and undergoes a horrible metamorphosis within its decaying cocoon. Its fingernails grow into scabrous claws, its skin becomes hard and leathery, and its withered form is imbued with unnatural speed and agility. Within days, the angatra gathers strength and tears its bindings into rags. It seeks out its descendants to to share the torment and wrath it endured while its spirit lingered.

ANGATRA

Medium undead, neutral evil

Armor Class 17 (natural armor)

Hit Points 85 (10d8 + 40)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	18 (+4)	8 (–1)	12 (+1)	15 (+2)

Skills Perception +4, Stealth +8

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

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 60 ft., passive Perception 14

Languages all languages it knew in life

Challenge 6 (2,300 XP)

Agonizing Gaze. When a creature that can see the angatra's eyes starts its turn within 30 feet of the angatra, it must make a DC 13 Charisma saving throw if the angatra isn't incapacitated and can see the creature. On a failed saving throw, the creature has its pain threshold lowered, so that it becomes vulnerable to all damage types until the end of its next turn. Unless it's surprised, a creature can avoid the saving throw by averting its eyes at the start of its turn. A creature that averts its eyes can't see the angatra for one full round, when it chooses anew whether to avert its eyes again. If the creature looks at the angatra in the meantime, it must immediately make the save.

Ancestral Wrath. The angatra immediately recognizes any individual that is descended from its tribe. It has advantage on attack rolls against such creatures, and those creatures have disadvantage on saving throws against the angatra's traits and attacks.

Actions

Multiattack: The angatra makes two attacks with its claws.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 10 (2d4 + 5) piercing damage, and the creature must succeed on a DC 15 Constitution saving throw or be paralyzed by pain until the end of its next turn.

Angel, Chained

Their wings are still feathered, but their soulless eyes betray a great rage and thirst for blood. They invariably wear chains, shackles, barbed flesh hooks, or manacles to show their captive state. Some have heavy chain leashes held by arch-devils or major demons. All chained angels have halos of pure black, and many have been flayed of their skin along one or more limbs.

Broken and Chained. These angels have been captured by fiends, tortured, and turned to serve darkness. A pack of chained angels is considered a status symbol among the servants of evil. A chained angel fights for the forces of evil as long as they remain chained, and this amuses demons and devils greatly.

Chance at Redemption. However, while their souls are tainted with the blood of innocents, in their hearts chained angels still hope to be redeemed, or at least to be given the solace of extinction. Any creature that kills a chained angel is given a gift of gratitude for the release of death, in the form of all the effects of a *heroes' feast* spell. If it cannot be redeemed, a chained angel is a storm of destruction.

ANGEL, CHAINED

Medium celestial, neutral evil

Armor Class 16 (natural armor)
Hit Points 88 (16d8 + 16)
Speed 30 ft., fly 60 ft.

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

Saving Throws Dex +6, Wis+7, Cha +8
Skills Perception +7
Senses darkvision 200 ft., passive Perception 17
Damage Resistances piercing
Damage Immunities fire, radiant
Languages Common, Celestial, Infernal
Challenge 8 (3,900 XP)

Redemption. Any caster brave enough to cast a *knock* spell on a chained angel can remove the creature's shackles—but this always exposes the caster to a blast of unholy flame as a reaction. The caster takes 16 (3d10) fire damage and 16 (3d10) radiant damage, or half as much with a successful DC 16 Dexterity saving throw. If the caster survives, the angel makes an immediate DC 20 Wisdom saving throw; if it succeeds, the angel's chains fall away and it is restored to its senses and to a Good alignment. If the saving throw fails, any further attempts to cast *knock* on the angel's chains fail automatically for one week.

Actions

Multiattack. The chained angel makes two fiery greatsword attacks.

Fiery Greatsword. *Melee Weapon Attack*. +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage plus 16 (3d10) fire damage.

Fallen Glory (Recharge 5-6). All creatures within 50 feet of the chained angel and in its line of sight take 19 (3d12) radiant damage and are knocked prone, or take half damage and aren't knocked prone with a successful DC 15 Strength saving throw.

Reaction

Fiendish Cunning. When a creature within 60 feet casts a divine spell, the chained angel can counter the spell if it succeeds on a Charisma check against a DC of 10 + the spell's level.

Angel, Fidele

What appears to be a mated pair of animals changes shape into two celestials. Their humanoid forms still bear some marks of their animal selves. They move in perfect harmony.

Fidele angels form from souls so devoted to each other that their love transcends death.

Friends to Lovers. Fideles are charged with exhorting mortals to respect the bonds of partnership. They assist lovers facing obstacles and punish the enemies of love. Where there is a conflict between two cultures' laws in love, they prefer the result that keeps the beloved together.

Quiet Diplomats. They prefer diplomacy to force and, despite the urgency of love, they've been known to live secretly among mortals for years or decades while waging quiet campaigns against social mores and cultural norms that keep love from achieving its full potential.

Rage of Passion. When love is denied, or when kept apart, fidele angels can enter towering rages and an anger born of passionate righteousness.

FIDELE ANGEL

Medium celestial, lawful good

Armor Class 16 (natural armor)

Hit Points 104 (16d8 + 32)

Speed 40 ft., fly 40 ft. (angelic form), or 10 ft., fly 80 ft. (eagle form)

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

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

Skills Insight +6, Perception +6

Damage Resistances fire, lightning, poison; bludgeoning, piercing, and slashing damage from nonmagical weapons

Damage Immunities acid, cold

Condition Immunities charmed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 16

Languages Common, Celestial, Infernal

Challenge 5 (1,800 XP)

Shapechange. The angel can change between winged celestial form, its original mortal form, and that of a Medium-sized eagle. Its statistics are the same in each form, with the exception of its attacks in eagle form.

Ever Touching. Fidele angels maintain awareness of their mate's disposition and health. Damage taken by one is split evenly between both, with the original target of the attack taking the extra point when damage doesn't divide evenly. Any other baneful effect, such as ability damage, affects both equally.

Innate Spellcasting. The angel's innate spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *guidance, light, purify food and drink, spare the dying*

3/day: *cure wounds, scorching ray* (5 rays)

1/day: *bless, daylight, detect evil and good, enhance ability, hallow, protection from evil and good*

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

Magic Weapons. The angel's weapon attacks are magical while it is in eagle form.

To My Lover's Side. If separated from its mate, each fidele angel can use both *plane shift* and *teleport* 1/day to reunite.

Unshakeable Fidelity. Fidele angels are never voluntarily without their partners. No magical effect or power can cause a fidele angel to act against its mate, and no charm or domination effect can cause them to leave their side or to change their feelings of love and loyalty toward each other.

Actions

Multiattack. The angel makes two longsword attacks or two longbow attacks; in eagle form, it instead makes two talon attacks and one beak attack.

+1 Longsword (Mortal or Angel Form Only). *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) slashing damage or 11 (1d10+ 6) slashing damage if used with two hands.

+1 Longbow (Mortal or Angel Form Only). *Ranged Weapon Attack*: +8 to hit, range 150/600 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

Beak (Eagle Form Only). *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

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

Angler Worm

As patient as a fisherman, the angler worm lights a beacon in the darkness and waits for its next meal.

Silk Snares. The angler worm burrows into the ceilings of caves and tunnels, where it creates snares from strong silk threads coated with sticky mucus. It then lures prey into its snares while remaining safely hidden itself, emerging only to feed. With dozens of snares, food always comes to the angler worm eventually.

ANGLER WORM

Huge monstrosity, unaligned

Armor Class 14 (natural armor)

Hit Points 133 (14d12 + 42)

Speed 20 ft., climb 20 ft.

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

Damage Immunities poison

Condition Immunities blinded, charmed, deafened, poisoned, prone

Senses tremorsense 60 ft., passive Perception 12

Languages —

Challenge 4 (1,100 XP)

Spider Climb. The worm can climb difficult surfaces, including upside down on ceilings and along its snare lines, without needing an ability check. The angler worm is never restrained by its own or other angler worms' snare lines.

Keen Touch. The angler worm has advantage on Wisdom (Perception) checks that rely on vibrations.

Transparent Trap. A successful DC 12 Wisdom (Perception) check must be made to spot angler worm snare lines, and the check is always made with disadvantage unless the searcher has some means of overcoming the snares' invisibility. A creature that enters a space containing angler worm snare lines must make a successful DC 12 Dexterity saving throw or be restrained by the sticky snares (escape DC 14). This saving throw is made with disadvantage if the creature was unaware of the snare lines' presence.

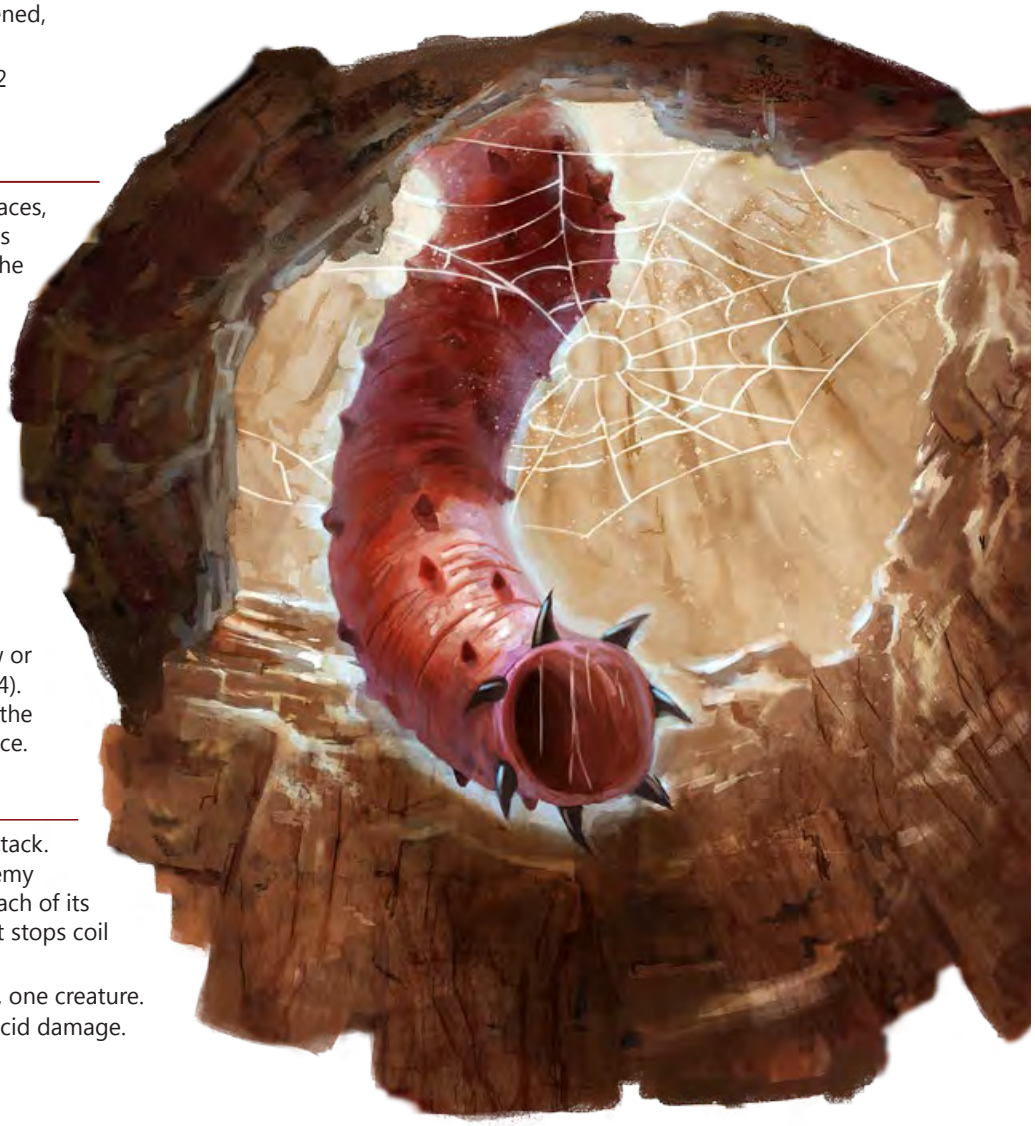
ACTIONS

Multiattack. An angler worm makes one bite attack. It also makes one coils attack against every enemy creature restrained by its threads and within reach of its coils—once it has coiled around one creature it stops coil attacks against others.

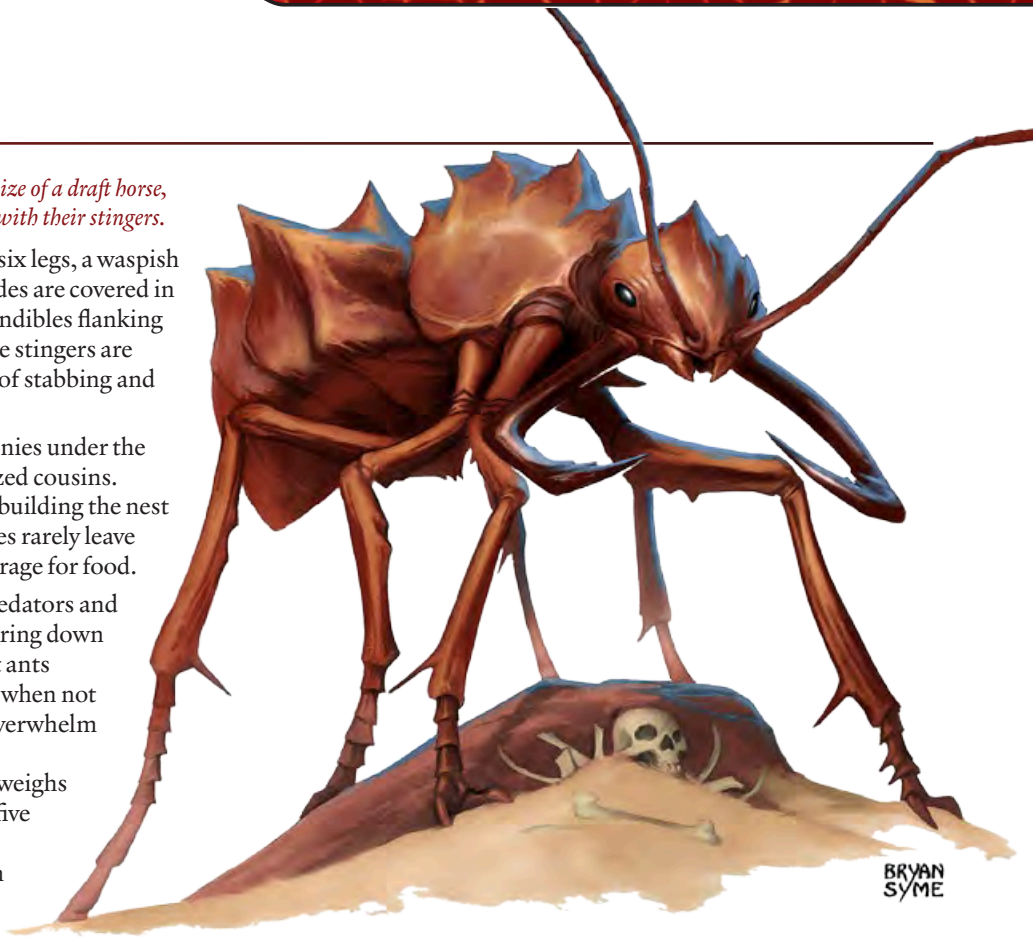
Bite. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one creature. *Hit:* 9 (2d6 + 2) piercing damage plus 3 (1d6) acid damage.

Coils. *Melee Weapon Attack*: +4 to hit, reach 10 ft., one creature. *Hit:* 13 (3d8) acid damage, and the target creature must make a successful DC 12 Dexterity saving throw or be pulled adjacent to the angler worm (if it wasn't already) and grappled in the angler worm's coils (escape DC 12). While grappled this way, the creature is restrained by the angler worm (but not by its snare lines), it can't breathe, and it takes 22 (5d8) acid damage at the start of each of the angler worm's turns. A creature that escapes from the angler worm's coils may need to make an immediate DC 12 Dexterity saving throw to avoid being restrained again, if it escapes into a space occupied by more snare lines.

Ethereal Lure (Recharge 4-6). The angler worm selects a spot within 20 feet of itself; that spot glows with a faint, blue light until the start of the worm's next turn. All other creatures that can see the light at the start of their turn must make a successful DC 12 Wisdom saving throw or be charmed until the start of their next turn. A creature charmed this way must Dash toward the light by the most direct route, automatically fails saving throws against being restrained by snare lines, and treats the angler worm as invisible.



Ant, Giant



Several pony-sized ants swarm around an ant the size of a draft horse, clacking their serrated mandibles and threatening with their stingers.

Giant ants look much like a normal ant with six legs, a waspish segmented body, and large antenna. Their hides are covered in thick chitin, and they have large, serrated mandibles flanking their mouths and stingers on their tails. These stingers are the size of a shortsword, and they're capable of stabbing and poisoning a human to death.

Colony Defenders. Giant ants form colonies under the control of a queen much like their normal-sized cousins. Sterile females form castes with the workers building the nest and caring for larvae. Queens and male drones rarely leave the colony. Soldiers defend the colony and forage for food.

Carry Prey Home. Giant ants are both predators and scavengers, working in organized groups to bring down large prey and carry it back to the nest. Giant ants tend to ignore animals away from the colony when not foraging for food, but they quickly move to overwhelm prey when hungry or threatened.

A giant ant stands nearly four feet tall and weighs 400 pounds, while a giant ant queen is over five feet tall and weighs 900 pounds. Giant ants communicate with each other primarily with pheromones but also use sound and touch.

GIANT ANT

Large beast, unaligned

Armor Class 14 (natural armor)
Hit Points 52 (7d10 + 14)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	15 (+2)	1 (–5)	9 (-1)	2 (–4)

Senses blindsight 60 ft., passive Perception 9
Languages —
Challenge 2 (450 XP)

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

Actions

Multiattack. The giant ant makes one bite attack and one sting attack.

Bite. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage and the target is grappled (escape DC 12). Until this grapple ends, the target is restrained and the giant ant can't bite a different target.

Sting. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage plus 22 (4d10) poison damage, or half as much poison damage with a successful DC 12 Constitution saving throw.

GIANT ANT QUEEN

Large beast, unaligned

Armor Class 15 (natural armor)
Hit Points 85 (10d10 + 30)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	16 (+3)	2 (–4)	11 (+0)	4 (–3)

Senses blindsight 60 ft., passive Perception 10
Languages —
Challenge 4 (1,100 XP)

Keen Smell. The giant ant queen has advantage on Wisdom (Perception) checks that rely on smell.

Queen's Scent. Giant ants defending a queen gain advantage on all attack rolls.

Actions

Multiattack. The giant ant queen makes two bite attacks and one sting attack.

Bite. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the giant ant can't bite a different target.

Sting. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 22 (4d10) poison damage, or half as much poison damage with a successful DC 14 Constitution saving throw.

ANUBIAN

An anubian's swirling sand comes together to form a snarling, canine-faced humanoid whose eyes shine with an eerie, blue glow. Anubians are elementals summoned to guard tombs or protect treasures.

Piles of Dust. An anubian at rest resembles a pile of sand or dust, often strewn about an already dusty location. When active, it rises up to form a muscular humanoid with the head of a jackal. A destroyed anubian collapses into an inert pile of sand.

Death to the Unarmored. In combat, anubians prefer to fight unarmored foes rather than creatures wearing armor. They associate unarmored creatures with spellcasters, and their latent resentment over centuries of being summoned as servants drives them to attack such figures when they aren't shackled by magical bondage.

Sandstorm Tag Teams. Anubians fight effectively as teams, using their haboob attacks to corner and isolate the most vulnerable targets.

Elemental Nature. An anubian doesn't require air, food, drink, or sleep.

ANUBIAN

Medium elemental, chaotic evil

Armor Class 13

Hit Points 44 (8d8 + 8)

Speed 30 ft.

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

Skills Stealth +5 (+7 in sand terrain)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

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

Senses darkvision 60 ft., tremorsense 30 ft., passive Perception 11

Languages Primordial

Challenge 2 (450 XP)

Sand Step. Instead of moving, the anubian's humanoid form collapses into loose sand and immediately reforms at another unoccupied space within 10 feet. This movement doesn't provoke opportunity attacks. After using this trait in sand terrain, the anubian can Hide as part of this movement even if under direct observation. Anubians can sand step under doors or through similar obstacles, provided there's a gap large enough for sand to sift through.

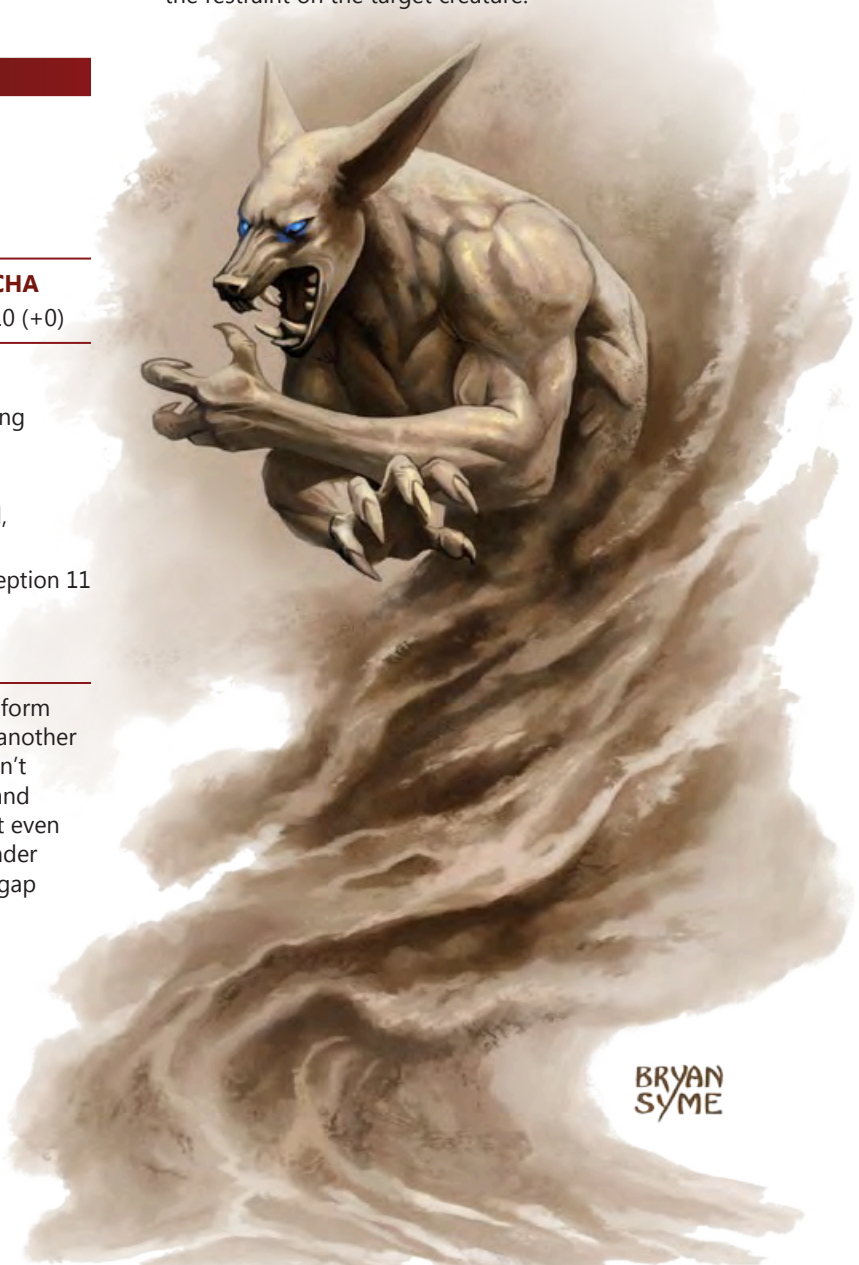
Vulnerability to Water. For every 5 feet the anubian moves while touching water or for every gallon of water splashed on it, it takes 2 (1d4) cold damage. An anubian completely immersed in water takes 10 (4d4) cold damage at the start of its turn.

ACTIONS

Multiattack. The anubian makes two claw attacks.

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

Haboob (1/Day). The anubian creates a sandstorm in a cylinder 30-feet high, that reaches to within 5 feet of it. The storm moves with the anubian. The area is heavily obscured, and each creature other than an anubian that enters the sandstorm or ends its turn there must make a successful DC 13 Strength saving throw or be restrained by it. Also, each creature other than an anubian that ends its turn inside the sandstorm takes 3 (1d6) slashing damage. The anubian can maintain the haboob for up to 10 minutes as if concentrating on a spell. While maintaining the haboob, the anubian's speed is reduced to 5 feet and it can't sand step. Creatures restrained by the sandstorm move with the anubian. A creature can free itself or an adjacent creature from the sandstorm by using its action and making a DC 13 Strength check. A successful check ends the restraint on the target creature.



Arboreal Grappler

Long, simian arms snake through the trees like furred serpents, dangling from a shaggy, striped ape in the leafy canopy above and trying to snare those below.

An arboreal grappler is a malformed creation of the gods, a primate whose legs warped into long, muscular tentacles covered in shaggy, red fur.

Carry Prey to the Heights. Arboreal grapplers use their long limbs to snatch prey and drag it behind them as they use their powerful forelimbs to ascend to the highest canopy. Their victims are constricted until their struggles cease and then are devoured. Their flexible tentacles are ill-suited for terrestrial movement; they must drag themselves clumsily across open ground too wide to swing across.

Clans in the Canopy. Arboreal grappler tribes build family nests decorated with bones and prized relics of past hunts. These nests are built high in the jungle canopy, typically 80 feet or more above the ground. Clans of 40 or more spread across crude villages atop the trees; in such large settlements, a third of the population are juveniles. These nests are difficult to spot from the ground; a DC 20 Wisdom (Perception) check is required. A creature observing an arboreal grappler as it climbs into or out of a nest has advantage on the check.

Carnivorous Elf Hunters. Grapplers are carnivorous and prefer humanoid flesh, elves in particular. Some suggest this arises from hatred as much as from hunger, a cruel combination of fascination and revulsion for the walking limbs of humanoid creatures.

ARBOREAL GRAPPLER

Medium aberration, neutral evil

Armor Class 14 (natural armor)
Hit Points 90 (12d8 + 36)
Speed 10 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	6 (−2)	10 (+0)	6 (−2)

Skills Acrobatics +5, Stealth +5
Senses darkvision 60 ft., passive Perception 10
Languages —
Challenge 3 (700 XP)

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

Boscage Brachiation. The arboreal grappler doesn't provoke opportunity attacks when it moves out of an enemy's reach by climbing.

Actions

Multiattack. The arboreal grappler makes one bite attack and two tentacle attacks.

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

Tentacle. *Melee Weapon Attack*: +5 to hit, reach 10 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained and the tentacle can't be used to attack a different target. The arboreal grappler has two tentacles, each of which can grapple one target. When the arboreal grappler moves, it can drag a Medium or smaller target it is grappling at full speed.

ARIDNI

Both more rugged and more ruthless than normal pixies, the aridni are an especially greedy breed of fey bandits and kidnappers.

Pale Archers. These ashen-faced fey with gray moth wings fire green-glowing arrows with a sneer and a curse. Aridni prefer ranged combat whenever possible, and they are quite difficult to lure into melee. They sometimes accept a personal challenge o respond to accusations of cowardice.

Caravan Raiders. They've developed different magical abilities that aid them well when they raid caravans for captives to enslave and sell; charming foes into slavery is a favorite tactic.

Wealth for Status. They delight in taking plunder from humans and dwarves, not so much for its own sake but as a sign of their power over mortals, and their contempt for those who lack fey blood.

ARIDNI

Small fey, neutral evil

Armor Class 15

Hit Points 82 (15d6 + 30)

Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	21 (+5)	14 (+2)	12 (+1)	11 (+0)	16 (+3)

Saving Throws Dex +8

Skills Acrobatics +11, Perception +3, Stealth +11

Senses darkvision 60 ft., passive Perception 13

Languages Common, Gnoll, Sylvan, Void Speech

Challenge 5 (1,800 XP)

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

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

Innate Spellcasting. The aridni's innate spellcasting ability is Charisma (spell save DC 14). It can innately cast the following spells:

At will: *dancing lights, detect magic, invisibility*

3/day: *charm person, faerie fire, mage armor*

1/day: *spike growth*

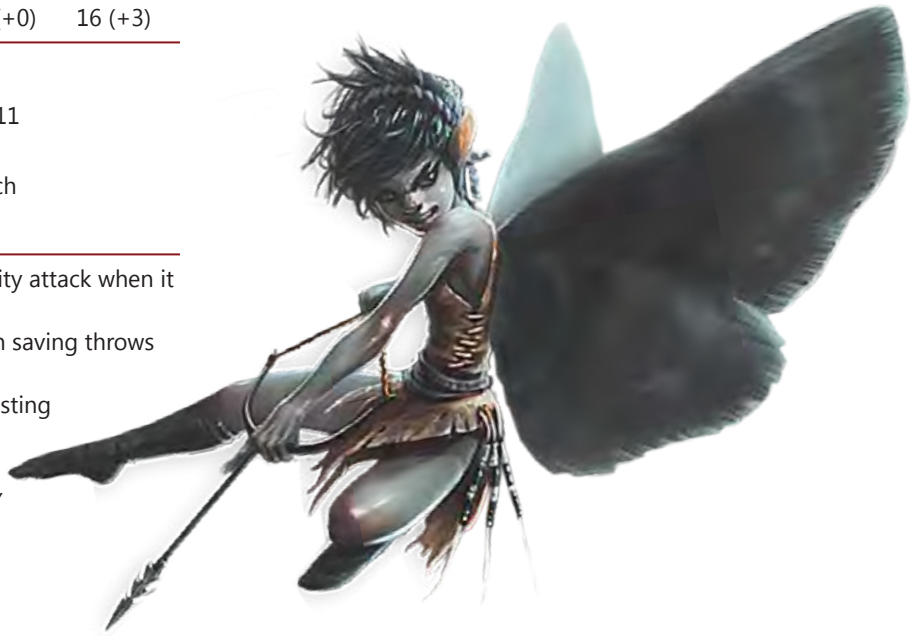
ACTIONS

Short Sword. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.

Pixie Bow. *Ranged Weapon Attack*: +8 to hit, range 40/160 ft., one target. *Hit:* 7 (1d4 + 5) piercing damage.

Slaver Arrows. An aridni can add a magical effect in addition to the normal damage done by its arrows. If so, the aridni chooses from the following effects:

- *Confusion*. The target must succeed on a DC 14 Wisdom saving throw or become confused (as the spell) for 2d4-1 rounds.
- *Fear*. The target must succeed on a DC 14 Wisdom saving throw or become frightened for 2d4 rounds.
- *Hideous Laughter*. The target must succeed on a DC 14 Wisdom saving throw or become incapacitated for 2d4 rounds. While incapacitated, the target is prone and laughing uncontrollably.
- *Sleep*. The target must succeed on a DC 14 Wisdom saving throw or fall asleep for 2d4 minutes. The creature wakes up if it takes damage or if another creature takes an action to shake it awake.



ARIDNI IN MIDGARD

When the elves abandoned the mortal world and returned to the elflands, not all of their fey servants went with them. Some stayed by choice; some were abandoned as tainted, feral broods; and some have remained to become servants of local gods or human mages. Most of them are angry at humans for their corruption of, and rebellions against, the elven courts and empires in Midgard. They seek to regain some of their fallen fey wealth and glory from humans and dwarves by stealing from, corrupting, and killing their ancient enemies. Among these abandoned fey are the aridni ("slaver pixies"), evil pixies suborned by the Slavers of Reth-Saal.

ASANBOSAM

An asasonbosam is a hirsute hulk with bulging, bloodshot eyes, often perched high in a tree and ready to seize unwary passersby with talons like rusty hooks.

Iron Hooks and Fangs. They resemble hairy ogres from the waist up, but with muscular and flexible legs much longer than those of an ogre. These odd appendages end in feet with hooklike talons, and both the creature's hooks and its fangs are composed of iron rather than bone or other organic material. These iron fangs and claws mark an asanbosam's age, not just by their size but also by their color. The youngest specimens have shiny gray hooks and fangs, while older ones have discolored and rusty ones.

Iron Eaters. The asanbosam diet includes iron in red meat, poultry, fish, and leaf vegetables, and—in times of desperation—grinding iron filings off their own hooks to slake their cravings. The asanbosams' taste for fresh blood and humanoid flesh led to the folklore that they are vampiric (not true).

Tree Lairs. Asanbosams spend most of their lives in trees, where they build nestlike houses or platforms of rope and rough planks. They don't fear magic; most tribes count at least one spellcaster among its members.

ASANBOSAM

Large aberration, chaotic evil

Armor Class 14 (natural armor)

Hit Points 102 (12d10 + 36)

Speed 40 ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	17 (+3)	11 (+0)	10 (+0)	5 (−3)

Skills Acrobatics +4, Perception +3, Stealth +4

Senses darkvision 60 ft., passive Perception 13

Languages Giant

Challenge 5 (1,800 XP)

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

Arboreal. While up in trees, the asanbosam can take the Disengage or Hide action as a bonus action on each of its turns.

ACTIONS

Multiattack. The asanbosam makes one bite attack and one claws attack.

Bite. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage. If the target is a creature, it must succeed on a DC 14 Constitution saving throw against disease. If the saving throw fails, the target takes 11 (2d10) poison damage immediately and becomes poisoned until the disease is cured. Every 24 hours that elapse, the creature must repeat the saving throw and reduce its hit point maximum by 5 (1d10) on a failure. This reduction lasts until the disease is cured. The creature dies if the disease reduces its hit point maximum to 0.

Claws. *Melee Weapon Attack*: +7 to hit, reach 10 ft., one target. *Hit:* 20 (3d10 + 4) piercing damage, and the target is grappled (escape DC 14). Until this grapple ends, the target is restrained and the asanbosam can't claw a different target. If the target is a creature, it must succeed on a DC 14 Constitution saving throw against disease or contract the disease described in the bite attack.

Azza Gremlin

These tiny, hairless, rail-thin creatures crackle with static electricity. Arcs of lightning snap between their long ears.

Lightning Lovers. Azza gremlins live among storm clouds, lightning-based machinery, and other places with an abundance of lightning.

Magnetic Flight. Although wingless, their light bodies are perfectly attuned to electromagnetic fields, giving them buoyancy and flight. They love playing in thunderstorms and riding lightning bolts between the clouds or between clouds and the ground. They feed off lightning and love to see its effects on other creatures.

Work with Spellcasters. Although they aren't much more than hazardous pests by themselves, more malicious creatures and spellcasters that use lightning as a weapon work with azza gremlins to amplify their own destructiveness.

Azza gremlins stand 12 to 18 inches tall and weigh approximately 8 lb.

AZZA GREMLIN

Small fey, neutral

Armor Class 14

Hit Points 7 (2d6)

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

STR	DEX	CON	INT	WIS	CHA
5 (–3)	18 (+4)	10 (+0)	12 (+1)	13 (+1)	10 (+0)

Damage Immunities lightning, thunder

Senses darkvision 120 ft., passive Perception 11

Languages Common, Primordial

Challenge 1/4 (50 XP)

Contagious Lightning. A creature that touches the azza gremlin or hits it with a melee attack using a metal weapon receives a discharge of lightning. The creature must succeed on a DC 10 Constitution saving throw or attract lightning for 1 minute. For the duration, attacks that cause lightning damage have advantage against this creature, the creature has disadvantage on saving throws against lightning damage and lightning effects, and if the creature takes lightning damage, it is paralyzed until the end of its next turn. An affected creature repeats the saving throw at the end of each of its turns, ending the effect on itself on a success.

ACTIONS

Lightning Jolt. *Melee* or *Ranged Spell Attack:* +6 to hit, reach 5 ft. or range 30 ft., one creature. *Hit:* 3 (1d6) lightning damage, and the target is affected by Contagious Lightning.

REACTIONS

Ride the Bolt. The azza gremlin can travel instantly along any bolt of lightning. When it is within 5 feet of a lightning effect, the azza can teleport to any unoccupied space inside or within 5 feet of that lightning effect.

Baba Yaga's Horsemen

These mounted knights wield great weapons as swift as dawn, as bright as the blazing sun, and as cold as the grave. The white horseman is a young rider full of promise, the red rider a man in his prime, and the black rider a scarred and bearded fellow, his eyes dark and his mouth set in a grim frown. They ride with purpose on powerful steeds.

Baba Yaga's three horsemen are legends in their own right. Bright Day, Red Sun, and Black Night (also known as the White, Red, and Black horsemen) are her faithful emissaries, scouts, and warriors abroad. The three horsemen change over time, but they are typically male, human warriors. Their appearance is distinctive: each dresses in colors and lacquered armor and trappings to suit their name, with their magical horses colored to match. Their roles appear to coincide with their appointed offices, although their precise relationship to Baba Yaga is the source of much speculation.

Varied Origin. They may be serving Grandmother Winter for a time in exchange for a favor or bargain, or they may be cursed to replace a previous horseman they slew. In either case, Baba Yaga is the source of their power. The horsemen are innately connected to the domain of time; each represents part of the day, as measured by the sun. Bright Day is bound to and governs dawn to mid-day, Red Sun from mid-day to sundown, and Black Night rules until daybreak. While Baba Yaga herself is wily and capricious, her three horsemen are bound to cosmological forces that are uniform and constant, which is reflected in their alignment and demeanor.

One Rises, Two Set. The horsemen never co-exist with one another except within the confines of their mistresses' Dancing Hut and the fenced yard around it. Each one must yield his presence on the Material Plane to his successor in rotation (this varies on other planes, depending on intervals of day and

Baba Yaga's Horsemen in Midgard

The great witch Baba Yaga is a power to be reckoned with in Midgard, always plotting with her daughters, the vila, and seeking to gobble up the vile gnomes whose souls she claims are rightfully hers. Baba Yaga rules over great ley line magic, and commands the elements and enchantments with ease, but she cannot be everywhere at once.

Three of her most faithful servants are the White Horseman, the Red Horseman and the Black Horseman—embodied forms of the times of day, and a symbol of Baba Yaga's mastery of time itself. She uses nicknames for them, calling them "My Bright Dawn, my Red Sun, and my Dark Midnight" because they are bound by time (and some believe, because they control dawn, noon, and sunset). She has many other servants as well, but the horsemen, her dancing hut, and the sorcerer Koshchei the Deathless are three of the greatest.

THE THREE HORSEMEN

Each horseman has unique senses, defenses, and special abilities. Add the appropriate traits to the base horseman traits for each of the horsemen as follows.

Bright Day. The horseman gains darkvision 60 ft., resistance to cold and fire, and the following innate spells:

At will: *sacred flame*

2/day: *daylight*

Red Sun. The horseman gains immunity to being blinded, charmed, and frightened, immunity to fire, and the following innate spells:

2/day each: *continual flame, scorching ray*

Black Night. The horseman can see perfectly in normal and magical darkness, gains immunity to cold, and the following innate spells:

At will: *ray of frost*

2/day: *darkness*

night). Forcing two horsemen to co-exist on the Material Plane places a perilous strain on reality. Bringing all three together could trigger a primal magical event or chronal catastrophe.

Timeless Nature. The horsemen don't age and don't require food, drink, or sleep.

BABA YAGA'S HORSEMEN, BASE

Medium fey, lawful neutral

Armor Class 20 (plate and shield)

Hit Points 171 (18d8 + 90)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	11 (+0)	21 (+5)	16 (+3)	18 (+4)	18 (+4)

Saving Throws Dex +4, Wis +8

Skills Arcana +7, Athletics +10, History +7, Perception +8

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons

Damage Immunities lightning, poison

Condition Immunities exhaustion, paralyzed, poisoned

Senses passive Perception 18

Languages Celestial, Common, Infernal; telepathy 100 ft.

Challenge 11 (7,200 XP)

Innate Spellcasting. The horseman is a 12th-level spellcaster. Its spellcasting ability is Charisma (save DC 16, +8 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

1/day each: *dimension door, fire shield, haste, slow*

3/day each: *ethereal jaunt, phantom steed* (appears as a horse colored appropriately to the horseman), *plane shift* (self and steed only)

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

Peerless Rider. Any attacks directed at the horseman's mount targets the horseman instead. Its mount gains the benefit of the rider's damage and condition immunities, and if the horseman passes a saving throw against an area effect, the mount takes no damage.

Quick Draw. The horseman can switch between wielding its lance and longsword as a bonus action.

ACTIONS

Multiattack. The horseman makes three attacks with its lance or longsword. It can use Temporal Strike with one of these attacks when it is available.

Lance. *Melee Weapon Attack*: +10 to hit, reach 10 ft. (disadvantage within 5 ft.), one target. *Hit:* 12 (1d12 + 6) piercing damage.

Longsword. *Melee Weapon Attack*: +10 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) slashing damage.

Temporal Strike (recharge 5-6). When the horseman strikes a target with a melee attack, in addition to taking normal damage, the target must succeed on a DC 17 Constitution saving throw or instantly age 3d10 years. A creature that ages this way has disadvantage on attack rolls, ability checks, and saving throws based on Strength, Dexterity, and Constitution until the aging is reversed. A creature that ages beyond its lifespan dies immediately. The aging reverses automatically after 24 hours, or it can be reversed magically by *greater restoration* or comparable magic. A creature that succeeds on the save is immune to the temporal strike effect for 24 hours.

ENCOUNTERS WITH BABA YAGA'S HORSEMEN

The horsemen make good foes for the long term; their power is great enough that they can ignore even great dangers when serving their mistress. Here are some possible encounters involving them:

- Red Sun burns down a village while the PCs are sleeping at the inn. If questioned or challenged, he says nothing, but provides a scroll from Baba Yaga ordering the village's destruction. Red Sun rides off into the dawn.
- Black Night bears a similar scroll, asking an elvish character to provide Baba Yaga with a pint of blood; if the request is granted, Black Night leaves without incident, but if it is denied, a young human boy is found outside the party's sleeping chambers, drained of all blood.
- At noon, Bright Day leads a parade of strange creatures, everything from shadow fey duelists and enchantresses to a glowing will o'wisp and a bright malakbel demon, burning so bright it set fire to crops and thatched huts near it. The fey mention Bright Day is going to pay Baba Yaga's respects to the River King. If the party chooses to join the procession, they cannot leave it until sunset—and may find their company is not entirely welcome.

Bagiennik

With webbed claws, bulbous eyes, and two nostril-slits that ooze an oily black substance, the creature is not quite hideous—but it might be, if most of it wasn't concealed by a thick coating of muck and mud.

Bathing Uglies. When a bagiennik is alone, it spends its time bathing in local springs, rivers, and marshes. The creature sifts through the muck and silt, extracting substances that enhance its oily secretions. If anything disturbs the creature during its languorous bathing sessions, it angrily retaliates. Once a bagiennik has bathed for four hours it seeks a target for mischief or charity.

Unpredictable Moods. One never knows what to expect with a bagiennik. The same creature might aid an injured traveler one day, smear that person with corrosive, acidic oil the next day, and then extend tender care to the burned victim of its own psychotic behavior.

If the creature feels beneficent, it heals injured animals or even diseased or injured villagers. If a bagiennik visits a settlement, the ill and infirm approach it cautiously while everyone else hides to avoid provoking its wrath.

When a bagiennik leaves its bath in an angry mood, it raves and seeks out animals or humanoids to spray its oil onto. If a victim drops to 0 hit points, the foul-tempered bagiennik applies healing oil to stabilize them, grumbling all the while.

Acid Oils. Collecting a dead bagiennik's black oils must be done within an hour of the creature's death. A successful DC 15 Wisdom (Medicine) check yields one vial of acid, or two vials if the result was 20 or higher.

A bagiennik can use these chemicals either to heal or to harm, but no alchemist or healer has figured out how to reproduce the healing effects. Other than their acidic effect, the secretions lose all potency within moments of being removed from a bagiennik.

A bagiennik weighs 250 lb., plus a coating of 20 to 50 lb. of mud and muck.

BAGIENNIK

Medium aberration, chaotic neutral

Armor Class 15 (natural armor)

Hit Points 75 (10d8 + 30)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	16 (+3)	9 (–1)	16 (+3)	11 (+0)

Skills Perception +5

Senses darkvision 60 ft., passive Perception 15

Languages Common

Challenge 3 (700 XP)

Healing Oil. A bagiennik can automatically stabilize a dying creature by using an action to smear some of its oily secretion on the dying creature's flesh. A similar application on an already-stable creature or one with 1 or more hit points acts as a *potion of healing*, restoring 2d4 + 2 hit points. Alternatively, the bagiennik's secretion can have the effect of a *lesser restoration* spell. However, any creature receiving a bagiennik's Healing Oil must make a successful DC 13 Constitution saving throw or be slowed for 1 minute.

Actions

Multiattack. The bagiennik makes two claw attacks.

Claw. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 18 (4d6 + 4) slashing damage.

Acid Spray. *Ranged Weapon Attack*: +6 to hit, range 15 ft., one target. *Hit:* 14 (2d10 + 3) acid damage. The target must make a successful DC 13 Dexterity saving throw or fall prone in the slick oil, which covers an area 5 feet square. A creature that enters the oily area or ends its turn there must also make the Dexterity saving throw to avoid falling prone. A creature needs to make only one saving throw per 5-foot-square per turn, even if it enters and ends its turn in the area. The slippery effect lasts for 3 rounds.

Bastet Temple Cat

A slim feline far larger than any house cat slips from the shadows. Its coat glistens like ink as it chirps, and its tail flicks teasingly as its golden eyes observe the doings in its temple.

Bred for Magic. Temple cats of Bastet are thought by some to be celestials, but they are a terrestrial breed, created by the priesthood through generations of enchantment.

Lazy Temple Pets. By day, temple cats laze about their shrines and porticos, searching out attention from the faithful and occasionally granting boons when it suits then.

Fierce Shrine Guardians. By night, they serve as guardians in their temples, inciting would-be thieves to come close before viciously mauling them. More than one would-be rogue has met his or her fate at the claws and teeth of these slim, black-furred beasts. Bastet temple cats are fierce enemies of temple dogs.

BASTET TEMPLE CAT

Small monstrosity, chaotic neutral

Armor Class 14

Hit Points 40 (9d6 + 9)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	19 (+4)	12 (+1)	12 (+1)	16 (+3)	18 (+4)

Skills Perception +5, Stealth +6

Senses darkvision 60 ft., passive Perception 15

Languages Common, Nurian, and Sylvan

Challenge 1 (200 XP)

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

Innate Spellcasting. The temple cat's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). The temple cat can innately cast the following spells, requiring no material components:

At will: *guidance*

3/day each: *charm person, cure wounds*

1/day: *enhance ability* (only Cat's Grace)

Priestly Purr. When a cleric or paladin who worships Bastet spends an hour preparing spells while a Bastet temple cat is within 5 feet, that spellcaster can choose two 1st-level spells and one 2nd-level spell that they are able to cast and imbue them into the temple cat. The temple cat can cast these spells 1/day each without a verbal component. These spells are cast as if they were included in the temple cat's Innate Spellcasting trait.

Actions

Multiattack. The temple cat makes one bite attack and one claws attack.

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

Claws. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.

Fascinating Lure. The temple cat purrs loudly, targeting a humanoid it can see within 30 feet that can hear the temple cat. The target must succeed on a DC 14 Wisdom saving throw or be charmed. While charmed by the temple cat, the target must move toward the cat at normal speed and try to pet it or pick it up. A charmed target repeats the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful, the creature is immune to the temple cat's Fascinating Lure for the next 24 hours. The temple cat has advantage on attack rolls against any creature petting or holding it.

WHAT IS NURIAN?

Nurian is the language of the ancient pyramid-builders and living mages of the Red Portals in the Midgard Campaign Setting. Substitute any ancient language of magic and power if you are using another setting.

Bearfolk

Although it has the head of a shaggy bear, this humanoid creature wears armor and carries a battleaxe in one massive, clawed hand and a warhammer in the other. It's a solid slab of muscle that towers imposingly over most humans.

The hulking bearfolk are intimidating creatures. Brutish and powerful, they combine features of humanoid beings and bears. Their heads are ursine with heavy jaws and sharp teeth. Dark fur covers their bodies, which are packed with muscle. Adult bearfolk stand at least 7 feet tall and weigh more than 600 pounds.

Sworn to the Bear King. Bearfolk are almost universally the subjects of the Bear King, one of the great fey lords. The bearfolk protect the cities of their northern kingdom and roam the wooded roads of the wilderness. The greatest number of bearfolk are concentrated around the court of the Bear King himself, with ancient bear jarls governing their unruly kin. Only a handful of renegades, exiles, and other rogue bearfolk live permanently outside this society.

Passionate and Volatile. Boisterous and jovial, the bearfolk are a people of extremes. They celebrate with great passion and are quick to explosive anger. Settling differences with wrestling matches that leave permanent scars is common, as is seeing two bloodied bearfolk sharing a cask of mead and a raucous song after such a scuffle.

BEARFOLK

Medium humanoid (bearfolk), chaotic good

Armor Class 14 (hide armor)

Hit Points 45 (6d8 + 18)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	16 (+3)	8 (-1)	12 (+1)	9 (-1)

Senses darkvision 60 ft., passive Perception 11

Languages Common, Giant

Challenge 3 (700 XP)

Frenzy (1/rest). As a bonus action, the bearfolk can trigger a berserk frenzy that lasts 1 minute. While in frenzy, it gains resistance to bludgeoning, piercing, and slashing damage and has advantage on attack rolls. Attack rolls made against a frenzied bearfolk have advantage.

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

Actions

Multiattack. The bearfolk makes three attacks: one with its battleaxe, one with its warhammer, and one with its bite.

Battleaxe. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used two-handed.

Bite. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Warhammer. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage, or 9 (1d10 + 4) bludgeoning damage if used two-handed.

Behtu

With the face of a mandrill and the tusks of a great boar, these ferocious half-ape, half-human pygmies have demon blood flowing in their veins. Only the desperate or the suicidal travel to their volcanic temple-islands.

Mechuiti (meh-CHOO-ee-tee), the demon lord of apes, cannibalism, and torture, combines the cruelty of a demon with the cunning of a human and the ferocity of an ape. He bred the same qualities into his people, the behtu (BAY-too), who carry his worship from island to island.

Temple Builders. The behtus raise shrines to Mechuiti wherever they go. Some are kept and prosper, while others fall into decay and return to the jungle.

Ichor Drinkers. In his volcanic temples, Mechuiti's idols weep his ichorous demon blood, which the behtus use to create infusions that give them inhuman strength and speed. The behtus also use the infusions to etch demonic tattoos that grant them infernal powers and protection.

Scaly Mounts. The behtus breed demonic iguanas as war mounts (treat as giant lizards). The most powerful behtu sorcerers and druids have been known to ride large crimson drakes and small flame dragons as personal mounts.

BEHTU

Small humanoid, chaotic evil

Armor Class 14 (hide armor)
Hit Points 52 (8d6 + 24)
Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	16 (+3)	12 (+1)	11 (+0)	7 (–2)

Saving Throws Dex +5
Skills Athletics +5, Stealth +5
Damage Resistances cold, fire, lightning
Senses darkvision 60 ft., passive Perception 10
Languages Behtu, Common, Infernal
Challenge 2 (450 XP)

Actions

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

Shortspear. *Melee or Ranged Weapon Attack*: +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Fire Breath (Recharge 6). The behtu exhales fire in a 15-foot cone. Each creature in that area takes 21 (5d8) fire damage, or half damage with a successful DC 13 Dexterity saving throw.

Ichorous Infusions. Behtu war parties carry 1d6 vials of ichorous infusions. They often ingest an infusion before an ambush. For the next 2d6 rounds, the behtus gain a +4 bonus to their Strength and Constitution scores and quadruple their base speed (including their climb speed). Behtus also take a –4 penalty to their Intelligence and Wisdom scores for the duration of the infusion. A non-behtu character who ingests a behtu infusion becomes poisoned and takes 10 (3d6) poison damage; a successful DC 14 Constitution saving throw against poison reduces damage to half and negates the poisoned condition.

Beli

These small, winter faeries are vicious and deadly. With their pale skin and translucent wings, they blend perfectly into their snowy environment; only their beady black eyes stand out against the snow and ice.

These malevolent ice-sprites are a plague upon the people of snowy climates, ambushing unwary prey with icy arrows and freezing spell-like powers.

Servants of the North Wind. Known as "patzinaki" in some dialects of Dwarvish, the beli are the servants of winter gods and venerate the north wind as Boreas and other gods of darker aspects. They are frequent allies with the fraughashar.

Feast Crashers. Beli especially delight in disrupting feasts and making off with the holiday cakes—the least deadly of their malicious pranks.

Fear of Druids. They have an irrational fear of northern druids and their snow bear companions.

BELI

Small fey, neutral evil

Armor Class 15 (natural armor)

Hit Points 45 (10d6 + 10)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	12 (+1)	8 (–1)	11 (+0)	14 (+2)

Saving Throws Dex +5

Skills Perception +4, Stealth +5

Damage Immunities cold

Damage Vulnerabilities fire

Senses darkvision 60 ft., passive Perception 14

Languages Common, Dwarvish, Giant

Challenge 2 (450 XP)

Arctic Hunter. Beli have advantage on Dexterity (Stealth) checks and Wisdom (Perception) checks made in icy, natural surroundings.

Cold Regeneration. As long as the temperature is below freezing, the beli regains 3 hit points at the start of its turn. If the beli takes fire damage, this trait doesn't function at the start of the beli's next turn. The beli dies only if it starts its turn with 0 hit points and it doesn't regenerate.

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

Innate Spellcasting. The beli's innate spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *invisibility*

3/day: *chill touch*

Actions

Ice Dagger. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage plus 2 (1d4) cold damage.

Icy Shortbow. *Ranged Weapon Attack*: +5 to hit, range 80/320 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage plus 2 (1d4) cold damage, and the target must make a successful DC 13 Constitution saving throw or gain 2 levels of exhaustion from the arrow's icy chill. If the save succeeds, the target also becomes immune to further exhaustion from beli arrows for 24 hours (but any levels of exhaustion already gained remain in effect). A character who gains a sixth level of exhaustion doesn't die automatically but drops to 0 hit points and must make death saving throws as normal. The exhaustion lasts until the target recovers fully from the cold damage.

BEREGINYAS

These small, winged faeries appear to be made out of gray mist, and can conceal themselves completely in the fogbanks and clouds enshrouding their mountainous lairs.

Mist Dancers. These evil and cunning faeries (whose name means "mist dancers" in Old Elvish) overcome their victims by seeping into their lungs and choking them on the bereginyas's foul essence.

Mountain Spirits. They are most commonly found in the highest mountain ranges, often above the treeline, but they can be encountered in any foggy or misty mountainous region. Shepherds and goatherds often leave bits of milk or cheese to placate them; these offerings are certainly welcome during the spring lambing season.

BEREGINYAS

Tiny fey, neutral evil

Armor Class 15

Hit Points 70 (20d4 + 20)

Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	12 (+1)	13 (+1)	12 (+1)	11 (+0)

Saving Throws Dex +7

Skills Perception +5, Stealth +9

Damage Immunities bludgeoning

Senses darkvision 60 ft., passive Perception 15

Languages Common, Elvish, Sylvan

Challenge 4 (1,100 XP)

ACTIONS

Multiattack. The bereginyas makes two claw attacks. If both attacks hit the same target, the target is grappled (escape DC 12) and the bereginyas immediately uses Smother against it as a bonus action.

Claw. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage.

Smother. If the bereginyas grapples an opponent, it extends a semi-solid gaseous tendril down the target's throat as a bonus action. The target must make a successful DC 14 Strength saving or it is immediately out of breath and begins suffocating. Suffocation ends if the grapple is broken or if the bereginyas is killed.

BLEMMYES

This headless giant has a large mouth in its chest, with eyes bulging out on either side of it.

Always Hungry. Blemmyes are brutes that savor humanoid flesh, and they see all humanoids as potential meals. Some even have the patience to tend groups of humans, goblins, or halflings like unruly herds, farming them for food and fattening them up for maximum succulence.

Cannibals. So great is their hideous hunger that blemmyes are not above eating their own kind; they cull and consume the weakest specimens of their race when other food is scarce. The most terrible habit of these monsters is that they seldom wait for their food to die, or even for a battle to conclude, before launching into a grisly feast.

BLEMMYES

Large monstrosity, chaotic evil

Armor Class 15 (natural armor)

Hit Points 168 (16d10 + 80)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	20 (+5)	7 (-2)	12 (+1)	5 (–3)

Skills Intimidation +3

Senses darkvision 60 ft., passive Perception 11

Languages Giant

Challenge 8 (3,900 XP)

Carnivorous Compulsion. If it can see an incapacitated creature, the blemmyes must succeed on a DC 11 Wisdom save or be compelled to move toward that creature and attack it.

ACTIONS

Multiattack: The blemmyes makes two slam attacks and one bite attack.

Bite. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit:* 19 (4d6 + 5) piercing damage. If the target is a Medium or smaller incapacitated creature, that creature is swallowed. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects from outside the blemmyes, and it takes 14 (4d6) acid damage at the start of each of the blemmyes' turns. If the blemmyes takes 20 damage or more during a single turn from a creature inside it, the blemmyes must succeed on a DC 16 Constitution saving throw at the end of that turn or regurgitate the swallowed creature, which falls prone in a space within 5 feet of the blemmyes. The blemmyes can have only one target swallowed at a time. If the blemmyes dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

Slam. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 16 Wisdom saving throw or be stunned until the end of its next turn.

Rock. *Ranged Weapon Attack*: +8 to hit, range 30/120 ft., one target. *Hit:* 27 (4d10 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 16 Wisdom saving throw or be frightened until the end of its next turn.

BOLOTI

This small, leering water spirit resembles a cross between a gray frog and a damp scarecrow, with small tendrils sprouting from all its extremities. It has water wings seemingly made out of jellyfish flesh, allowing it to jet through the water at high speeds.

Swamp Robbers. Known as "uriska" in Draconic, the bolotis are small, swamp-dwelling water spirits which delight in drowning unsuspecting victims in shallow pools and springs, then robbing their corpses of whatever shiny objects they find. Bolotis use their magical vortex to immobilize their victims and drag them to a watery death. They delight in storing up larders of victims under winter ice or under logs.

Fond of Allies. Bolotis sometimes team up with vodyanoi, miremals, and will-o'-wisps to create cunning ambushes. They are happy with a single kill at a time.

BOLOTI

Tiny fey, neutral evil

Armor Class 15

Hit Points 63 (14d4 + 28)

Speed 20 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	14 (+2)	13 (+1)	12 (+1)	11 (+0)

Skills Perception +3, Stealth +7

Senses darkvision 60 ft., passive Perception 13

Languages Common, Primordial, Sylvan

Challenge 1 (200 XP)

Amphibious. The boloti can breathe air and water.

Innate Spellcasting. The boloti's innate spellcasting ability is Intelligence (spell save DC 11). It can innately cast the following spells, requiring no material components:

At will: *detect magic, water walk*

3/day: *control water, create or destroy water, fog cloud, invisibility, see invisibility, water breathing*

1/day: *wall of ice*

Water Mastery. A boloti has advantage on attack rolls if both it and its opponent are in water. If the opponent and the boloti are both on dry ground, the boloti has disadvantage on attack rolls.

ACTIONS

Dagger. *Melee Weapon Attack*: +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d4 + 5) piercing damage.

Vortex (1/Day). A boloti can transform into a vortex of swirling, churning water for up to 4 minutes. This ability can be used only while the boloti is underwater, and the boloti can't leave the water while in vortex form. While in vortex form, the boloti can enter another creature's space and stop there in vortex form. In this liquid form, the boloti still takes normal damage from weapons and magic.

A creature in the same space as the boloti at the start of the creature's turn takes 9 (2d8) bludgeoning damage unless it makes a successful DC 15 Dexterity saving throw. If the creature is Medium or smaller, a failed saving throw also means it is grappled (escape DC 11). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. If the saving throw succeeds, the target is pushed 5 feet so it is out of the boloti's space.

Bone Collective

A bone collective is almost a fluid; its thousands of tiny bones coalesce into a humanoid form only to disperse in a clattering swarm the next moment. Their tiny bones rustle when they move, a quiet sound similar to sand sliding down a dune.

Spies and Sneaks. Bone collectives are not primarily fighters, although they swarm well enough. They prefer to spy and skulk. When cornered, however, they fight without fear or hesitation, seeking to strip the flesh from their foes.

Zombie Mounts. Bone collectives' long finger bones and hooked claws help them climb onto zombie mounts and control them. Bone collectives almost always wear robes or cloaks, the better to pretend to be humanoid. They understand that most creatures find their nature disturbing.

Feed on Society. Bone collectives join the societies around them, whether human, goblin, or ghoul. They prey on the living and the dead, using them to replenish lost bones. Occasionally, they choose to serve necromancers, darakhul, some vampires, and liches, all of whom offers magical attunements and vile joys to the collective.

They dislike extreme heat, as it makes their bones brittle.

BONE COLLECTIVE

Small undead, chaotic evil

Armor Class 17 (natural armor)

Hit Points 120 (16d6 + 64)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	18 (+4)	14 (+2)	10 (+0)	16 (+3)

Saving Throws Dex +8

Skills Arcana +5, Deception +6, Perception +3, Stealth +11

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered

Damage Immunities necrotic, poison

Condition Immunities exhaustion, poisoned

Senses darkvision 120 ft., passive Perception 13

Languages Common, Darakhul

Challenge 8 (3,900 XP)

Hive Mind. All elements of a bone collective within 50 miles of their main body constantly communicate with each other. If one is aware of a particular danger, they all are. Any bone collective with at least 30 hit points forms a hive mind, giving it an Intelligence of 14. Below this hp threshold, it becomes mindless (Intelligence 0) and loses its innate spellcasting ability. At 0 hp, a few surviving sets of bones scatter, and must spend months to create a new collective.

Innate Spellcasting. The bone collective's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *chill touch*

3/day: *animate dead* (up to 5 skeletons or zombies)

Swarm. A bone collective can act as a swarm (composed of smaller elements), or it can grant a single member (called an exarch) control, acting as a singular creature. Changing between forms takes one action. In its singular form, the collective can't occupy the same space as another creature, but it can perform sneak attacks and cast spells. In swarm form, the bone collective can occupy another creature's space and vice versa, and it can move through openings at least 1 foot square. It can't change to singular form while it occupies the same space as another creature. It uses its skills normally in either form.

Actions

Multiattack. The bone collective makes two claw attacks, or one claw and one bite attack, or one swarm attack.

Bite. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit:* 31 (4d12 + 5) piercing damage, and the target must make a DC 16 Constitution save or suffer the effects of Wyrmblood Venom.

Claw. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit:* 25 (3d12 + 5) slashing damage.

Swarm. *Melee Weapon Attack*: +8 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 57 (8d12 + 5) piercing damage, or 31 (4d12 + 5) piercing damage if the bone collective has half its hit points or fewer. If the attack hits, the target must make a successful DC 15 Constitution save or suffer the effects of Wyrmblood Venom.

Wyrmblood Venom (Injury). Bone collectives create a reddish liquid, which they smear on their fangs. The freakish red mouths on the tiny skeletons are disturbing, and the toxin is deadly. A bitten creature must succeed on a DC 15 Constitution saving throw or become poisoned and take 1d6 Charisma damage. A poisoned creature repeats the saving throw every four hours, taking another 1d6 Charisma damage for each failure, until it has made two consecutive successful saves or survived for 24 hours. If the creature survives, the effect ends and the creature can heal normally. Lost Charisma can be regained with a *lesser restoration* spell or comparable magic.

Bone Crab

A bone crab's cracked skull scurries forward on bone-white legs. These tainted crustaceans make discarded craniums their home.

Skull Shells. Much like an enormous hermit crab, bone crabs inhabit the remains of large fish, humanoids, and other creatures. A bone crab's spiny, ivory-white legs blend in perfectly with bones and pale driftwood. When lacking bones, these crabs gnaw cavities into chunks of driftwood or coral to make a shelter, cementing bits of shell and debris to their portable homes. All crabs fight over choice skulls.

Scavengers of Memory. Bone crabs are voracious scavengers. They live in seaside crags and coves, where they use their specialized chelae to crack open skulls and feast on the brains. Centuries of such feeding have given bone crabs a collective intelligence. Some crabs retain fragments of memory from those they devour, and these crabs recognize friends or attack the foes of those whose skulls they wear.

Bone crabs hunt in packs, preying on seabirds and creatures stranded in tidal pools. They drag aquatic prey above the high tide line and leave it to fester in the hot sun. They pick corpses clean in a few hours, so their hunting grounds are littered with cracked and sun-bleached bones—the perfect hiding place for these littoral predators.

White Ghost Shivers. Because they eat carrion, bone crabs carry a dangerous disease—white ghost shivers, which wrack victims with fever and delirium. Sailors and others who eat a bone crab's unwholesome, diseased flesh rarely survive it.

Although bone crabs cannot be domesticated, they can be convinced to nest in particular areas, attacking intruders while ignoring the area's regulars.

BONE CRAB

Small beast, neutral

Armor Class 13 (natural armor)
Hit Points 33 (6d6 + 12)
Speed 20 ft., swim 10 ft.

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

Skills Perception +3, Stealth +4
Damage Resistances bludgeoning
Senses darkvision 60 ft., passive Perception 13
Languages —
Challenge 1/2 (100 XP)

Amphibious. The bone crab can breathe air and water.

Bone Camouflage. A bone crab has advantage on Dexterity (Stealth) checks while it's among bones.

Hive Mind. A bone crab can communicate perfectly with all other bone crabs within 100 feet of it. If one is aware of danger, they all are.

Leap. Bone crabs have incredibly powerful legs and can leap up to 10 feet straight ahead or backward as part of its movement; this counts as withdraw action when moving away from a foe.

Actions

Multiattack. The bone crab makes two claw attacks.

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

White Ghost Shivers. A living creature that is injured by or makes physical contact with a creature carrying the white ghost shivers must succeed on a DC 11 Constitution saving throw at the end of the encounter to avoid becoming infected. This disease manifests after 24 hours, beginning as a mild chill, but increasingly severe after a day, accompanied by a fever. Hallucinations are common, and the fright they induce lends the disease its name. At onset, the infected creature gains two levels of exhaustion that cannot be removed until the disease is cured by *lesser restoration*, comparable magic, or rest. The infected creature makes another DC 11 Constitution saving throw at the end of each long rest; a successful save removes one level of exhaustion. If the saving throw fails, the disease persists. If both levels of exhaustion are removed by successful saving throws, the victim has recovered naturally.

Bone Swarm

Dank winds sweep up skeletons, both humanoid and animal. They blow forward, reaching out for living creatures like a clawed hand of bone. A scattering of bones rolls across the ground, then rises into the air, billowing like a sheet.

Swarms of Fallen. On rare occasions, the pugnacious spirits of fallen undead join together, bonded by a common craving: to feel alive again. They gather up their bones from life, as well as any other bones they come across, and form bone swarms.

Nomadic Undead. These swarms then ravage the countryside wresting life from living creatures, grabbing livestock, humanoids, and even dragons, digging in their claws in an attempt to cling to life. Bone swarms with one or more sets of jaws wail constantly in their sorrow, interrupting their cries with snippets of rational but scattered speech declaiming their woes and despair.

Cliff and Pit Dwellers. Bone swarms gather near cliffs, crevasses, and pits in the hope of forcing a victim or an entire herd of animals to fall to its death, creating more shattered bones to add to their mass.

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

BONE SWARM

Large swarm of Tiny undead, chaotic evil

Armor Class 17 (natural armor)

Hit Points 198 (36d10)

Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	18 (+4)	10 (+0)	9 (–1)	15 (+2)	20 (+5)

Saving Throws Dex +8, Wis +6, Cha +9

Skills Acrobatics +8, Perception +6, Stealth +8

Damage Vulnerabilities bludgeoning

Damage Resistances piercing and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned, prone, restrained, stunned

Senses darkvision 60 ft., passive Perception 16

Languages Common, Void Speech

Challenge 10 (5,900 XP)

Strength of Bone. A bone swarm can choose to deal bludgeoning, piercing, or slashing damage, and adds 1.5× its Strength bonus on swarm damage rolls as bits and pieces of broken skeletons claw, bite, stab, and slam at the victim.

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

Actions

Multiattack. The bone swarm can attack every hostile creature in its space with swirling bones.

Swirling Bones. *Melee Weapon Attack*: +10 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 31 (5d8 + 9) bludgeoning, piercing, or slashing damage (includes Strength of Bone special ability).

Death's Embrace (Recharge 5–6). *Melee Weapon Attack*: +10 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* the target is grappled (escape DC 16) and enveloped within the swarm's bones. While the creature is grappled, the swarm can direct the creature's movement on the creature's turn, or at any other time the creature would be allowed to move. Any non-area attack against the bone swarm has a 50% chance of hitting a creature grappled in Death's Embrace instead.

BOREAS

Rime encrusts the wild, spiky hair and beard of this gaunt, savage-eyed man. He strides with an arrogant swagger, snapping blue eyes regarding those around him as an eagle regards the mouse. He carries a dragon-shaped horn, a spear of ice, and an enchanted longbow that shoots bolts of pure frozen air.

Lord of the North Wind. Known for creating mass destruction and death on a whim, Boreas is a devouring spirit of the north who frequently tampers with the mortal world. His worldly avatar resides in a palace of blue ice and white marble on Thule's highest peak, and he styles himself lord of all the North. Boreas suffers no disrespect and demands yearly tribute of gold, goods, and horses. He has a deep and abiding hatred of the three other Wind Lords.

Easily Angered. When displeased, he bombards his "subjects" with snow, lightning storms, and gale-force winds, or buries them in avalanches by blowing his greater horn of blasting. When particularly displeased, he sends his various servants to descend upon a tribe or settlement without mercy.

AVATAR OF BOREAS

Medium elemental (shapechanger), chaotic evil

Armor Class 20 (natural armor)
Hit Points 168 (16d8 + 96)
Speed 50 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	22 (+6)	22 (+6)	18 (+4)	19 (+4)	21 (+5)

Saving Throws Dex +12, Wis +10, Cha +11
Skills Deception +11, Nature +10, Perception +10, Stealth +12
Damage Resistances acid
Damage Immunities cold, lightning, poison, thunder
Condition Immunities petrification, poisoned
Senses darkvision 60 ft., truesight 120 ft., passive Perception 20
Languages Common, Dwarvish, Giant, Infernal
Challenge 17 (18,000 XP)

Chilling Presence. Boreas freezes everything within 150 feet of him. After 5 rounds, nonmagical fires up to the size of a campfire are quenched. Water freezes within 1 minute. Spells that protect against cold are subjected to an immediate *dispel magic* (at +10 spellcasting ability) when within 150 feet of Boreas.

Wind Form. Boreas can shift between his humanoid body and a body made of wind and mist as an action; he can never be forced to shift forms. In wind form, he can use a whirlwind blast attack and use his spells, but no weapon attack. Truesight reveals both forms at once.

Freedom of the Wind. Locks, shackles, ropes, and other bindings cannot hold Boreas.

Innate Spellcasting. Boreas's innate spellcasting ability is Charisma (spell save DC 19). He can innately cast the following spells, requiring no material components:

At will: *create water, detect magic, guidance, invisibility, polymorph, speak with animals, true seeing, wind wall*

3/day each: *call lightning, control weather, cure wounds, dispel magic, ice storm, lesser restoration*

1/day each: *chain lightning, earthquake, finger of death, heal, shapechange, wall of ice, word of recall*

Regeneration. The avatar of Boreas regains 10 hit points at the start of its turn. If the avatar of Boreas takes fire damage, this trait does not function at the start of its next turn. The avatar of Boreas dies only if it starts its turn with 0 hit points and does not regenerate.

ACTIONS

Multiattack. Boreas makes 4 spear attacks, or 4 longbow attacks, or 2 whirlwind blasts.

Ice Spear (Humanoid Form). *Melee Weapon Attack*. +13 to hit, reach 5 ft., one target. *Hit:* 11 (1d8 + 7) piercing damage plus 17 (5d6) cold damage.

North Wind Longbow. *Ranged Weapon Attack*: +12 to hit, range 150/600 ft., one target. *Hit:* 10 (1d8+6) piercing damage plus 9 (2d8) cold damage.

Whirlwind Blast (Wind Form Only). *Ranged Spell Attack:* +11 to hit, range 50 ft., one target. *Hit:* 37 (5d12 + 5) slashing damage.

LEGENDS OF BOREAS

All hail the Devourer, for tales and kennings of Boreas are as common as a spring gale or a winter's blast. Called the Hail Thrower, the Snowy Rager, and the Father of the Snow Mares, Boreas is said to have been one of four brothers who lived far to the south, before a bitter struggle between Boreas and his three younger brothers led to him cursing the others and leaving them to suffer forever in empty quarters of sand and dust, while he took the rich forests and cool northern climes for his own.

Stories tell of that Boreas lives in a great tower in the Utmost North, served by frost giants, thuellai, and ice maidens. There he plots Ragnarok with Loki and the giants, but he has another wish—to woo and win the hand of a worthy wife, and he is bold enough to woo two by turns, Oluffa, the Queen of the Frost Giants and Nicnevin, Fey Queen of Witches.

His daughter, the Snow Queen Morrinn of Grokeheim, is not fond of this wild romance, and she strives to keep her father far from the Witch-Queen's affections and further still from Loki and the giants. To do this, she sometimes employs mortal heroes to steal a treasure from her father's tower, to rustle away with his finest winter wolves, or to bring sweet spring air into his court, thereby provoking him into a rage, and turning his careful wooing of powerful beauties into an occasion for raw tempers and abject apologies.

LEGENDARY ACTIONS

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

Ice Spear. Boreas makes an ice spear attack.

North Wind's Glare. Boreas freezes a foe with a look. One creature within 60 feet that the avatar of Boreas can see must make a successful DC 19 Constitution saving throw or be petrified until the start of the avatar's next turn.

Whirlwind Movement (Costs 2 Actions). Boreas erupts into an icy whirlwind. Mundane and magical light sources alike within 20 feet are automatically extinguished. Each creature within 20 feet of the avatar must succeed on a DC 21 Dexterity saving throw or take 14 (4d6) cold damage. The avatar can then fly up to half its flying speed.

BOUDA

A hulking, hyena-faced humanoid with heavily scarred, oversized muzzle, a bouda looks as if its jaw had once been ripped apart and put back together. Clouds of gnats and fleas roil around its arms.

Glowing Eyes and Teeth. Bouda are child-eaters, despoilers of purity and family. Resembling oversized gnolls, a web of scars along their muzzles is evidence of their gluttonous eating habits. Forever leering, their teeth glow as yellow as their eyes.

Fly-Bedecked Shapechangers. Bouda lurk on society's fringes, shapechanging to blend in with mortals. They seek out happy families, consuming the children in the night and leaving gruesome trophies behind. They may mark a victim nights before attacking to terrify the helpless parents.

Gluttons. Bouda have a weakness: they are incorrigible gluttons. When presented with a fresh corpse, even in combat, they will attempt to gorge on it or at least defile it for later consumption. Bouda are vindictive, seeking revenge on anything that drives them from a kill.

BOUDA

Medium fiend (shapechanger), neutral evil

Armor Class 15 (natural armor)

Hit Points 93 (11d8 + 44)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	18 (+4)	10 (+0)	12 (+1)	15 (+2)

Saving Throws Dex+5, Con +7, Wis +4, Cha +5

Skills Athletics +7, Deception +5, Intimidation +5, Perception +4, Stealth +5

Damage Resistances acid, lightning; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities fire, poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 120 ft., passive Perception 14

Languages Common, Celestial, Infernal, Nurian; telepathy 100 ft.

Challenge 5 (1,800 XP)

Shapechanger. The bouda can use its action to polymorph into a human, a hyena, or its true form, which is a hyena-humanoid hybrid. Its statistics, other than its Mephitic Claw attack, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if destroyed, before turning to dust.

Defiling Smear (1/Day). The bouda can secrete a disgusting whitish-yellow substance with the viscosity of tar to mark food and territory. As a bonus action, the bouda marks a single adjacent 5-foot space, object, or helpless creature. Any living creature within 30 feet of the smear at the start of its turn must succeed on a DC 15 Constitution saving throw against poison or be poisoned for 1d6 rounds. A creature that makes a successful saving throw is immune to that particular bouda's defiling smear for 24 hours. The stench of a smear remains potent for one week.

Innate Spellcasting. The bouda's innate spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It can cast the following spells, requiring no material components:

Constant: *detect evil and good, detect magic*

At will: *thaumaturgy*

3/day: *darkness, expeditious retreat*

1/day: *contagion*

ACTIONS

Multiattack. The bouda makes one bite attack and one mephitic claw attack.

Bite. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage plus 10 (3d6) poison damage.

Mephitic Claw. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage, and the target must make a successful DC 15 Constitution saving throw or become poisoned for 1 round by the visible cloud of vermin swarming around the bouda's forearms.

Ravenous Gorge. The bouda consumes the organs of a corpse in a space it occupies. It gains temporary hit points equal to the dead creature's HD that last 1 hour. Organs consumed by this ability are gone, and the creature can't be restored to life through spells and magical effects that require a mostly intact corpse.

Broodiken

Tiny and built like a caricature of a person, this creature's enlarged head is filled with pointed teeth.

Bodily Children. Broodikens are crude servants created by humanoid spellcasters willing to grow them within their own bodies. They resemble their creators in the most obvious ways, with the same number of limbs and basic features, but all broodikens stand one foot tall with overly large heads and heavily fanged mouths. Those born to monstrous humanoids with wings or horns have ineffective, decorative versions that do not help the creature fly or fight.

Emotional Echoes. Broodikens have little personality of their own and respond to their creators' emotions, growling when their creators feel anger and babbling happily when their creators feel joy. When their creators are more than 100 feet away, they cry loudly with a sound that resembles children of the creator's own species. If discovered crying by anyone other than their creator, they attack. When their creators focus their anger on specific individuals, the broodikens attack as a group, using Stealth to get close and overwhelm single opponents.

Born With Daggers. Broodikens are created by eating the heart of a dead broodiken. Once this "seed" is consumed, 2d4 broodikens grow inside of the "mother" or creator. Nurturing the growing brood requires consuming specific muds, ashes, and plants, which cost 50 gp/day for each incubating broodiken. The incubation period requires one month and takes a toll on the creator's health. During this time, the creator becomes fatigued after four hours without eight hours' rest.

If the creator is not a spellcaster, a spellcaster who meets the requirements below must supervise the incubation and birth. Most spellcasters birth the broodiken using a dagger before the broodiken tears its way out. A "mother" can only control one brood of broodiken at a time. Incubating a second brood makes the first brood furiously jealous, and it will turn on its own creator.

Constructed Nature. A broodiken doesn't require air, food, drink, or sleep.

BROODIKEN

Tiny construct, neutral

Armor Class 13 (natural armor)

Hit Points 55 (10d4 + 30)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	14 (+2)	16 (+3)	2 (–4)	10 (+0)	6 (–2)

Skills Perception +4, Stealth +6

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 14

Languages —

Challenge 1 (200 XP)

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

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

Shared Rage. A broodiken cannot speak with its creator telepathically, but it feels strong emotions and recognizes the objects of those emotions. A creator can telepathically order broodiken to hunt for and attack individuals by sending the broodiken an image of the creature and the appropriate emotion. As long as the broodiken is on such a hunt, it can be more than 100 feet away from its master without wailing.

Actions

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

Attach. When a broodiken succeeds on a bite attack, its teeth latch on, grappling the target (escape DC 9). On each of its turns, its bite attack hits automatically as long as it can maintain its grapple.

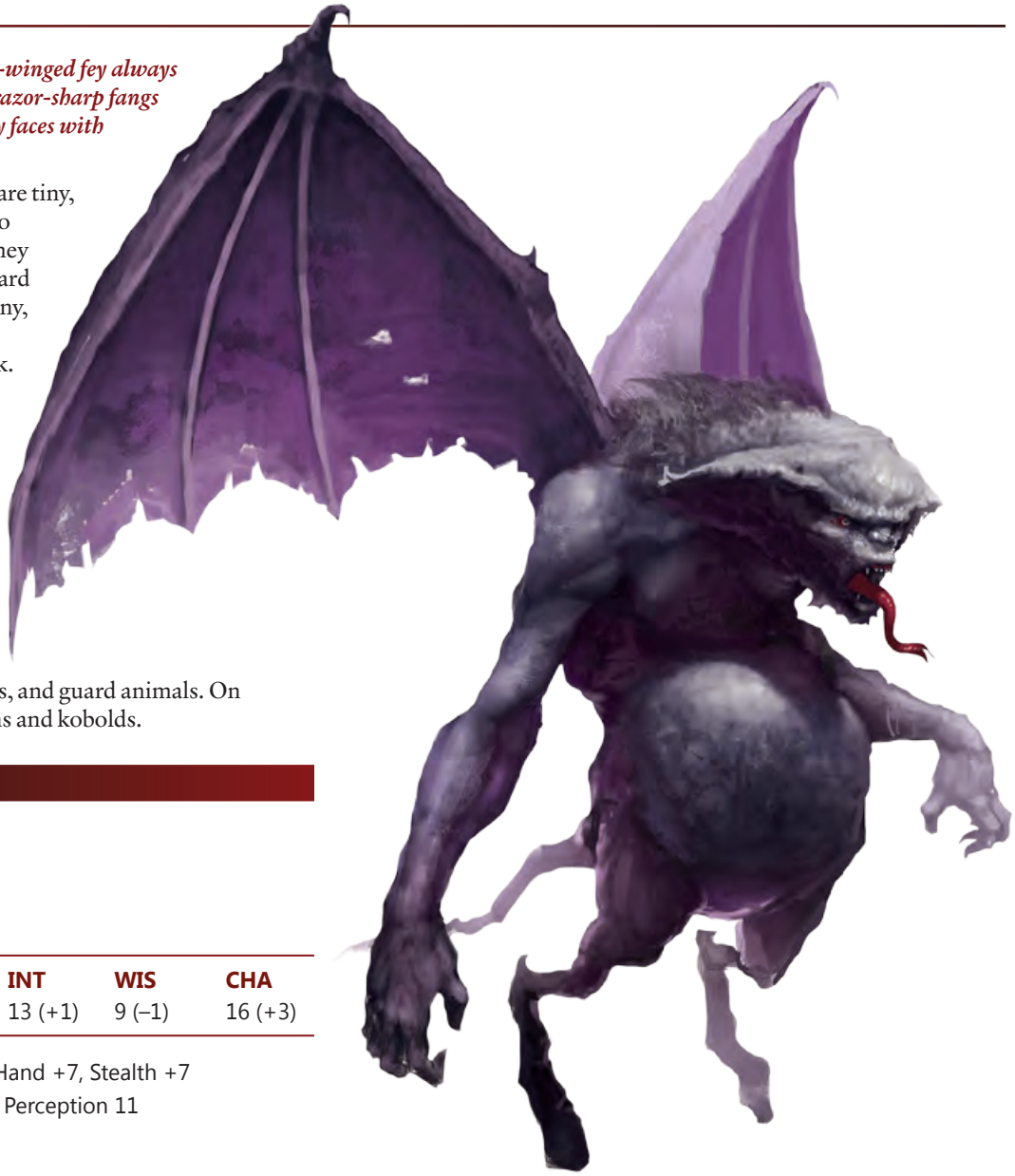
Bucca

These tiny, obsidian-skinned, bat-winged fey always have a hungry look, leering with razor-sharp fangs showing and licking their leathery faces with their forked, purple tongues.

Hidden in Crevices. Buccas are tiny, underground faeries who are also known as "snatchers," because they love to steal from miners and hoard precious minerals and gems in tiny, trap-filled crevices. Their small size makes them easy to overlook.

Treasure Finders. Buccas are often enslaved by derro as treasure seekers and can be summoned by some derro shamans. Buccas are the bane of the dwarves of many mountains and hilly cantons, serving as spies and scouts for evil humanoids.

Bat Friends. Buccas often train bats as mounts, messengers, and guard animals. On occasion they sell them to goblins and kobolds.



BUCCA

Tiny fey, neutral evil

Armor Class 14 (natural armor)

Hit Points 27 (5d4 + 15)

Speed 20 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	17 (+3)	13 (+1)	9 (–1)	16 (+3)

Skills Perception +1, Sleight of Hand +7, Stealth +7

Senses darkvision 60 ft., passive Perception 11

Languages Darakhul, Dwarvish

Challenge 1/2 (100 XP)

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

Vulnerability to Sunlight. A bucca takes 1 point of radiant damage for every minute it is exposed to sunlight.

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

At will: *invisibility*

3/day each: *darkness, ensnaring strike, locate object*

Actions

Dagger. *Melee Weapon Damage*: +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage, and the target must succeed on a DC 13 Constitution saving throw against poison or take 1d2 Strength damage. The target must repeat the saving throw at the end of each of its turns, and it loses another 1d2 Strength for each failed saving throw. The effect ends when one of the saving throws succeeds or automatically after 4 rounds. All lost Strength returns after a long rest.

Bukavac

Unleashing a bone-shattering roar, this toad-like monster bears two gnarled horns and wicked claws. It charges from its watery lair on six legs, eager for the kill.

Pond Lurkers. The placid surfaces of forest lakes and ponds hide many lethal threats, among them the bukavac. While not amphibious, the creature can hold its breath for minutes at a time as it lurks under the surface in wait for fresh meat.

Enormous Roar. A ravenous bukavac lives to hunt and devour prey, preferring intelligent prey to animals, and usually ambushes its victims. Due to its size, the beast must find deep ponds or lakes to hide in, but it can flatten itself comfortably to rest in two feet of water. It leads with its wicked horns before grabbing hold of its target or another nearby foe and hanging on as it claws its victim to death. The creature relishes the feel of its victim's struggles to escape its embrace and reserves its roar, which sounds like a cross between a toad's croak and lion's roar emanating from a creature the size of a dragon, for organized foes or against overwhelming numbers. If a bukavac's devastating sonic attack routs its foes, it picks off remaining stragglers; otherwise, it retreats to its underwater hiding spot.

Clamorous Mating. Solitary hunters by nature, bukavacs pair up briefly in the spring. Male bukavacs travel to a female's lair and demonstrate their prowess by unleashing their most powerful bellows. Villages ten miles away from the lair often hear these howls for a week and pray that the creatures don't attack. Once mating has been completed (and groves of trees have been destroyed), the female finds a secluded, shallow lake in which to bury eggs. A bukavac reaches maturity in five years, during which time it and its siblings hunt together. After the bukavacs mature, each finds its own lair.

A bukavac is 11 feet long, including its foot-long horns, stands four feet tall, and weighs 4,000 lb. The creature has a natural lifespan of 40 years, but its noise and proclivity to ambush intelligent prey attracts the attention of hunting parties, which considerably shorten its life expectancy.

BUKAVAC

Large monstrosity, neutral evil

Armor Class 16 (natural armor)

Hit Points 199 (21d10 + 84)

Speed 40 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	17 (+3)	18 (+4)	7 (–2)	15 (+2)	12 (+1)

Saving Throws Dex +7, Con +8

Skills Perception +10, Stealth +11

Damage Immunities thunder

Senses darkvision 60 ft., passive Perception 20

Languages Sylvan

Challenge 9 (5,000 XP)

Hold Breath. The bukavac can hold its breath for up to 20 minutes.

Hop. A bukavac can move its enormous bulk with remarkably quick hop of up to 20 feet, leaping over obstacles and foes. It may also use the hop as part of a withdraw action.

Actions

Multiattack. The bukavac makes four claw attacks, or two claw attacks and one bite attack, or two claw attacks and one gore attack, or one bite and one gore attack.

Bite. *Melee Weapon Attack*: +9 to hit, reach 10 ft., one target. *Hit:* 21 (3d10 + 5) piercing damage.

Claw. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. *Hit:* 11 (1d12 + 5) slashing damage and grapples (escape DC 15). A bukavac can grapple up to 2 Medium size foes.

Gore. *Melee Weapon Attack*: +9 to hit, reach 10 ft., one target. *Hit:* 21 (3d10 + 5) piercing damage.

Croaking Blast (Recharge 5-6). A bukavac can emit a howling thunderclap that deafens and damages those nearby. Creatures within 15 feet who fail a DC 17 Constitution saving throw take 36 (8d8) thunder damage and are permanently deafened. Those succeeding on the saving throw take half damage and are not deafened. The deafness can be cured with *lesser restoration*.

BURAQ

An aura of holiness surrounds this handsome human-headed equine with its short but strong feathered wings.

Only the Worthy. A buraq possesses astounding speed, determination, and resilience, among a host of noble qualities, but only pure-hearted humanoids can obtain a service from such a righteous and honorable creature.

Angel Marked. Every buraq wears a gilded band around its head or neck. These are said to be angelic seals or wardings, each different. The hide of every buraq is white, though their beards, lashes, manes, and tails vary from silver and dusty tan to deep brown or glossy black.

Heavenly Steeds. A buraq is smaller than a mule but bigger than a donkey, though their carrying capacity belies their size and apparent strength. Nevertheless, a buraq is the ultimate courier and a heavenly steed. Paladins and good-aligned clerics are the most likely candidates to ride a buraq, but other virtuous characters have had this privilege.

BURAQ

Medium celestial, lawful good

Armor Class 17

Hit Points 152 (16d8 + 80)

Speed 60 ft., fly 90 ft.

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

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

Skills History +8, Religion +8

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

Condition Immunities charmed, exhaustion, frightened

Senses truesight 120 ft., passive Perception 14

Languages Celestial, Common, Primordial, telepathy 120 ft.

Challenge 11 (7,200 XP)

Angelic Weapons. The buraq's attacks are magical. When the buraq hits with its hooves, it deals an extra 4d8 radiant damage (included in the attack).

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

At will: *comprehend languages, detect evil and good, holy aura, pass without trace*

3/day each: *haste, longstrider*

1/day each: *plane shift, wind walk*

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

Night Journey. When outdoors at night, a buraq's vision is not limited by nonmagical darkness. Once per month, the buraq can declare it is on a night journey; for the next 24 hours, it can use its Teleport once per round. Its destination must always be in an area of nonmagical darkness within its line of sight. At any point during the night journey, as a bonus action, the buraq can return itself and its rider to the location where it began the night journey.

ACTIONS

Multiattack. The buraq makes two attacks with its hooves.

Hooves. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage plus 18 (4d8) radiant damage.

Teleport (1/Day). The buraq magically teleports itself and its rider, along with any equipment it is wearing or carrying, to a location the buraq is familiar with, up to 1 mile away.

Burrowling

These light brown, furred creatures inquisitively survey their surroundings, each comforted by the presence of the others.

Friendly Farmers. Burrowlings work together at every task: digging tunnels, foraging, and rearing their young. They are omnivorous, eating roots, berries, insects, and reptiles—and they consider snakes a particular delicacy. The most advanced burrowling towns set up rudimentary farms, where they grow the fruits and vegetables they usually find in the wild.

Safe Warrens. Some towns have domesticated prairie dogs, which burrowlings train to stand watch alongside their masters. Pairs of adults stand watch around the town perimeter and sound a warning when they spot a foe. An alerted town retreats to the safety of its warrens, while the strongest creatures add more tunnels if necessary, and close access from the surface until the threat has passed. In combat, burrowlings stand together in defense of the helpless young and fight with crude slings or their sharp teeth and claws.

Die of Loneliness. If separated from its coterie, a burrowling becomes despondent, crying for others of its kind. A lone burrowling usually dies of loneliness within a week, unless it can find its way back to its town or discover another burrowling town. Rarely, a solitary creature makes its way to a non-burrowling settlement where it attempts to assist its new community. This frustrates the creature and those it interacts with as it tries to anticipate what its companions want. It may join an adventuring party in the hope of returning to a settlement. After spending at least six months with a party, the burrowling can use its Burrow Tactics ability with its new allies.

Burrowlings live up to 15 years. Twice a year, a burrowling female bears a litter of up to three pups, but in especially dangerous regions, the creatures breed prodigiously to keep their population ahead of massive attrition. In cases like this, a female has a litter of five pups every other month. A burrowling pup reaches adulthood in a year.

BURROWLING

Small humanoid (burrowling), lawful neutral

Armor Class 13

Hit Points 27 (6d6 + 6)

Speed 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	9 (–1)	12 (+1)	13 (+1)

Skills Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages Common

Challenge 1/2 (100 XP)

Burrow Awareness. A burrowling gets advantage on Perception checks if at least one other burrowling is awake within 10 feet.

Pack Tactics. The burrowling has advantage on attack rolls when its target is adjacent to at least one other burrowling that's capable of attacking.

Actions

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

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

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

Sling. *Ranged Weapon Attack*: +5 to hit, range 30/120 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage.

Burrowlings in Midgard

Burrowling towns are found in the Western Wastes, where their greatest enemies are dust goblins. They seem to thrive in the badlands and magically scant territories of former human settlements.

Cactid

Rootlike tendrils explode from the sand at the base of this tall cactus bristling with needles. It uses its tendrils to reach for prey.

Needled Sentients. Cactids are semi-sentient cacti that grow in a myriad of shapes and sizes, from ground-hugging barrels and spheroid clumps that pin their victims to the ground to towering saguaros with clublike arms that yank victims off their feet. Most cactids are green or brown with distinct ribs; all are lined with countless needles.

Drain Fluids. In addition to gathering water, a cactid's tendril-roots can snag nearby creatures and pull them into a deadly embrace. Once a creature is pinned, the cactid's spines siphon off the victim's bodily fluids, until little but a dried husk remains. Many cactids are adorned with bright flowers or succulent fruit to lure prey into reach. Some scatter shiny objects within reach to attract sentient creatures. For those traveling the desert, however, a cactid's greatest treasure is the water stored within its flesh. A slain cactid's body yields four gallons of water with a successful DC 15 Wisdom (Survival) check. Failure indicates that only one gallon is recovered.

Slow Packs. Cactids were created by a nomadic sect of druids, but their original purpose is lost. They have limited mobility, so they often congregate in stands or to travel together in a pack to better hunting grounds.

CACTID

Large plant, unaligned

Armor Class 14 (natural armor)

Hit Points 76 (8d10 + 32)

Speed 5 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (–1)	18 (+4)	7 (–2)	10 (+0)	9 (–1)

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing

Condition Immunities blinded, deafened

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10

Languages understands Sylvan, but can't speak

Challenge 3 (700 XP)

Hail of Needles (1/Day). When reduced below 10 hp (even below 0 hp), the cactid releases a hail of needles as a reaction. All creatures within 15 feet take 21 (6d6) piercing damage, or half damage with a successful DC 14 Dexterity saving throw.

Actions

Multiattack. The cactid makes two attacks with its tendrils and uses Reel.

Tendril. *Melee Weapon Attack*: +5 to hit, reach 15 ft., one creature. *Hit:* 10 (2d6 + 3) bludgeoning damage plus 3 (1d6) piercing damage, and a Medium or smaller target is grappled (escape DC 13). Until this grapple ends, the target is restrained. If the target is neither undead nor a construct, the cactid drains the target's body fluids; at the start of each of the target's turns, the target must make a DC 13 Constitution saving throw. On a failed save, the creature's hit point maximum is reduced by 3 (1d6). If a creature's hit point maximum is reduced to 0 by this effect, the creature dies. This reduction lasts until the creature finishes a long rest and drinks abundant water or until it receives a *greater restoration* spell or comparable magic. The cactid has two tendrils, each of which can grapple one target at a time.

Reel. Each creature grappled by the cactid is pulled up to 5 feet straight toward the cactid.

Cambium

Unfolding impossibly from beneath voluminous robes, this creature's pockmarked, spindly arms end in clusters of narrow spikes. Its long, hollow, needle-like fingers and its many-jointed arms move with surprising speed and strength for such an emaciated creature.

Hunched and Robed. The cambium skulks through mortal society, hunched and contorted, concealing its nine-foot height and its supernumerary arms.

Devours Bodily Humors. The source of a cambium's interest lies in every mortal body: the four humors, which it drains in precise amounts, sometimes to fix its own imbalances, sometimes to concoct serums meant for sale in hellish markets. Its victims are left in a desperate state, eager for a corrective fix and willing to obey the cambium's every whim as servants and toadies.

Abandons Victims. After a sufficient crop has been harvested, the cambium abandons these addicts to die slowly from violent withdrawals, and allows the local population to lie fallow for a decade or so.

CAMBIUM

Large fiend, neutral evil

Armor Class 19 (natural armor)

Hit Points 264 (23d10 + 138)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	16 (+3)	23 (+6)	17 (+3)	16 (+3)	18 (+4)

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

Skills Arcana +8, Deception +9, Insight +8, Medicine +8, Perception +8, Stealth +8

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 18

Languages Common, Draconic, Infernal

Challenge 14 (11,500 XP)

Innate Spellcasting. The cambium's innate spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). The cambium can innately cast the following spells, requiring no material components:

Constant: *levitate*

At will: *alter self, detect thoughts, hold person, plane shift, spare the dying*

3/day: *cure wounds* 21 (4d8 + 3), *ray of sickness* 18 (4d8), *protection from poison, heal*

1/day: *finger of death*

Actions

Multiattack. The cambium makes four needle fingers attacks.

Needle Fingers. *Melee Weapon Attack*: +10 to hit, reach 10 ft., one target. *Hit:* 21 (3d10 + 5) piercing damage. In addition, the target must make a DC 19 Constitution saving throw; if it fails, the cambium can either inflict Ability Damage or Imbalance Humors. A target makes this saving throw just once per turn, even if struck by more than one needle fingers attack.

Ability Damage (3/Day). When the target of the cambium's needle fingers fails its Constitution saving throw, one of its ability scores (cambium's choice) is reduced by 1d4 until it finishes a long rest. If this reduces a score to 0, the creature is unconscious until it regains at least one point.

Imbalance Humors (3/Day). When the target of the cambium's needle fingers fails its Constitution saving throw, apply one of the following effects:

Sanguine Flux: The target cannot be healed—naturally or magically—until after their next long rest.

Choleric Flux: The target becomes confused (as the spell) for 3d6 rounds. The target can repeat the saving throw at the end of each of its turns to shrug off the flux before the duration ends.

Melancholic Flux: The target is incapacitated for 1d4 rounds and slowed (as the spell) for 3d6 rounds. The target can repeat the saving throw at the end of each of its turns to shrug off the flux before the duration ends.

Phlegmatic Flux: A successful DC 18 Constitution saving throw negates this effect. A failed saving throw means the target gains one level of exhaustion which lasts for 3d6 rounds.

Carrion Beetle

The beetles wore golden bridles and carried huge leather sacks of stone and guano. They marched without stopping; dozens, even hundreds, bringing fresh earth to the white-fungus trees of the great forests. Their claws skittered with a sound like horseshoes slipping on stone, but their multiple legs ensured they never fell. The air around them singed the nostrils with the taint of acid.

Beasts of Burden and War. Carrion beetles are powerful beasts of burden with strong jaws and the ability to both climb and burrow. With a wide back, serrated, spiky forelegs, and a narrow head, the carrion beetle is too large to ride on very comfortably although it makes an excellent platform for ballistae and howdahs. Its thick exoskeleton varies from drab brown, tan, and black to shimmering blue green, purple-green, and a highly prized yellow-orange.

The largest carrion beetles make a distinctive wheezing sound when their spiracles are stressed; this noise creates a hum when multiple beetles run or charge on the field of battle. War beetles are often armored with protective strips of metal or chitinous armor fused to their exoskeletons, increasing their natural armor by +2 while reducing their speed to 20 feet.

Devour Fungi and Carrion. Carrion beetles rarely gather in groups larger than a breeding pair and a small cluster of offspring in the wild. The domesticated varieties travel in herds of 20–40 to feed on fungal forests, scavenge battlefields, or devour cave lichen and scour sewage pits. The larger caravan beetles are always antagonistic.

When breeding season hits, carrion beetles feast on the bodies of large animals. They are often found in symbiotic relationships with deathcap mycolids, darakhul, and related species. Many species in the deep underworld consider carrion beetles food and use their exoskeletons to fashion shields and armor (though their chitin is too brittle for weaponry).

Purple worms are their major predators. Worms swallow entire caravans when they find the beetles within.

Domesticated by Ghouls. Domesticated by the darakhul, the carrion beetles live a more complex life. They begin as simple pack animals, with the strongest being trained as war beetles. War beetles often carry ballistae and harpoons fitted with lines for use against flying foes.

In late life, the beetles are used as excavators, scouring out tunnels with their acid. After death, their exoskeletons are used both as animated scouting vehicles (ghouls hide within the shell to approach hostile territory) and as armored undead platforms packed with archers and spellcasters.

CARRION BEETLE

Large beast, neutral

Armor Class 15 (natural armor)
Hit Points 127 (15d10 + 45)
Speed 30 ft., burrow 20 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	17 (+3)	1 (–5)	13 (+1)	10 (+0)

Condition Immunities paralysis
Senses darkvision 60 ft., passive Perception 11
Languages —
Challenge 4 (1,100 XP)

Actions

Multiattack. The beetle makes one bite attack and two claw attacks.

Bite. *Melee Weapon Attack*: +6 to hit, reach 10 ft, one target. *Hit:* 10 (1d12 + 4) piercing damage.

Claws. *Melee Weapon Attack*: +6 to hit, reach 10 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Acid Spit (Recharge 5–6). The carrion beetle spits a line of acid that is 30 ft. long and 5 ft. wide. Each creature in that line takes 32 (5d12) acid damage, or half damage with a successful DC 13 Dexterity saving throw.

Cavelight Moss

These patches of tangled, lacy moss cling to the ceiling, slowly pulsing with an eerie glow. Their stems gently writhe among the soft, feathery mass, dusting the ground below with a twinkling of phosphorescent spores.

Plant Carnivore. Cavelight moss glows with a pale yellow light, but when agitated, its light changes to an icy blue. Cavelight moss is frequently mistaken for a benign organism, but it hunts living flesh and renders its meals immobile before starting the long process of digestion.

A cavelight moss is a collective of smaller life forms patched together and sharing sensations. Barely cognitive, a cavelight moss spends its time positioning itself above well-traveled sections of cavern, feeding on rats, bats, and crawling insects. When it senses larger prey, it slowly and quietly moves toward the creature.

Long-Lived Spores. A cavelight moss can survive for 200 years, shedding luminous spores and consuming vermin. Its spores germinate in the carcasses of its victims, and in lean times, these spores can grow, albeit slowly, on guano or other areas rich in moisture and organic nutrients.

Rare Colonies. If a cave system has no true protectors and food is plentiful, these creatures congregate—most commonly, in bat colonies of millions of individuals. When they gather this way, cavelight mosses function as a large colony, covering strategic locations where prey roams. When a source of food moves on, the entire colony slowly disperses as well.

CAVELIGHT MOSS

Large plant, neutral

Armor Class 15 (natural armor)

Hit Points 95 (10d10 + 40)

Speed 5 ft., climb 5 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	18 (+4)	1 (–5)	13 (+1)	5 (–3)

Damage Resistances acid, cold, fire; slashing from nonmagical weapons

Condition Immunities charmed, deafened, frightened, paralyzed, prone, stunned, unconscious

Senses tremorsense 60 ft., passive Perception 11

Languages —

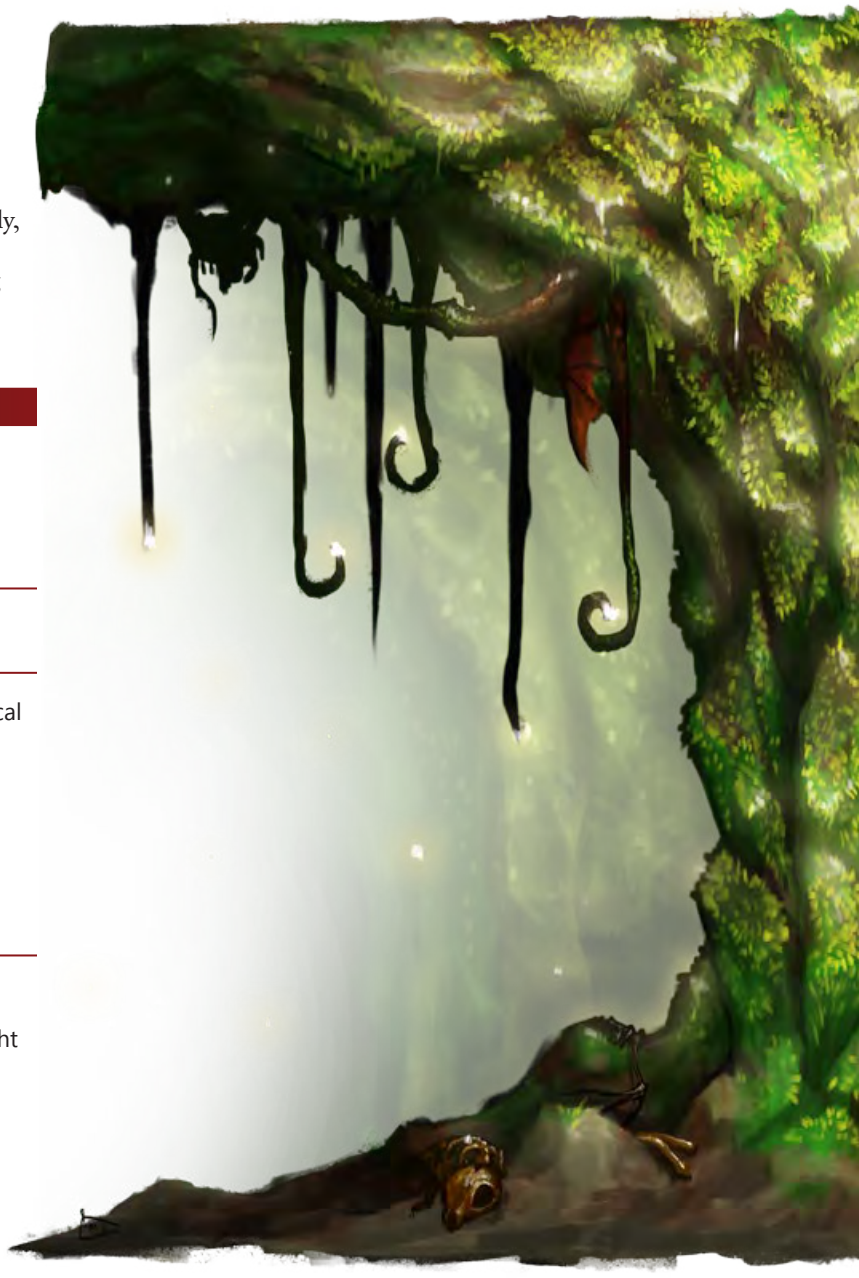
Challenge 4 (1,100 XP)

Luminescence. The chemicals within cavelight moss make the entire creature shed light as a torch. A cavelight moss cannot suppress this effect. It can, however, diminish the light produced to shed illumination as a candle.

Actions

Tendrils. *Melee Weapon Attack*: +9 to hit, reach 10 ft., one target. *Hit:* 33 (4d12 + 7) bludgeoning damage. If the target is a creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the cavelight moss can't use its tendrils against another target.

Strength Drain. Living creatures hit by the cavelight moss's tendril attack or caught up in its grapple must make a successful DC 14 Constitution saving throw or 1 level of exhaustion. Creatures that succeed are immune to that particular cavelight moss's Strength Drain ability for 24 hours. For every level of exhaustion drained, the cavelight moss gains 5 temporary hit points.



CHELICERAE

A chelicerae resembles a massive spider perched on tall, stilted legs. Most often, the disheveled body of a robed arcanist swings from its clenched mandibles.

Feed on Spellcasters. These massive arachnids are largely confined to the great forests and occasional wastelands, although rumors do persist of sightings in the dark alleys of magocratic cities, causing trepidation among the spellcasters there. Few creatures pose such a threat to spellcasters as chelicerae.

Carry Their Prey. Walking on high, stilted legs, these creatures resemble gigantic harvesters. More often than not, they are found with the grisly bodies of humanoids dangling from the chelicerae's clenched mandibles.

Cocoon Arcanists. Chelicerae stalk isolated victims, striking them with a poisonous bite and then pinning its prey within its jaws. There, their helpless body can hang for days on end as the chelicerae pursues obscure and eldritch tasks. At best, victims wake up weeks later with no memory of the events, far from home, and drained of vitality and spells. Others are stored immobilized in a thick cocoon in a high treetop until their body and mind recover. A few unlucky victims are slain and animated as walking dead to protect the chelicerae.

CHELICERAE

Large aberration, neutral evil

Armor Class 16 (natural armor)

Hit Points 153 (18d10 + 54)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	17 (+3)	17 (+3)	14 (+2)	15 (+2)	14 (+2)

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

Skills Acrobatics +6, Athletics +9, Perception +5, Stealth +6

Damage Immunities poison

Condition Immunities charmed, poisoned

Senses darkvision 60 ft., passive Perception 15

Languages —

Challenge 7 (2,900 XP)

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

Spellcasting. The chelicerae is an 8th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It requires no material components to cast its spells. The chelicerae has the following wizard spells prepared:

- **Cantrips**: *acid splash, mage hand, minor illusion, true strike*
- **1st level**: *burning hands, detect magic, expeditious retreat, ray of sickness*
- **2nd level**: *hold person, invisibility, scorching ray*
- **3rd level**: *animate dead, haste, lightning bolt*
- **4th level**: *phantasmal killer*

Siphon Spell Slots. The chelicerae cannot replenish its spells naturally. Instead, it uses grappled spellcasters as spell reservoirs, draining uncast spells to power its own casting. Whenever the chelicerae wishes to cast a spell, it consumes a number of spell slots from its victim equal to the spell slots necessary to cast the spell. If the victim has too few spell slots available, the chelicerae cannot cast that spell.

The chelicerae can also draw power from drained spellcasters or creatures without magic ability. It can reduce a grappled creature's Wisdom by 1d4, adding 2 spell slots to its spell reservoir for every point lowered. A creature reduced to 0 Wisdom is unconscious until it regains at least one point, and can't offer any more power. A creature regains all lost Wisdom when it finishes a long rest.

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

ACTIONS

Multiattack. The chelicerae makes one bite attack and two claw attacks.

Bite. *Melee Weapon Attack*: +9 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage, and the target is grappled (escape DC 16). The target must also make a successful DC 16 Constitution saving throw or become poisoned. While poisoned this way, the target is unconscious and takes 1d4 Strength damage at the start of each of its turns. The poisoning ends after 4 rounds or when the target makes a successful DC 16 Constitution save at the end of its turn.

Claw. *Melee Weapon Attack*: +9 to hit, reach 10 ft., one target. *Hit:* 15 (2d8 + 6) slashing damage.

Chernomoi

These scaly creatures resemble nothing so much as tiny, batwinged dragonkin.

Dragon Sprites. Chernomoi (which means "lair sprite" in Draconic) often reside discreetly in a dragon lair or dragonborn household, cleaning and tidying up at night, and only occasionally keeping a small trinket or shiny gemstone as compensation. They appear as tiny, winged dragonkin, dressed in metallic armor made of small coins and semi-precious stones.

Lair Alarms. Chernomoi are terrified of wyverns and never lair anywhere near them. Otherwise, they are very protective of their draconic masters and raise an alarm if an intruder is undetected. They fight with their tiny blades and Shriek attack if cornered, though they always flee from danger as a first option— usually straight to a dragon, dragonborn, or drake ally.

CHERNOMOI

Tiny fey, neutral

Armor Class 13

Hit Points 32 (5d4 + 20)

Speed 20 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	18 (+4)	18 (+4)	12 (+1)	11 (+0)	16 (+3)

Skills Acrobatics +6, Perception +2, Stealth +6

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks not made with silver weapons

Senses darkvision 60 ft., passive Perception 12

Languages Common, Draconic, Sylvan

Challenge 1 (200 XP)

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

At will: *detect magic, invisibility, mage hand, mending, message, prestidigitation*

1/day each: *detect poison and disease, dimension door*

Actions

Scimitar. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Shriek (Recharge 5–6). The chernomoi emits a loud shriek. All creatures within 60 feet who can hear take 10 (3d6) thunder damage, or half damage with a successful DC 13 Constitution saving throw.

Chernomoi in Midgard

Dragons of the Mharoti Empire consider chernomoi cute little guardian pets, and treat them roughly the way humans treat a parrot or pet bird. In some cases, chernomoi serve elder dragons as familiars and messengers, dressed in completely dazzling armor made of gemstones. Their golden armor is a sign of their master's wealth and power.

Child of the Briar

Its eyes gleam like polished walnuts, and its sly smile seems oddly placed on the tiny body, covered in spikes and thorns. The creature's waist is no thicker than a clenched fist, and its sinuous arms are no wider than a finger but twice the length of its body.

Born of Magic. Children of the briar are a frequent nuisance to fey and mortal alike. They grow in deep briar patches in forest clearings or along sunny hillsides and riverbanks. More rarely, they spawn when a sorcerer or magical creature's blood is spilled on the forest floor, or when summoned into being by obscure druidic items of power.

Thorn Fortresses. Despite their size, children of the briar gather in great numbers, cultivating ancient forest thickets into veritable fortresses. Wise men flee when they hear their clicking language in the underbrush, for the children have all the capricious wickedness of spiteful children and a taste for blood.

Spies and Scouts. From their lairs, the children of the briar creep far and wide to spy on the forest's inhabitants, sometimes using spiders, monstrous centipedes, and giant dragonflies as mounts. They converse with travelers bearing interesting news, but their words are thorned with gleeful malice, jealous bile, and lies. They are not above murder. They trade news and gossip for trinkets, favors, and drops of spilled blood.

The fey have long used the children of the briar as spies and informants, and the power of the Otherworld now courses through their veins, allowing them to work simple magical tricks and slip between the mortal and faerie realms with relative ease.

CHILD OF THE BRIAR

Tiny plant, neutral evil

Armor Class 13

Hit Points 50 (20d4)

Speed 20 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
6 (–2)	17 (+3)	11 (+0)	13 (+1)	10 (+0)	14 (+2)

Skills Perception +4, Stealth +7

Damage Vulnerabilities fire

Senses darkvision 60 ft., passive Perception 14

Languages Briarclick, Common, Sylvan

Challenge 1 (200 XP)

Fey Blood. Children of the briar count as both plant and fey for any effect related to type.

Actions

Multiattack. A child of the briar makes two claw attacks. If both attacks hit the same target, the target is grappled (escape DC 13) and the child of the briar uses its Thorny Grapple on it.

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

Spitdart Tongue (Recharge 4-6). *Ranged Weapon Attack*: +5 to hit, range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage. Every child of the briar can shoot thorns from its mouth.

Entangle. Two children of the briar working together can cast a version of the *entangle* spell with no components, at will. Both creatures must be within 10 feet of each other, and both must use their action to cast the spell. The entangled area must include at least one of the casters but doesn't need to be centered on either caster. Creatures in the area must make a DC 13 Strength saving throw or be restrained. All children of the briar are immune to the spell's effects.

Thorny Grapple. A child of the briar's long thorny limbs help it grapple creatures up to Medium size. A grappled creature takes 2 (1d4) piercing damage at the end of the child's turn for as long as it remains grappled.

Chronalmental

A chronalmental is difficult to pin down, and it may appear as a large man-shaped absence in the air that reveals first a field of stars, then a contorted rainbow of colored bands, then a brilliant white light, strobing in and out of existence.

Fluid as Time. Shifting between the past, present, and future, chronalmentals are formed from temporal energy. They flow like sand in an hourglass and exist between the tickings of a clock.

The first chronalmentals were forged from extra time left over from the beginning of the universe. Many served as shock troopers in unfathomable wars between angels and fiends or gods and ancient titans. Most were lost between seconds or abandoned to drift aimlessly in the Astral Plane or in the void between the stars.

Stewards of Calamity. Locations of historical significance—both past and future—attract chronalmentals. They have a fondness for battlefields and other sites of strife. Because they are drawn to noteworthy places, chronalmentals have a reputation as harbingers of calamity, and their presence may incite panic among scholars, priests, and sages.

Environmental Chaos. Whatever the terrain, the environment behaves strangely around the chronalmental. Collapsed walls might suddenly rise, seedlings become massive trees, and fallen soldiers relive their dying moments. These changes occur randomly, a side-effect of a chronalmental's presence, and things return to normal when they depart.

Elemental Nature. A chronalmental does not require air, food, drink, or sleep.

CHRONALMENTAL

Large elemental, unaligned

Armor Class 17 (natural armor)

Hit Points 152 (16d10 + 64)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14(+2)	20 (+5)	19 (+4)	9 (–1)	13 (+1)	6 (–2)

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 11

Languages Celestial, Infernal

Challenge 8 (3,900 XP)

Temporal Body. When a chronalmental is subjected to a *slow* spell, *haste* spell, or similar effect, it automatically succeeds on the saving throw and regains 13 (3d8) hit points.

Actions

Multiattack. The chronalmental makes 1d4 + 1 slam attacks.

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

Steal Time (1/Day). The chronalmental targets one creature it can see within 30 feet of it. The targeted creature must make a DC 16 Wisdom saving throw. On a failed saving throw, the chronalmental draws some of the creature's time into itself and gains +10 to its position in initiative order. In addition, the target's speed is reduced by half, it can't take reactions, and it can take either an action or a bonus action on its turn, but not both. While it is stealing time, the chronalmental's speed increases by 30 feet, and when it takes the multiattack action, it can make an additional slam attack. The targeted creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Displace (Recharge 5–6). The chronalmental targets one creature it can see within 30 feet of it. The target must succeed on a DC 16 Wisdom saving throw or be magically shunted outside of time. The creature disappears for 1 minute. As an action, the displaced creature can repeat the saving throw. On a success, the target returns to its previously occupied space, or the nearest unoccupied space.

Reaction

Step Between Seconds (Recharge 4–6). When a creature the chronalmental can see moves within 5 feet of it, the chronalmental can shift itself to a place it occupied in the past, teleporting up to 60 feet to an unoccupied space, along with any equipment it is wearing or carrying.

Cikavak

The cikavak is a remarkably ugly magical bird—a supernatural creature conjured through a lengthy ritual. A dark gray comb flops atop their heads and shapeless wattles dangle from their throats. They seem unimposing.

Dagger Beaks. Cikavaks use their elongated, dull-gray beaks to draw up nectar and other fluids—or to stab with the force of a dagger. Although it requires great effort to call up these homely birds, the magic is surprisingly common, known among peasants and townsfolk as well as mages. Once summoned, they remain faithful to their masters until death. While cikavaks don't speak, they comprehend the Common tongue and can speak with animals to help their master. They often magically silence the cries of more melodious birds.

Potion Pouches. Cikavaks possess another odd ability: when fully distended, their ventral pouches hold up to half a gallon of almost any liquid. These resilient pouches take little or no damage from their contents, holding potions without ingesting them or even carrying acid without injury.

Thieves make use of this ability, directing the birds to siphon up liquids and thus steal honey from neighbors' beehives, as well as milk, beer, and wine. The most audacious thieves send their birds into magicians' towers, alchemists' shops, or the local apothecary to seize mercury, phlogiston, and more exotic substances. They carry these stolen fluids back to their owner in their pouches. While normally strong flyers, when laden with liquids, their flight is clumsy at best.

Folk Conjuration. To call a cikavak with folk magic rituals, a character must gather an egg from a black hen as well as 30 gp worth of herbs and colored chalks. Cast at sunset, the folk ritual requires half an hour and requires a successful DC 15 Intelligence (Arcana) check to succeed. (The material components can be used multiple times, until the ritual succeeds). The hen's egg must then be carried and kept warm for 40 days. During this time, the ritual caster must not bathe or be subject to any spell effects. Usable only by non-casters, the ritual's feeble magic is immediately dispelled if the cikavak's master uses any other sort of spell or spell-like ability.

CIKAVAK

Tiny fey, neutral

Armor Class 12

Hit Points 17 (7d4)

Speed 10 ft., fly 40 ft.

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

Skills Perception +5, Stealth +6

Damage Resistances acid, fire, poison

Senses darkvision 60 ft., passive Perception 15

Languages understands Common; telepathy (touch)

Challenge 1/8 (25 XP)

Innate Spellcasting. The cikavak's innate spellcasting ability is Wisdom (spell save DC 11). It can innately cast the following spells, requiring no material components:

At will: *speak with animals*

1/day: *silence*

Actions

Bite. *Melee Weapon Attack*: +4 to hit, range 5 ft., one target. *Hit:* 7 (1d4 + 2) piercing damage.

Clockwork Abomination

At rest, a clockwork abomination resembles a pile of debris and scrap on the ground, but in motion it reveals a large insectoid form with smoke rising between the plates of its hide. Its many orange-yellow eyes shine like dim lanterns and reveal no hint of expression or intent.

Bound Devils. Clockwork abominations result from ill-considered attempts to bind lesser devils into clockwork or steam-driven constructs. The disciplines of devil binding and engineering seemingly do not mix well, and the results of such attempts are typically disastrous. Every now and then, however, something goes right, and a clockwork abomination is created.

Junk Collectors. Clockwork abominations are canny enough to collect bits of old wagons, tools, or machinery as camouflage. Motionless among such objects, they can often surprise a foe.

Sadistic Machines. Malevolent in the extreme, these fiendish automatons are frustrated by the limits of their new forms, and they delight in inflicting suffering on others. Constantly seeking to break free of their creators' control, the most they can be entrusted to do is to serve as a guardian or attack something.

Constructed Nature. A clockwork abomination doesn't require air, food, drink, or sleep.

CLOCKWORK ABOMINATION

Large construct (devil), lawful evil

Armor Class 16 (natural armor)

Hit Points 76 (8d10 + 32)

Speed 30 ft., climb 30 ft.

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

Saving Throws Dex +4 Con +7

Skills Athletics +9, Perception +4, Stealth +4

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

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 13

Languages Common, Infernal

Challenge 5 (1,800 XP)

Additional Legs. Four legs allow the clockwork abomination to climb at a speed equal to its base speed and to ignore difficult terrain.

Piston Reach. The abomination's melee attacks have a deceptively long reach thanks to the pistons powering them.

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

Infernal Power Source. When a clockwork abomination falls to 0 hp, its infernal battery explodes. Creatures within 10 feet of the clockwork abomination take 14 (4d6) fire damage, or half damage with a successful DC 14 Dexterity saving throw.

Actions

Multiattack. The clockwork abomination makes one bite attack and one slam attack.

Bite. *Melee Weapon Attack*: +9 to hit, reach 10 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage.

Slam. *Melee Weapon Attack*: +9 to hit, reach 15 ft., one target. *Hit:* 13 (2d6 + 6) bludgeoning damage.

Breath Weapon (Recharge 5–6). The clockwork abomination's Infernal Power Source allows it to breathe fire in a 20-foot cone. Targets in this cone take 22 (4d10) fire damage, or half damage with a successful DC 14 Dexterity saving throw.

Clockwork Beetle

Gleaming metal and whirring gears make up the form of this elaborate mechanical insect the size of a housecat.

Bejeweled Familiars. Forged by talented jewelers and sold to gear-mages and aristocrats, clockwork beetles are highly prized as familiars. Although normally created in the form of metal beetles, their appearance can vary greatly. Some resemble incandescent ladybugs while others have razor-sharp horns reminiscent of deadly stag beetles. Some are fashioned as darkling beetles with prehensile antennae, and even weevil-like designs have been spotted.

Flying Noisemakers. In the southern deserts, scarab beetle patterns are particularly prized. Anytime the creatures move they emit an audible rhythmic buzz, especially when taking to the air. Once in flight, they create a disturbing cacophony of clicks and whirs.

Hidden Timers. The most talented gear-mages occasionally design a clockwork beetle with a hidden countdown clock that silently ticks down over years or even decades. When the tightly wound gear-counter expires, it suddenly triggers a mechanical metamorphosis within the beetle, causing it to rapidly transform and blossom into a completely different clockwork creature—a wondrous surprise known in advance only to the designer who created it so many years ago.

Constructed Nature. A clockwork beetle doesn't require air, food, drink, or sleep.

CLOCKWORK BEETLE

Tiny construct, unaligned

Armor Class 14 (natural armor)

Hit Points 15 (6d4)

Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	16 (+3)	10 (+0)	4 (–3)	12 (+1)	7 (–2)

Saving Throws Dex +5

Skills Stealth +5

Damage Immunities poison, psychic

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

Senses darkvision 60 ft., passive Perception 11

Languages understands Common, telepathy 100 ft. (creator only)

Challenge 1/2 (100 XP)

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

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

Actions

Bite. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 5 (2d4) poison damage, or one-half poison damage with a successful DC 10 Constitution saving throw.

Clockwork Beetle Swarm

Light glints off the moving parts of almost a thousand clockwork beetles in a biting cloud.

Freed But Foolish. Clockwork beetle swarms form when several of the creatures break free of their creators and bond together in a noisy mass of clattering mechanical parts. Severed from the bond of their creators, the beetle swarm lacks the telepathy of singular clockwork beetles and has a reduced mental capacity.

CLOCKWORK BEETLE SWARM

A Large swarm of Tiny constructs, neutral

Armor Class 14 (natural armor)

Hit Points 52 (8d10 + 8)

Speed 30 ft., fly 50 ft.

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

Damage Resistances bludgeoning, piercing, and slashing

Damage Immunities fire, poison, psychic

Condition Resistances charmed, frightened, paralyzed, petrified, prone, restrained, stunned

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 3 (700 XP)

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

Actions

Bites. *Melee Weapon Attack*: +5 to hit, reach 0 ft., up to 4 creatures in the swarm's space. *Hit:* 17 (5d6) piercing damage plus 3 (1d6) poison damage.

Clockwork Hound

This black, mechanical hunting dog keeps its nose to the ground sniffing and whuffling. Gleaming teeth fill its metal mouth.

Ticking Bloodhounds. Partners to the clockwork huntsmen, these black hounds follow the trails of criminals, escaped slaves, and other unfortunates. Their infused spirits are those of hunting hounds, and their animating magic allows them to follow a scent with preternatural speed and accuracy.

Toy Variants. Some claim the infusion of animal spirits into clockwork hounds was one of the great arcane discoveries that made the creation of the gearforged possible; others say that it has done nothing but make clockwork mages rich. Certainly the earliest hounds were built for work and war, but the most recent varieties also include some that are deceptively big-eyed and painted as children's toys or to match a young aristocrat's favorite outfit.

Serve the Rulers. Despite this brief flirtation with fashion, most clockwork hounds continue to serve town watches, royal huntsmen, road wardens, moneylenders, and criminal gangs as loyal trackers and guards.

Constructed Nature. A clockwork hound doesn't require air, food, drink, or sleep.

CLOCKWORK HOUND

Medium construct, unaligned

Armor Class 12 (natural armor)

Hit Points 71 (11d8 + 22)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	14 (+2)	1 (–5)	10 (+0)	1 (–5)

Saving Throws Dex +4, Con +4

Skills Athletics +7, Perception +4

Damage Immunities poison, psychic

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

Senses darkvision 60 ft., passive Perception 14

Languages understands Common

Challenge 2 (450 XP)

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

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

Diligent Tracker. Clockwork hounds are designed to guard areas and track prey. They have advantage on all Wisdom (Perception) and Wisdom (Survival) checks when tracking.

Actions

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

Tripping Tongue. *Melee Weapon Attack*: +5 to hit, reach 15 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage, and the target must succeed on a DC 13 Strength saving throw or be knocked prone.

Explosive Core. The mechanism that powers the hound explodes when the construct is destroyed. All creatures within 5 feet of the hound take 7 (2d6) fire damage, or half damage with a successful DC 12 Dexterity saving throw.

Clockworks in Midgard

Clockwork magic in Midgard is common in the Free City of Zobeck and other advanced towns and cities, and devices made with such magic are commonly status symbols as much as functional tools. The Gear Goddess Rava smiles on all such creations, and destroying them is an affront to her sense of balance and industry—smashing a clockwork is said to be quite unlucky. Gear mages practice a school of clockwork magic that creates and sustains many such devices.

Clockwork Huntsman

A clockwork huntsman is mechanical soldier clad in flat-black armor, and beneath its breastplate, gears tick and whir.

Slave Hunters. These metal huntsmen were once the province of corrupt aristocrats, running down escaped slaves and tracking prey in hunting expeditions. Their masters may vary, but the clockwork huntsmen still perform when called upon. In some places they operate only on the command of the secret police, hunting down persons of interest wanted for questioning.

Huntsmen may operate alone, but usually they seek their quarry as a small group of two or three. Because they are unsleeping and tireless, few can hide from them for long without magical assistance.

Despised Machines. Clockwork huntsmen are painted matte black with mithral trim, and occasionally outfitted with armor or a black steel blade for added intimidation. Common folk detest them; all but their keepers and commanders shun them.

Obedient to Orders. Bound with specific instructions, clockwork huntsmen patrol, stand sentry, or remain unmoving as ordered, always paying attention, always alert to their surroundings. Clockwork huntsmen are unrelenting and single-minded in their missions, focusing on particular targets—priests, spellcasters, or heavily armored intruders, as directed. Oblivious to injury, clockwork huntsmen attack until destroyed or ordered to stand down.

Clockwork huntsmen stand nearly six feet tall and weigh 400 lb.

Constructed Nature. A clockwork huntsman doesn't require air, food, drink, or sleep.

CLOCKWORK HUNTSMAN

Medium construct, unaligned

Armor Class 14

Hit Points 110 (20d8 + 20)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	12 (+1)	4 (–3)	10 (+0)	1 (–5)

Saving Throws Str +5, Dex +4

Skills Perception +4, Survival +4

Damage Immunities poison, psychic

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

Senses darkvision 60 ft., passive Perception 14

Languages understands Common

Challenge 3 (700 XP)

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

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

Actions

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

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

Net Cannon. *Ranged Weapon Attack*: +4 to hit, range 5/15 ft., one target, size Large or smaller. *Hit:* the target is restrained. A mechanism within the clockwork huntsman's chest can fire a net with a 20-foot trailing cable anchored within the huntsman's chest. A creature can free itself (or another creature) from the net by using its action to make a successful DC 10 Strength check or by dealing 5 slashing damage to the net. The huntsman can fire up to four nets before it must be reloaded.

Explosive Core. The mechanism that powers the huntsman explodes when the construct is destroyed, projecting superheated steam and shrapnel. Every creature within 5 ft. of the construct takes 10 (3d6) fire damage, or half damage with a successful DC 13 Dexterity saving throw.

Clockwork Myrmidon

This hulking brass and iron creature resembles a giant suit of plate armor; a constant growl issues from its midsection. It stands 9 feet tall and its squat head wears an angry expression.
A clockwork myrmidon always moves with moves with a powerful, determined grace unusual in most clockwork creations.

Elite Machines. Clockwork myrmidons are heavily armored at their joints and at most vital parts. They are much too valuable to undertake patrols or menial labor, and they are unleashed only for dangerous situations that clockwork watchmen cannot handle.

Single Targets. A clockwork myrmidon defends itself but does not initiate combat unless so directed by its master. When it does enter battle, a clockwork myrmidon is unrelenting and single-minded, and it attacks one particular target until that foe surrenders, escapes, or is defeated.

Unless given other instructions, a clockwork myrmidon attacks whatever enemy is closest to it. A clockwork myrmidon attacks until destroyed or ordered to stand down.

Alchemical Tricks. A clockwork myrmidon is always outfitted with alchemical fire, acids, grease, and other special devices. An alchemist is required to keep one running well.

Constructed Nature. A clockwork myrmidon doesn't require air, food, drink, or sleep.

CLOCKWORK MYRMIDON

Large construct, unaligned

Armor Class 16 (natural armor)

Hit Points 153 (18d10+54)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	16 (+3)	10 (0)	10 (+0)	1 (–5)

Saving Throws Str +11, Dex +5

Skills Athletics +8, Perception +6

Damage Immunities poison, psychic

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

Senses darkvision 60 ft., passive Perception 16

Languages understands Common

Challenge 6 (2,300 XP)

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

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

ACTIONS

Multiattack. The clockwork myrmidon makes two attacks: two pick attacks or two slam attacks, or one of each.

Heavy Pick. *Melee Weapon Attack*: +8 to hit, reach 10 ft., one target.
Hit: 14 (2d8 + 5) piercing damage.

Slam. *Melee Weapon Attack*: +8 to hit, reach 10 ft., one target.
Hit: 11 (1d12 + 5) bludgeoning damage.

Alchemical Flame Jet (Recharge 5–6). The clockwork myrmidon can spew a jet of alchemical fire in a line 20 feet long and 5 feet wide. Any creature in the path of the jet takes 26 (4d12) fire damage, or half damage with a successful DC 15 Dexterity saving throw. The clockwork myrmidon can use this attack four times before its internal reservoir is emptied.

Grease Spray (Recharge 5–6). As a bonus action, the clockwork myrmidon's chest can fire a spray of alchemical grease with a range of 30 feet, covering a 10-by-10 foot square area and turning it into difficult terrain. Each creature standing in the affected area must succeed on a DC 15 Dexterity saving throw or fall prone. A creature that enters the area or ends its turn there must also succeed on a DC 15 Dexterity saving throw or fall prone. The clockwork myrmidon can use this attack four times before its internal reservoir is emptied.

Alchemical Fireball. The clockwork myrmidon's alchemical flame reservoir explodes when the construct is destroyed, spraying nearby creatures with burning fuel. A creature within 5 feet of the myrmidon takes 19 (3d12) fire damage, or half damage with a successful DC 15 Dexterity saving throw. This explosion doesn't occur if the clockwork myrmidon has already fired its alchemical flame jet four times.

Clockwork Watchman

This mechanical being's body is composed of brass and iron and bedecked in a loose uniform of the city watch. Its movements are slow but steady.

Lightly Armored Servants. Clockwork watchmen are more solidly built versions of the more common clockwork scullions (servant creatures in wealthy households, incapable of combat). Proper clockwork watchmen are built with iron parts instead of tin, and given keener senses. Many have small bits of armor covering their joints and most vital parts.

Constant Rounds. They endlessly patrol the city day and night, pausing only to receive maintenance and new boots.

Shouts & Stutters. Their speech is slow and halting, but their distinctive shouts and whistles bring human guards at a run.

Constructed Nature. A clockwork watchman doesn't require air, food, drink, or sleep.

CLOCKWORK WATCHMAN

Medium construct, unaligned

Armor Class 14 (natural armor)

Hit Points 55 (10d8 + 10)

Speed 30 ft.

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

Saving Throws Con +3

Skills Athletics +4, Perception +4

Damage Immunities poison, psychic

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

Senses darkvision 60 ft., passive Perception 14

Languages Common

Challenge 1/2 (100 XP)

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

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

Actions

Halberd. *Melee Weapon Attack*: +4 to hit, reach 10 ft., one target. *Hit:* 7 (1d10 + 2) slashing damage.

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

Net Cannon. *Ranged Weapon Attack*: +3 to hit, range 5/15 ft., one target, size Large or smaller. *Hit:* the target is restrained. A mechanism within the clockwork huntsman's chest can fire a net with a 20-foot trailing cable anchored within the watchman's chest. A creature can free itself (or another creature) from the net by using its action to make a successful DC 10 Strength check or by dealing 5 slashing damage to the net at AC 10. The watchman can fire up to four nets before it must be reloaded.

Clockwork Weaving Spider

This clockwork creature looks like a mechanical spider with long, spindly legs, including one equipped with a particularly sharp blade that's disproportionately large for the creature's body.

Cloth Makers. These tiny but useful devices are a boon to weavers as they help produce clothing—and they also sometimes serve as spies and defenders, for nothing is so invisible as a simple machine making cloth, day in and day out. As their name implies, these devices resemble large spiders but with ten limbs instead of eight. Two of their legs are equipped with loops or crooks useful in guiding thread on a loom, six are for moving and climbing, one is for stitching and extremely fast needlework, and one has a razor-sharp blade used to trim thread or cloth (or for attacking foes).

Throw Poison. Weaving spiders rarely initiate combat unless directed to by their owners, but they instinctively defend themselves, their masters, and other weavers. A weaving spider throws its poisoned shuttle at the nearest foe, then climbs along the strand to attack that foe. Weaving spiders fight until destroyed or ordered to stand down. When spying, they flee as soon as they are threatened, to preserve whatever information they have gathered.

Constructed Nature. A clockwork weaving spider doesn't require air, food, drink, or sleep.

WEAVING SPIDER

Tiny construct, unaligned

Armor Class 15 (natural armor)

Hit Points 25 (10d4)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	10 (+0)	9 (–1)	8 (–1)	8 (–1)

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 14

Languages understands Common

Challenge 1 (200 XP)

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

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

ACTIONS

Multiattack. The weaving spider makes two trimming blade attacks or two needle shuttle attacks.

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

Poisoned Needle Shuttle. *Ranged Weapon Attack*: +5 to hit, range 30 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or become paralyzed. The target repeats the saving throw at the end of each of its turns, ending the effect on itself with a success.

Unmaking. The weaving spider's speed and its slim, sharp blade can slice cloth, leather, and paper into scraps very quickly. Whenever a weaving spider's trimming blade attack roll exceeds the target's armor class by 5 or more, the target must succeed on a DC 13 Dexterity saving throw or one of their possessions becomes unusable or damaged until repaired (DM's choice)

WEAVING SPIDERS IN MIDGARD

Weaving spiders are built by priests of Rava and imbued with her divine energy, although their shells and armatures are made by the Arms and Armory Guild and the Geargrinders Guild, respectively. They are maintained, operated, and directed by the Honorable Order of Weavers in the Free City of Zobeck, and it is believed that weaving spiders sometimes serve as vessels for a Norn or a skein witch to speak to humans.

Clurichaun

Around a corner in the wine cellar stumbles a surly, two-foot tall man carrying an open bottle of wine. He has a bushy beard and wears a rumpled, red overcoat over a dirty white shirt and knee-length red trousers with blue stockings and silver-buckled shoes. A cap made from leaves stitched together with gold thread slouches atop his head, and he reeks of stale beer and wine.

Drunks in the Cellar. Clurichauns are mean-spirited, alcohol-loving fey that plague butteries and wine cellars. These drunken fey were once leprechauns, but they long ago forsook a life of toil for one of solitary debauchery. Now they spend every night drinking, warbling off-key, and tormenting their hapless hosts with cruel pranks.

However, if the clurichaun's host keeps him or her well supplied with a favorite libation and otherwise leaves him or her alone, the clurichaun will protect their wine cellars from thieves, drunkards, or worse—becoming quite vigorous when they feel the security of the cellars is threatened in any way. They have a particular hatred for rum gremlins and for other clurichauns.

Contest Evictions. Most people can't tolerate or afford a clurichaun's presence for long. Unfortunately, attempts to drive them off usually result in the spiteful clurichaun going on a destructive rampage and them spoiling any remaining wine. The best way to evict a clurichaun is to challenge him or her to a drinking contest. A clurichaun can't abide losing to a mortal and will slink away in shame, never to be seen again, if that happens. This is a risky option, however, because despite their size, clurichauns can drink prodigiously with little ill effect.

Small Brawlers. While clurichauns aren't adverse to an old-fashioned tavern brawl, they rely mainly on their magic to protect themselves. Creatures under a clurichaun's spell feel and act as if they were intoxicated, complete with hangovers the next morning!

CLURICHAUN

Tiny fey, chaotic neutral

Armor Class 14

Hit Points 22 (4d4 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	16 (+3)	10 (+0)	8 (-1)	16 (+3)

Saving Throws Con +5

Skills Perception +1, Stealth +3

Condition Immunities frightened, poisoned

Senses darkvision 60ft., passive Perception 11

Languages Common, Elvish, Sylvan

Challenge 1/4 (50 XP)

Clurichaun's Luck. Clurichauns add both their Dexterity and Charisma modifiers to their Armor Class.

Innate Spellcasting. The clurichaun's innate spellcasting ability is Charisma (spell save DC 13). The clurichaun can cast the following spells, requiring only alcohol as a component.

At will: *friends, mending, minor illusion, purify food and drink, vicious mockery*

1/day each: *blur, calm emotions, heroism, sleep, suggestion*

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

Actions

Unarmed Strike. *Melee Weapon Attack*: +3 to hit, reach 5 ft., one creature. *Hit:* 2 (1 + 1) bludgeoning damage.

Improvised Weapon. *Melee or Ranged Weapon Attack*: +3 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit:* 3 (1d4 + 1) bludgeoning, piercing, or slashing damage, depending on weapon.

COBBLESWARM

The paving stones underfoot suddenly lurch and tumble over one another. Thousands of tiny limbs, pincers, and stingers break from the stony surface and frantically scuttle forward.

A cobbleswarm is made up of tiny, crablike creatures with smooth, stony shells. Individually they are referred to as cobbles. The creatures vary in size, shape, and color, but all have six segmented legs, a whiplike stinger, and a single eye.

Paving Stone Mimics. When the eye is closed and the limbs are pulled under the shell, cobbles are nearly indistinguishable from lifeless paving stones. Victims of cobbleswarms are caught unaware when the floor beneath them suddenly writhes and shifts, and dozens of eyes appear where there should be none.

Trap Affinity. Cobbleswarms have a rudimentary understanding of traps. They often hide in places where their shift and tumble ability can slide intruders into pits or across trapped areas, and kobold tribes prize them highly for this reason.

COBBLESWARM

Medium swarm of Tiny monstrosities, unaligned

Armor Class 15 (natural armor)

Hit Points 36 (8d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	11 (+0)	11 (+0)	5 (-3)	12 (+1)	5 (-3)

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, paralyzed, petrified, prone, stunned

Senses passive Perception 11

Languages —

Challenge 2 (450 XP)

False Appearance. While the swarm remains motionless, it is indistinguishable from normal stones.

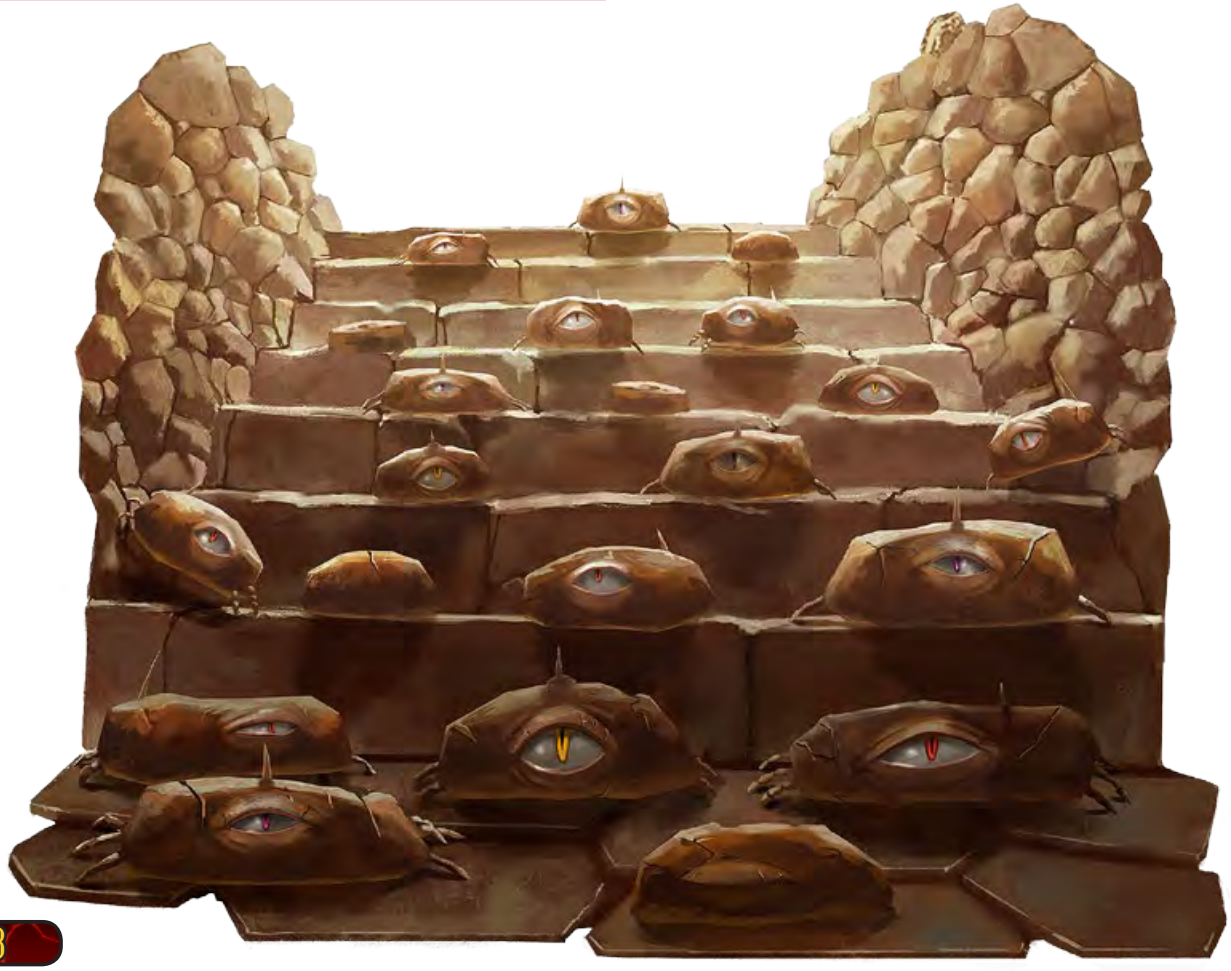
Shift and Tumble. As a bonus action, the swarm can push a prone creature whose space it occupies 5 feet.

Shifting Floor. Whenever the swarm moves into a creature's space or starts its turn in another creature's space, that other creature must make a successful DC 13 Dexterity saving throw or fall prone. A prone creature must make a successful DC 13 Dexterity (Acrobatics) check to stand up in a space occupied by 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 stone. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Stings. *Melee Weapon Attack*: +3 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half its hit points or fewer.



Corpse Mound

The reeking pile of bodies and bones as large as a giant lurches forward. Corpses that tumble off it rise moments later as undead and follow the determined hill of corruption.

Rise from Mass Graves. In times of plague and war, hundreds of bodies are dumped into mass graves. Without sanctifying rites, necromantic magic can seep into the mound of bodies and animate them as a massive horror hungering for others to join its form.

Absorb Bodies. A corpse mound is driven to kill by the anger and loneliness of the dead within, and to absorb the bodies of its victims. It attacks any living creature larger than a dog, but it is drawn to humans and humanoids. It never tires no matter how many victims it accumulates. Entire towns have been wiped out by advancing corpse mounds.

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

CORPSE MOUND

Huge undead, neutral evil

Armor Class 16 (natural armor)

Hit Points 207 (18d12 + 90)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	11 (+0)	21 (+5)	8 (-1)	10 (+0)	8 (–1)

Saving Throws Con +9, Int +3, Wis +4

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Understands Common but can't speak

Challenge 11 (7,200 XP)

Absorb the Dead. Whenever a Small or larger non-undead creature dies within 20 feet of the corpse mound, that creature's remains join its form and the corpse mound regains 10 hit points.

Noxious Aura. Creatures that are within 20 feet of the corpse mound at the end of its turn must succeed on a DC 17 Constitution saving throw or become poisoned until the end of their next turn. On a successful saving throw, the creature is immune to the Noxious Aura for 24 hours.

Zombie Drop. At the start of the corpse mound's turn during combat, one corpse falls from the mound onto the ground and immediately rises as a zombie under its control. Up to 10 such zombies can be active at one time. Zombies take their turns immediately after the corpse mound's turn.

Actions

Multiattack. The corpse mound makes two weapon attacks or uses envelop once.

Slam. *Melee Weapon Attack*: +11 to hit, reach 5 ft., one target. *Hit:* 18 (2d10 + 7) bludgeoning damage plus 10 (3d6) necrotic damage and the target is grappled (escape DC 17). Until this grapple ends, the target is restrained.

Bone Shard. *Ranged Weapon Attack*: +11 to hit, range 30/120 ft., one target. *Hit:* 14 (2d6 + 7) piercing damage and 10 (3d6) necrotic damage. When hit, the target must make a successful DC 17 Strength check or be knocked prone, pinned to the ground by the shard, and restrained. To end this restraint, the target or a creature adjacent to it must use an action to make a successful DC 17 Strength (Athletics) check to remove the shard.

Envelop. The corpse mound makes a slam attack against a restrained creature. If the attack hits, the target takes damage as normal, is pulled 5 feet into the corpse mound's space, and is enveloped, which ends any grappled or prone condition. While enveloped, the creature is blinded and restrained, it has total cover against attacks and other effects outside the corpse mound, and it takes 21 (6d6) necrotic damage at the start of each of the corpse mound's turns. An enveloped creature can escape by using its action to make a successful DC 17 Strength saving throw. If the corpse mound takes 30 or more damage on a single turn from the enveloped creature, it must succeed on a DC 17 Constitution saving throw at the end of that turn or expel the creature, which falls prone in a space within 10 feet of the corpse mound. If the corpse mound dies, an enveloped creature is no longer restrained by it and can escape by using 10 feet of movement, exiting prone. A corpse mound can envelop up to 4 creatures at once.

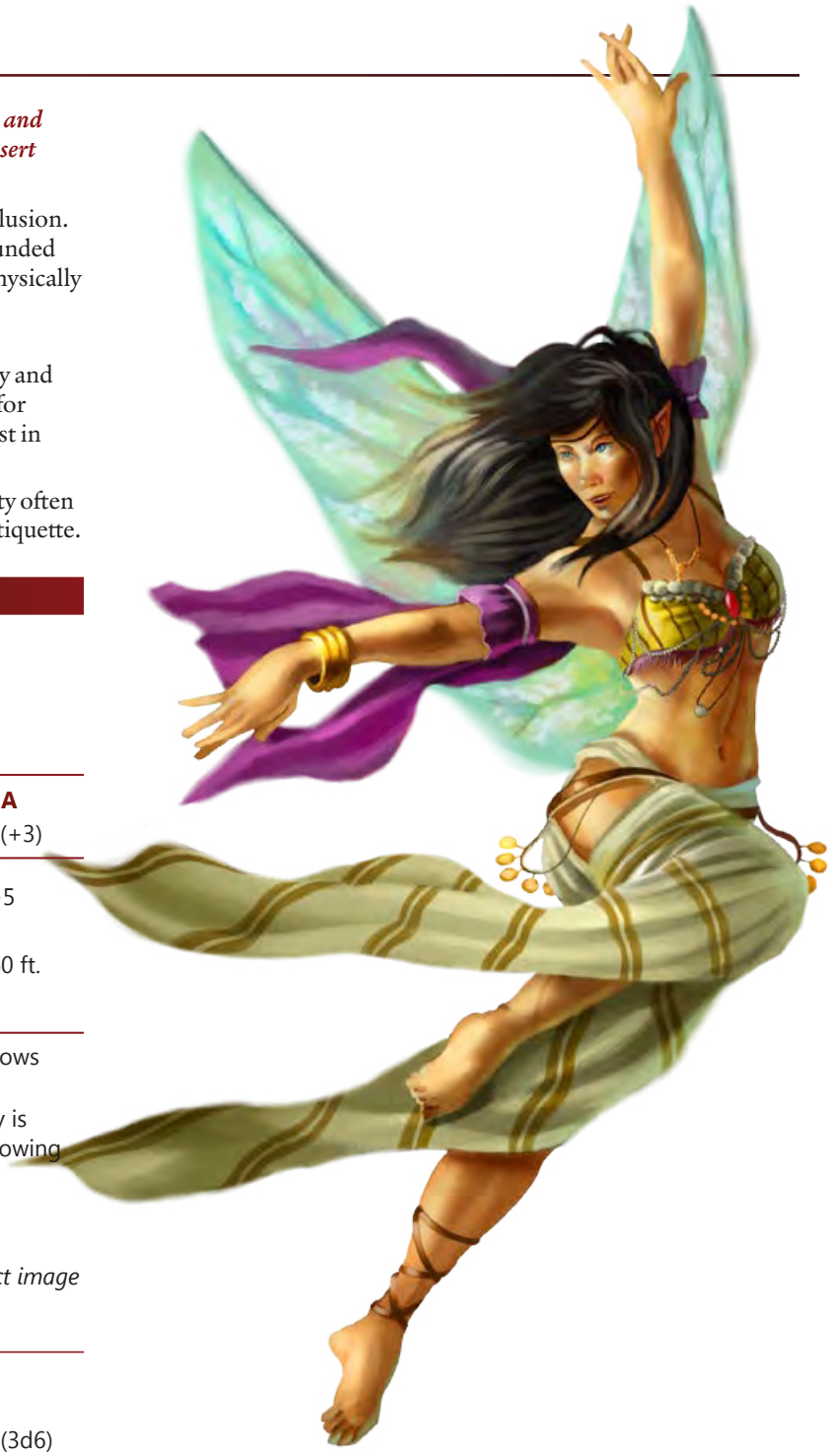
DAU

A constant shimmer surrounds this short, winged creature, and staring at it is eyewatering and confusing, like a distant desert mirage though it's only scant yards away.

Desert Mirage Fey. Daus are creatures of haze and illusion. They stand three feet tall, with sandy skin, and are surrounded by a shimmering aura like a heat haze. They are flighty, physically weak, and unfocused, but are agile in both body and wit.

Lazy and Bored. Their ability to magically provide for themselves in most material ways tends to make daus lazy and hedonistic. As a result, daus are often friendly and eager for company and they invite friends and strangers alike to rest in their lairs, partake in their feasts and share their stories.

Sticklers for Etiquette. However, a dau's hospitality often turns to cruelty when guests breach its intricate rules of etiquette.



DAU

Small fey, chaotic neutral

Armor Class 13

Hit Points 49 (9d6 + 18)

Speed 20 ft., fly 60 ft. (hover)

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

Skills Deception +5, Insight +5, Perception +5, Stealth +5

Senses darkvision 60 ft., passive Perception 15

Languages Deep Speech, Primordial, Sylvan, telepathy 60 ft.

Challenge 4 (1,100 XP)

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

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

At will: *detect thoughts*

3/day each: *invisibility, mirror image*

1/day each: *mirage arcana, programmed illusion, project image*

ACTIONS

Multiattack: The dau makes two slam attacks.

Slam. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) bludgeoning damage plus 10 (3d6) necrotic damage, and the dau regains hit points equal to the necrotic damage dealt. The target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the necrotic damage taken. This reduction lasts until the creature finishes a long rest.

Tangible Illusion (1/Day). After casting an illusion spell of an object, the dau temporarily transforms that illusion into a physical, nonmagical object. The temporary object lasts 10 minutes, after which it reverts to being an illusion (or vanishes, if the duration of the original illusion expires). During that time, the illusion has all the physical properties of the object it represents, but not magical properties. The dau must touch the illusion to trigger this transformation, and the object can be no larger than 5 cubic feet.

REACTIONS

Mirror Dodge (1/Day). When the dau would be hit by an attack or affected by a spell, the dau replaces itself with an illusory duplicate and teleports to any unoccupied space within 30 feet in sight. The dau isn't affected and the illusory duplicate is destroyed.

Death Butterfly Swarm

These enormous clouds of orange and green butterflies add a reek of putrefaction to the air, stirred by the flapping of their delicate wings.

Demon-Haunted. A death butterfly swarm results when a rare breed of carrion-eating butterflies, drawn to the stench of great decay, feeds on the corpse of a fiend, demon, or similar creature.

Dizzying and Poisonous. The colorful and chaotic flapping of the insects' wings blinds and staggers those in its path, allowing the swarm to necrotize more flesh from those it overruns. Attracted to rotting material, the swarm spreads a fast-acting, poison on its victims, creating carrion it can feed on immediately.

Devour the Undead. Undead creatures are not immune to a death butterfly swarm's poison, and a swarm can rot an undead creature's animating energies as easily as those of the living. Given the choice between an undead and living creature, a death butterfly swarm always attacks the undead. Such swarms find ghouls and vampires particularly appealing. Some good-aligned forces regard summoning these swarms as a necessary evil.

DEATH BUTTERFLY SWARM

Large swarm of tiny beasts, chaotic evil

Armor Class 15 (natural armor)

Hit Points 60 (11d10)

Speed 5 ft., fly 40 ft. (hover)

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

Damage Resistances bludgeoning, piercing, slashing

Damage Vulnerabilities cold, fire

Condition Immunities charmed, frightened, paralyzed, petrified, prone, restrained, petrified

Senses darkvision 60 ft., passive Perception 11

Challenge 4 (1,100 XP)

Potent Poison. The death butterfly swarm's poison affects corporeal undead who are otherwise immune to poison.

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

Weight of Wings. A creature in a space occupied by the death butterfly swarm has its speed reduced by half, and must succeed on a DC 13 Dexterity saving throw or become blinded. Both effects end when the creature doesn't share a space with the swarm at the end of the creature's turn. If a creature succeeds on the saving throw, it is immune to the swarm's blindness (but not the speed reduction) for 24 hours.

ACTIONS

Multiattack: The swarm makes a Bite attack against every target in its spaces.

Bites. *Melee Weapon Attack*: +3 to hit, reach 0 ft., every target in the swarm's space. *Hit:* 22 (6d6 +1) piercing damage, or 11 (3d6 + 1) piercing damage if the swarm has half of its hit points or fewer. The target also takes 10 (3d6) poison damage and becomes poisoned for 1d4 rounds; a successful DC 13 Constitution saving throw reduces poison damage by half and prevents the poisoned condition..

GREATER DEATH BUTTERFLY SWARM

Huge swarm of tiny beasts, chaotic evil

Armor Class 15 (natural armor)

Hit Points 84 (13d12)

Speed 5 ft., fly 40 ft. (hover)

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

Damage Resistances bludgeoning, piercing, and slashing

Damage Vulnerabilities cold, fire

Condition Immunities charmed, frightened, paralyzed, petrified, prone, restrained, petrified

Senses darkvision 60 ft., passive Perception 12

Challenge 6 (2,300 XP)

Potent Poison. As death butterfly swarm.

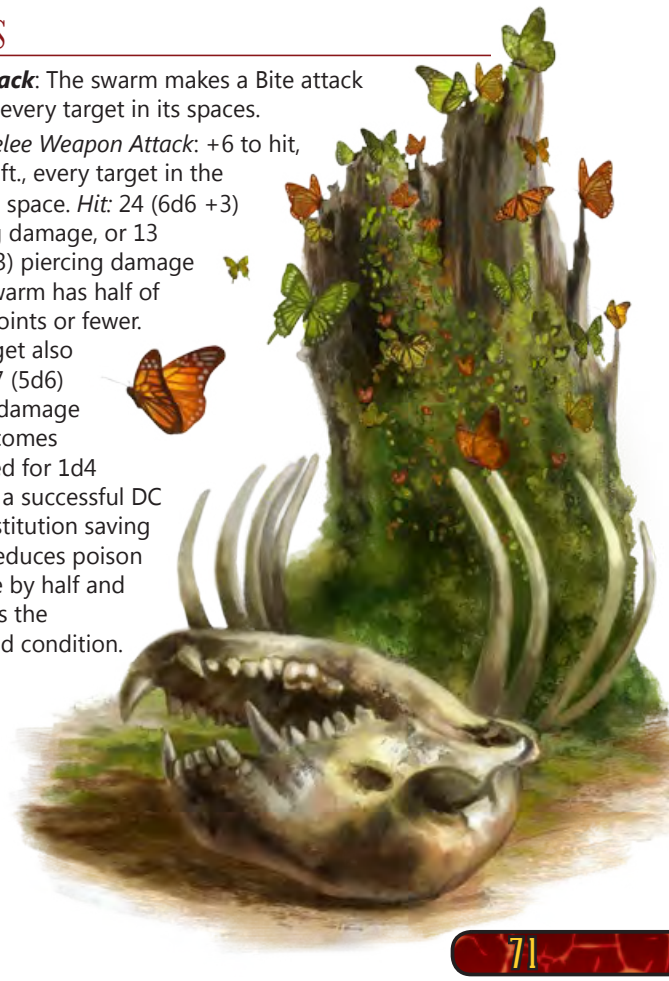
Swarm. As death butterfly swarm.

Weight of Wings. As death butterfly swarm but with DC 16 Dexterity saving throw

ACTIONS

Multiattack: The swarm makes a Bite attack against every target in its spaces.

Bites. *Melee Weapon Attack*: +6 to hit, reach 0 ft., every target in the swarm's space. *Hit:* 24 (6d6 +3) piercing damage, or 13 (3d6 + 3) piercing damage if the swarm has half of its hit points or fewer. The target also takes 17 (5d6) poison damage and becomes poisoned for 1d4 rounds; a successful DC 15 Constitution saving throw reduces poison damage by half and prevents the poisoned condition.



DEATHWISP

A shadowy figure flickers in and out of view. Its indistinct shape betrays a sylvan ancestry, and its eyes are malevolent blue points of light.

FEY UNDEAD. A deathwisp is a wraith-like spirit created in the Shadow Realm from the violent death of a shadow fey or evil fey.

RIFT WALKERS. Many deathwisps remain among the shadows, but a few enter the natural world through planar rifts and gates, or by walking along shadow roads between the worlds. Retaining only a trace of their former personality and knowledge, their lost kindness has been replaced with malice.

DEVOUR BREATH. A deathwisp feasts on the breath of living things, and invariably seeks to devour animals and solitary intelligent prey. It is quite intelligent and avoids fights against greater numbers.

UNDEAD NATURE. A deathwisp doesn't require air, food, drink, or sleep

DEATHWISP

Medium undead, neutral evil

Armor Class 15

Hit Points 82 (11d8 + 33)

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

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

Saving Throws Dex +8, Con +6, Wis +6

Skills Perception +6, Stealth +8

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 16

Languages the languages it knew in life

Challenge 7 (2,900 XP)

Flicker. The deathwisp flickers in and out of sight, and ranged weapon attacks against it are made with disadvantage.

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

Shadow Jump. A deathwisp can travel between shadows as if by means of *dimension door*. This magical transport must begin and end in an area with at least some shadow. A shadow fey can jump up to a total of 40 feet per day; this may be a single jump of 40 feet, four jumps of 10 feet each, etc. This ability must be used in 10-foot increments.

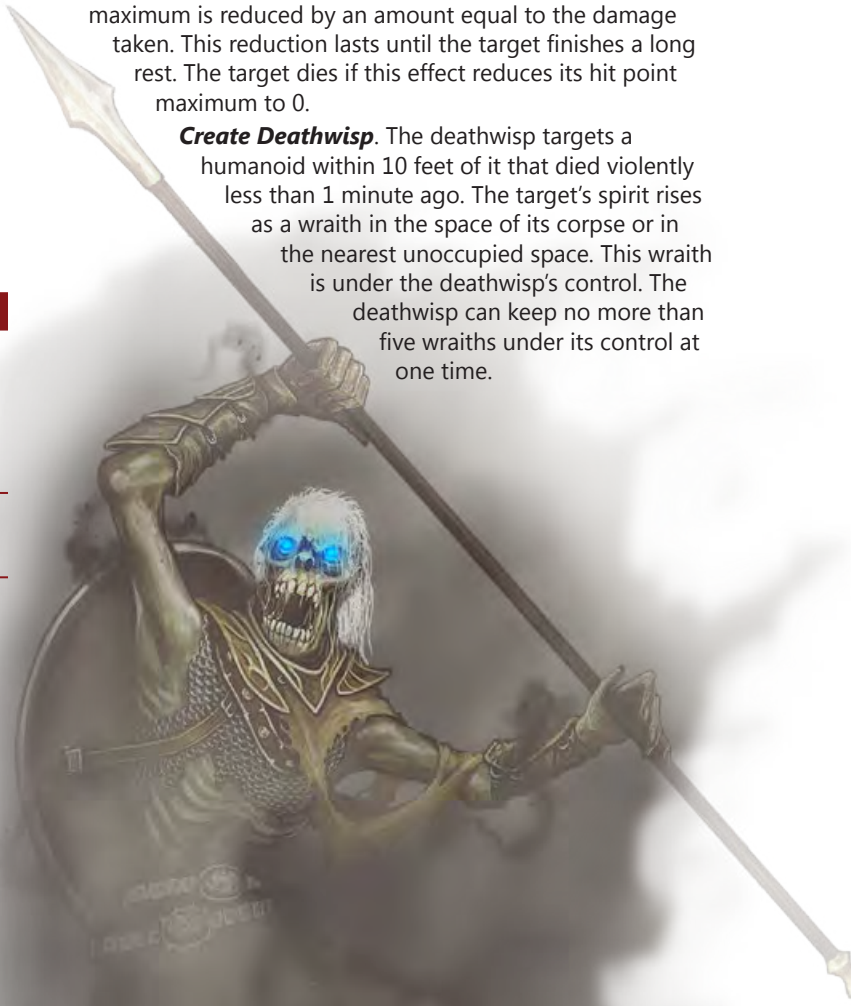
Sunlight Sensitivity. While in sunlight, the deathwisp has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Unnatural Aura. Animals do not willingly approach within 30 feet of a deathwisp, unless a master makes a successful DC 15 Wisdom (Animal Handling) check.

ACTIONS

Life Drain. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit:* 36 (7d8 + 5) necrotic damage. The target must succeed on a DC 15 Constitution saving throw, or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Create Deathwisp. The deathwisp targets a humanoid within 10 feet of it that died violently less than 1 minute ago. The target's spirit rises as a wraith in the space of its corpse or in the nearest unoccupied space. This wraith is under the deathwisp's control. The deathwisp can keep no more than five wraiths under its control at one time.



Deep Ones

With enormous eyes, a wide mouth, and almost no chin, the deep ones are hideous, fishlike folk, often hunched and scaled when encountered in coastal villages.

Elder Gods. In their fully grown form, the deep ones are an ocean-dwelling race that worships elder gods such as Father Dagon and Mother Hydra, and they dwell in deep water darkness. They've intermarried with coastal humans to create human-deep one hybrids.

Coastal Raiders. The deep ones keep to themselves in isolated coastal villages and settlements in the ocean for long periods, and then turn suddenly, at the command of their patron gods, into strong, relentless raiders, seizing territory, slaves, and wealth all along the coasts. Some deep ones have even founded small kingdoms lasting generations in backwater reaches or distant chilled seas.

Demand Sacrifices. They demand tolls from mariners frequently; those who do not leave tribute to them at certain islands or along certain straits find the fish escape their nets, or the storms shatter their hulls and drown their sailors. Over time, some seafaring nations have found it more profitable to ally themselves with the deep ones; this is the first step in their patient plans to dominate and rule.

DEEP ONE

Medium humanoid, chaotic evil

Armor Class 13 (natural armor)
Hit Points 91 (14d8 + 28)
Speed 30 ft., swim 30 ft.

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

Saving Throws Str +5, Con +4, Cha +3
Damage Vulnerabilities fire
Damage Resistances cold
Senses darkvision 120 ft., passive Perception 9
Languages Common, Void Speech
Challenge 2 (450 XP)

Amphibious. A deep one can breathe air or water with equal ease.

Frenzied Rage. On its next turn after a deep one takes 10 or more damage from a single attack, it has advantage on its claws attack and adds +2 to damage.

Lightless Depths. A deep one is immune to the pressure effects of the deep ocean.

Ocean Change. A deep one born to a human family resembles a human child, but transforms into an adult deep one between the ages of 16 and 30.

Actions

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

DEEP ONE HYBRID PRIEST

Medium humanoid, chaotic evil

Armor Class 14 (natural armor)
Hit Points 120 (16d8 + 48)
Speed 30 ft., swim 30 ft

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

Saving Throws Con +5, Wis +3, Cha +4
Skills Athletics +6, Deception +4, Perception +3
Damage Vulnerabilities fire
Damage Resistances cold
Senses darkvision 120 ft., passive Perception 13
Languages Common, Void Speech
Challenge 4 (1,100 XP)

Amphibious. A deep one priest can breathe air or water with equal ease.

Frenzied Rage. On its next turn after a deep one hybrid priest takes 10 or more damage from a single attack, it has advantage on its melee attacks and adds +4 to spell and claws damage.

Innate Spellcasting. The deep one priest's innate spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *sacred flame, shocking grasp*

3/day each: *inflict wounds, sanctuary, sleep*

1/day each: *ice storm, shatter*

Lightless Depths. A deep one hybrid priest is immune to the pressure effects of the deep ocean.

Ocean Change. A deep one born to a human family resembles a human child, but transforms into an adult deep one between the ages of 16 and 30.

Voice of the Deeps. A deep one priest may sway an audience of listeners with its rolling, droning speech, fascinating them for 5 minutes and making them dismiss or forget what they've seen recently unless they make a successful DC 13 Wisdom saving throw at the end of that period. If the saving throw succeeds, they remember whatever events the deep one sought to erase.

ACTIONS

Claws. *Melee Weapon Attack*. +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

DEEP ONE ARCHIMANDRITE

Large humanoid, chaotic evil

Armor Class 15 (natural armor)

Hit Points 153 (18d10 + 54)

Speed 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	17 (+3)	12 (+1)	17 (+3)	19 (+4)

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

Skills Arcana +4, Perception +6

Damage Vulnerabilities fire

Damage Resistances cold, thunder

Senses darkvision 240 ft., passive Perception 16

Languages Common, Void Speech

Challenge 8 (3,900 XP)

GODS OF THE DEEP ONES

The deep ones are faithful servants of horrific powers inimical to all life on land. Father Dagon is a god of fertility, fish, and the strength of the deep ocean, and is an evil lord of storm and waves. Mother Hydra is his consort, a goddess of immense strength and size, spawning entire schools of fish at once and mistress of the great kraken and toothsome krake spawn, who are her children and servitors. Both are keen on conquest, through a long program of forced interbreeding and eldritch meddling with human bloodlines.

In addition, many deep ones follow Shar-Ngolyeth, a long-lost deity also referred to as That Which Lurks Beneath the Waves. This kraken and her krake spawn offspring are close allies to the deep ones, but are largely indifferent to Dagon and Hydra.

Amphibious. A deep one can breathe air or water with equal ease.

Frenzied Rage. On its next turn after a deep one archimandrite takes 10 or more damage from a single attack, it has advantage on its attacks, it adds +4 to damage, and it can make one extra unholy trident attack.

Innate Spellcasting. The deep one archimandrite's innate spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *bless, revivify, sacred flame, shocking grasp, suggestion*

3/day each: *charm person, lightning bolt, sanctuary, shatter*

1/day each: *chain lightning, cone of cold, ice storm*

Legendary Resistance (1/Day). If the deep one archimandrite fails a saving throw, it can count it as a success instead.

Lightless Depths. A deep one hybrid priest is immune to the pressure effects of the deep ocean.

Voice of the Archimandrite. With a ringing shout, the deep one archimandrite summons all deep ones within a mile to come to his aid. This is not a spell but a command that ocean creatures and deep ones heed willingly.

ACTIONS

Multiattack. A deep one archimandrite makes one claw attack and 1 unholy trident attack.

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

Unholy Trident. *Melee Weapon Attack*: +8 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage plus 13 (2d12) necrotic damage.

Demon, Apau Perape

Sharp teeth fill this large, demonic ape's mouth. Its long, muscular arms stretch to the ground, ending in wickedly curved claws.

Servants of Fire. These black-furred gorilla demons serve only Mechuiti, the demon lord of fire and apes. Their final loyalty is unshakable, though sometimes they serve others for a time—and they have no fear of fire, gleefully setting fire to villages and crops if their master is snubbed or insulted.

Fearless Attackers. The apau perape are fearless and savage, living for battle. Once in combat, their morale never breaks. Like their master, they have an insatiable hunger and do not leave any dead behind, consuming even their bones.

Eyes of Fire. When this demon is angered, its eyes glow a deep, disturbing red, unlike any natural ape.

APAU PERAPE

Large fiend (demon), chaotic evil

Armor Class 16 (natural armor)

Hit Points 95 (10d10 + 40)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	18 (+4)	19 (+4)	10 (+0)	12 (+1)	15 (+2)

Saving Throws Dex +7, Con +7, Wis +4

Skills Intimidation +5, Perception +4, Stealth +7

Damage Vulnerabilities cold

Damage Resistances fire, lightning, poison; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities frightened, poisoned

Senses darkvision 120 ft., passive Perception 14

Languages Ape, Infernal, telepathy 120 ft.

Challenge 6 (2,300 XP)

Diseased Ichor. Every time the apau perape takes piercing or slashing damage, a spray of caustic blood spurts from the wound toward the attacker. This spray forms a line 10 feet long and 5 feet wide. The first creature in the line must make a successful DC 15 Constitution saving throw against disease or be infected by Mechuiti's Ichor disease. The creature is poisoned until the disease is cured. Every 24 hours that elapse, the target must repeat the Constitution saving throw or reduce its hit point maximum by 5 (2d4). The disease is cured on a success. The target dies if the disease reduces its hit point maximum to 0. This reduction to the target's hit point maximum lasts until the disease is cured.

Innate Spellcasting. The apau perape is an innate spellcaster. Its spellcasting ability is Charisma (spell save DC 13). The apau perape can innately cast the following spells, requiring no material components:

1/day each: *fear, wall of fire*

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

Actions

Multiattack. The apau perape makes one bite attack and two claw attacks.

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

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

Variant: Demon Summoning

Some apau perapes have an action option that allows them to summon other demons.

Summon Demon (1/Day): The apau perape chooses what to summon and attempts a magical summoning. The apau perape has a 50 percent chance of summoning one apau perape or one giant ape.

DEMON, BERSTUC

Although slightly stooped, this male figure is muscular and broad-shouldered. The creature's head is lost in a riot of moss, and a thick mustache and beard reach almost to its waist.

The hulking, moss-haired berstuc looks sculpted out of a primordial forest—and it stands over 12 feet tall and weighs 800 pounds. Despite its great stature, it seems strangely gentle, with a serene, almost soothing presence. Nothing could be further from the truth; the berstuc is a murderous demon that stalks woodlands and jungles of the Material Plane.

Poisoned Fruit. Berstuc prowl forests in search of travelers to torment. A berstuc demon poses as a benevolent, or at least indifferent, wood spirit to gain the trust of mortals. It allows itself to be persuaded to help lost travelers (reluctantly) or to lead them to their destinations. Once it draws its unwitting prey deep into the woods, it strikes.

Verdant Nature. The berstuc doesn't require food or sleep.

BERSTUC

Large fiend (demon), chaotic evil

Armor Class 18 (natural armor)

Hit Points 157 (15d10 + 75)

Speed 40 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	20 (+5)	12 (+1)	14 (+2)	19 (+4)

Saving Throws Str +10, Wis +6, Cha +8

Skills Deception +8, Nature +10, Stealth +4 (+8 in forest terrain), Survival +6

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

Damage Immunities lightning, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 12

Languages Abyssal, Common, Sylvan; telepathy 120 ft.

Challenge 11 (7,200 XP)

False Presence. The berstuc counts as a fey for purposes of spells and magical effects that detect otherworldly creatures. Beasts and plants are comfortable around the berstuc and will not attack it unless ordered to or provoked.

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

Twisted Path. The berstuc leaves no path through natural terrain and can't be tracked with skill checks or other natural means. Creatures that travel with it can't retrace their own trails, and they become hopelessly lost after 1 hour of travel. Creatures led astray by a berstuc have disadvantage on attempts to discern their location or to navigate for 24 hours.

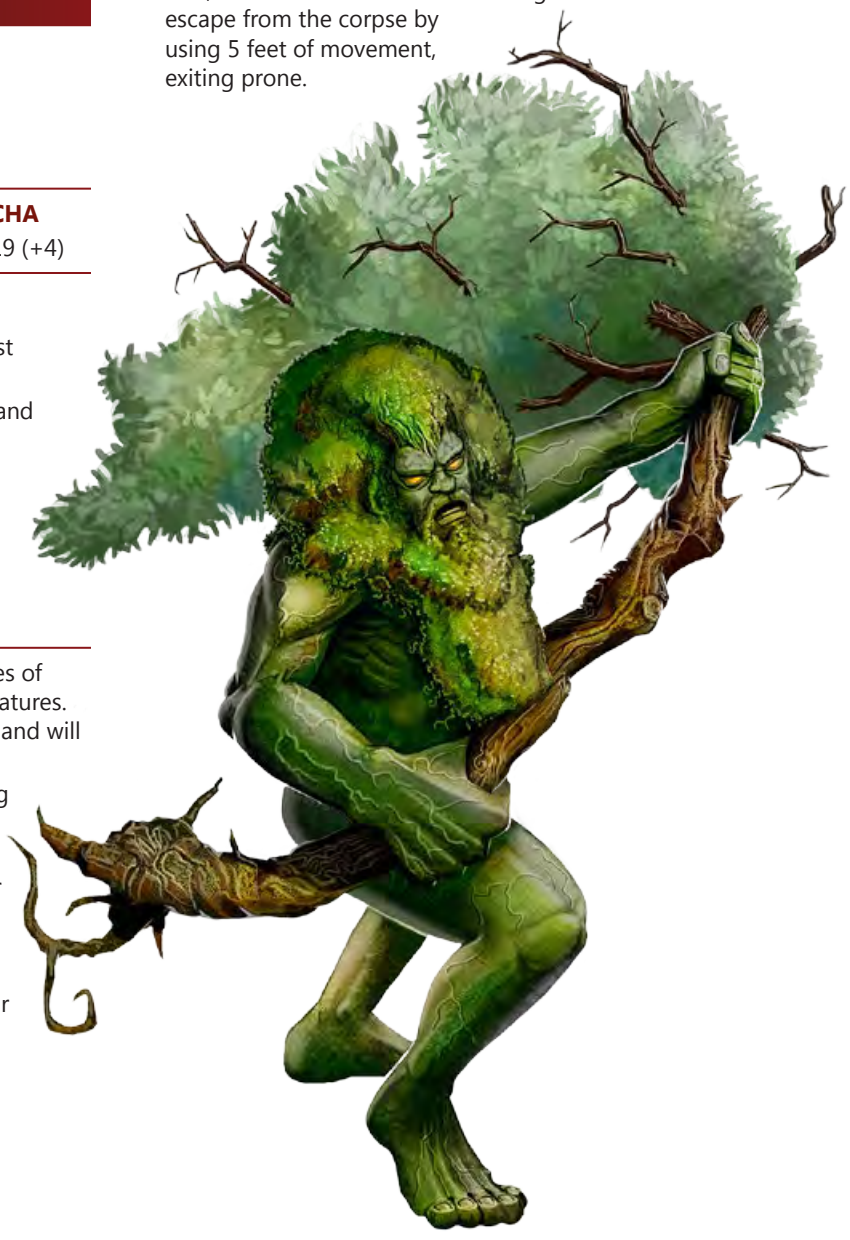
ACTIONS

Multiattack. The berstuc makes three slam attacks and Absorbs once.

Slam. *Melee Weapon Attack*: +10 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage and the target is grappled (escape DC 16).

Absorb. The berstuc draws a Medium or smaller creature it has grappled into its body. An absorbed creature is no longer grappled but is blinded and restrained, has total cover from attacks and other effects from outside the berstuc, and takes 14 (2d8 + 5) piercing damage plus 27 (5d10) poison damage at the start of each of the berstuc's turns. The berstuc can hold one absorbed creature at a time.

If the berstuc takes 20 damage or more on a single turn from a creature inside it, the berstuc must succeed on a DC 17 Constitution saving throw or expel the absorbed creature, which falls prone within 5 feet of the berstuc. If the berstuc dies, an absorbed creature is no longer restrained and can escape from the corpse by using 5 feet of movement, exiting prone.



Demon, Kishi

This strong and handsome warrior has a snarling hyena's face at the back of its head.

Dark Appetites. Kishi are two-faced male demons perpetually driven by their voracious appetites, carnal or otherwise, with a predilection for female humanoids. Kishi frequently behead, scalp, or skin their conquests and decorate their shields with their trophies.

Hats and Veils. Kishi demons typically masquerade as muscular warriors or glib storytellers, wearing elaborate headdresses or clan veils to hide the demonic hyena face on the back of their head.

Deadly Charmers. They use magical and nonmagical means of persuasion to inveigle women into their embrace, but their trysts always end in a grisly feast upon their victim's flesh.

KISHI DEMON

Medium fiend (demon), chaotic evil

Armor Class 18 (natural armor, shield)

Hit Points 119 (14d8 + 56)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	20 (+5)	19 (+4)	15 (+2)	11 (+0)	22 (+6)

Saving Throws Dex +8, Con +7, Wis +3

Skills Deception +9, Perception +3, Performance +9

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

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 13

Languages Celestial, Common, Draconic, Infernal, telepathy 120 ft.

Challenge 8 (3,900 XP)

Two Heads. The demon has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

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

At will: *detect evil and good, detect magic, suggestion*

3/day: *glibness*

1/day: *dominate person*

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

Trophy Shield. If the kishi demon killed an opponent this turn, as a bonus action, it takes part of the slain creature's essence along with a grisly trophy and mounts it upon its shield. For 24 hours, the Armor Class of the kishi demon becomes 20, and creatures of the same race as the slain creature have disadvantage on attack rolls against the kishi demon.

Actions

Multiattack. The demon makes one bite attack and three spear attacks.

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

Spear. *Melee or Ranged Weapon Attack*: +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, or 8 (1d8 + 4) piercing damage if used with two hands to make a melee attack.

Variant: Demon Summoning

Some kishi demons have an action option that allows them to summon other demons.

Summon Demon (1/Day): The kishi demon has a 35 percent chance of summoning one kishi demon.

Demon, Malakbel

Within a blinding wave of heat and glare strides a long-limbed, misshapen form. The creature scorches everything in its path as it strides forward.

What most people recall most vividly from an encounter with a malakbel is the blinding light and blistering heat surrounding them. Rippling distortion obscures the creature's body, which is roughly the size and shape of an adult human.

Demonic Messengers. Malakbel demons are contradictory creatures. They are both messengers and destroyers who carry the words of demon lords or even dark gods to the mortal realm. Paradoxically, once their message is delivered, they often leave none of its hearers alive to spread the tale.

Where Virtue Cannot Look. The malakbel is the embodiment of all that is forbidden and destructive. Despite its vital role as a messenger, its destructive nature always comes to the fore. A malakbel descends upon settlements and travelers with the merciless and relentless onslaught of the raging sun, burning all it sees to cinders before vanishing like heat shimmers at dusk.

MALAKBEL

Medium fiend (demon), chaotic evil

Armor Class 14 (natural armor)

Hit Points 102 (12d8 + 48)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	19 (+4)	13 (+1)	16 (+3)	20 (+5)

Saving Throws Dex +7, Wis +7

Skills Perception +7

Damage Resistances cold, lightning; bludgeoning, piercing, and slashing damage from nonmagical weapons

Damage Immunities fire, radiant, poison

Condition Immunities blinded, poisoned

Senses truesight 30 ft., passive Perception 17

Languages Abyssal, telepathy 120 ft.

Challenge 9 (5,000 XP)

Blistering Radiance. The malakbel generates a 30-foot-radius aura of searing light and heat. A creature that starts its turn in the aura, or who enters it for the first time on a turn, takes 11 (2d10) radiant damage. The area in the aura is brightly lit, and it sheds dim light for another 30 feet. The aura dispels magical darkness of 3rd level or lower where the areas overlap.

Distortion. Ranged attacks against the malakbel have disadvantage.

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

Actions

Multiattack. The malakbel makes two scorching blast attacks.

Scorching Blast. *Ranged Spell Attack:* +9 to hit, range 120 ft., one target. *Hit:* 18 (3d8 + 5) fire damage.

Searing Flare (Recharge 5-6). The malakbel intensifies its Blistering Radiance to withering levels. All creatures in the malakbel's aura take 31 (7d8) radiant damage and gain a level of exhaustion; a successful DC 16 Constitution saving throw reduces damage by half and negates exhaustion.

Teleport. The malakbel magically teleports to an unoccupied space it can see within 100 feet.

Demon, Psoglav

An immense creature sniffs at the air. Most of its head is covered by a helmet from which one baleful eye gazes out. Its muzzle fuses flesh and machinery, and sharp metal teeth glint from under its lips.

Paid in Souls and Memories. These demonic creations are bred for protection, which they provide for a select few. The price for their guardianship is always high, and never in coin. Their Abyssal breeders demand everything from memories to souls in exchange for their services.

Fond of Trophies. Psoglav demons carry recent kills along with them as grisly toys, and often wear strings of scalps or ears as trophies. They do not mind the stench, and they enjoy gnawing bones as a pastime, the larger and more durable the better.

Psoglav demons suffer no ill effects from bright light, but they far prefer dappled shadow or full darkness.

Helmet Totems. Speculation about what a psoglav keeps under its helmet is rampant. Some believe they keep stolen shadows and souls there, others that their helmets are part of a leash held by their breeders—and if the helmet were ever removed, one would not only see the demon's brains, but also release it from servitude to its demonic lord or summoner. Psoglav demons without a helmet are rare but extremely dangerous.

PSOGLAV DEMON

Large fiend (demon), chaotic evil

Armor Class 17 (natural armor)

Hit Points 115 (11d10 + 55)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	23 (+6)	20 (+5)	16 (+3)	19 (+4)	18 (+4)

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

Skills Acrobatics +9, Perception +6, Intimidation +7, Stealth +9

Damage Resistances cold, lightning

Damage Immunities fire, poison

Condition Immunities poisoned

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 16

Languages Common, Infernal; telepathy 60 ft.

Challenge 7 (2,900 XP)

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

1/day: *greater invisibility*

Magic Weapon. The psoglav's weapon attacks are magical.

Shadow Door (4/Day). The psoglav has the ability to travel between shadows as if by means of a *dimension door* spell. The magical transport must begin and end in an area with at least some dim light. The shadow door can span a maximum of 90 feet.

Actions

Multiattack. The psoglav demon makes three bite attacks.

Bite. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit:* 18 (2d12 + 5).

Shadow Stealing Ray (Recharge 5-6). The psoglav emits a beam from its single eye. One target within 60 feet of the psoglav is hit automatically by the ray. The target is knocked 20 feet back and must succeed on a DC 15 Dexterity saving throw or be knocked prone. The target's shadow stays in the space the target was originally in, and acts as an undead shadow under the command of the psoglav demon.

If the creature hit with the shadow stealing ray flees the encounter, it is without a natural shadow for 1d12 days before the undead shadow fades and the creature's natural shadow returns. The undead shadow steals the body of its creature of origin if that creature is killed during the encounter; in that case, the creature's alignment shifts to evil and it falls under the command of the psoglav. The original creature regains its natural shadow immediately if the undead shadow is slain.

A creature can only have its shadow stolen by the shadow stealing ray once per day, even if hit by the rays of two different psoglav demons, but it can be knocked back by it every time it is hit.

Demon, Rubezahl

Resembling a black-furred stag that walks like a man, this creature has a pair of immense, branching antlers arching above its coldly gleaming eyes. The fur is sleek over most of its body, but becomes shaggy around its goatlike legs. The creature's hands are tipped with wicked claws, and its legs are goatlike with cloven hooves.

Assume Mortal Form. Rubezahls are capricious creatures, driven by constantly shifting motivations and mannerisms. They are consummate tricksters who delight in taking the form of innocuous mortals like traveling monks, tinkers, or lost merchants. They love to play the friend with their nearly undetectable lies, slipping into the confidence of unsuspecting mortals before murdering them.

Counting Demons. Rubezahls have a weakness, however. They are known as counting demons, and a savvy mortal who knows its nature can confound one with groups of objects: a handful of coins, a basket of apples, even a bed of flowers. If the objects are clearly pointed out to the rubezahl, the creature becomes distracted until it counts each item in the group. Unfortunately for mortals, rebezahls can count startlingly fast; even a mound of gravel takes no more than a few moments for a rubezahl to assess. Rubezahl loathe being compelled this way, and they are equally driven to annihilate any mortal bold enough to exploit this weakness.

RUBEZAHL

Medium fiend (demon), chaotic evil

Armor Class 15 (natural armor)

Hit Points 110 (17d8 + 34)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	14 (+2)	11 (+0)	12 (+1)	18 (+4)

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

Skills Deception +8, Perception +5, Survival +5

Damage Resistances cold, fire; bludgeoning, piercing, and slashing damage from nonmagical weapons

Damage Immunities lightning, thunder, poison

Condition Immunities poisoned, stunned

Senses blindsight 10 ft., darkvision 120 ft., passive Perception 15

Languages Abyssal, Common, telepathy 120 ft.

Challenge 10 (5,900 XP)

Counting Compulsion. If a creature uses an action to point out an ordered group of objects to the rubezahl, the demon is compelled to count the entire group. Until the end of its next turn, the rubezahl has disadvantage on attack rolls and ability checks and it can't take reactions. Once it has counted a given group of objects, it can't be compelled to count those objects ever again.

False Tongue. The rubezahl has advantage on Charisma (Deception) checks, and magical attempts to discern lies always report that the rubezahl's words are true.

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

At will: *disguise self* (humanoid forms only), *fog cloud*

3/day each: *call lightning, gust of wind, lightning bolt*

1/day: *control weather*

Sneak Attack (1/turn). The rubezahl does an extra 10 (3d6) damage if it hits a target with a weapon attack when it had advantage on the attack roll, or if the target is within 5 feet of an ally of the rubezahl that isn't incapacitated and the rubezahl doesn't have disadvantage on the attack roll.

Actions

Multiattack. The rubezahl makes one gore attack and two claw attacks.

Claw. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) slashing damage.

Gore. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) piercing damage and a target creature must succeed on a DC 15 Strength saving throw or be knocked prone.

Thunderstrike (Recharge 5-6). The rubezahl calls a sizzling bolt of lightning out of the sky, or from the air if underground or indoors, to strike a point the rubezahl can see within 150 feet. All creatures within 20 feet of the target point take 36 (8d8) lightning damage, or half damage with a successful DC 16 Dexterity saving throw. A creature that fails its saving throw is stunned until the start of the rubezahl's next turn.

Demon Lords

Demonic powers swarm throughout the lower planes without number. Ancient beasts fade from mortal history, only to reappear eons later when their schemes draw them back to the Material Plane.

Akyishigal, Demon Lord of Cockroaches

Of all the demons lurking in the Abyss, few are as vile and disgusting as Akyishigal, the lord of cockroaches. His filth-slicked mandibles clack ceaselessly for the flesh and souls of humanoids.

Civilization's Corruption. Although Akyishigal has sired an entire race in his image, he craves followers among humans, elves, and other races as a means of corrupting civilization, rotting it from within. Despite his repulsiveness, Akyishigal has followers among the urban dispossessed, the slum-dwelling poor, and those who lurk in lightless undercities. His shrines are tended in abandoned houses, tanneries and butcher yards, as well as in sewers and similar places.

Filth Sacrifices. In these shrines, kidnapped victims find themselves submerged in filth up to their necks. While the demon lord's cultists chant, sacramental roaches feast on the prisoner's eyes and tongue. A victim who survives the rite is dumped back onto the streets.

Persistent Cults. Akyishigal's cults are almost as difficult to stamp out as real cockroach infestations. No matter how they are driven off or crushed, followers resurface among the teeming mobs of the downtrodden. Typical worshipers include evil humanoids, particularly kobolds and goblins as well as roachlings, minor demons, slaves, thralls, and shadow creatures of all stripes.

Alquam, Demon Lord of Night

Alquam, the Silent Black, Eyes in the Night, the Dark Hunter, is the demon lord of night and the creatures that prowl it. He has a particular affinity for owls; the stryx and owl harpies are both offshoots of his influence. Any shadow or dark corner at night might carry whispers to his ears. Alquam delights in music, though his favorite songs are said to grate mortal sanity to shreds. His huffed breath reeks of carrion.

Alquam is composed mostly of darkness, with some features of a monstrous owl. He stands over 15 feet tall, and dark gray feathers with lighter speckles and bands cover his body. His head is that of a great owl with back-swept horns and massive, bulbous eyes that gleam yellow. His body is thin and such a deep black that it drinks in light. His feathery wings are long enough to wrap around his whole body.

Camazotz, Demon Lord of Bats and Fire

Camazotz looks like a hunched, lean man, covered in short black fur and with large membranous wings. His lips, pulled back in a sinister smile, reveal a mouth lined with crooked, needlelike teeth. His eyes glow red like burning embers of hate. Long arms end in cruel claws, and the air around him shimmers with waves of intense heat.

Underworld Bat Lord. Camazotz is a being of pure savagery and hatred—a vile demon that holds sway over bats, vampires, and the lightless places of the underworld. In the deep recesses of the earth and the caves connecting to the surface, he waits restlessly until the slow creep of night engulfs the land, releasing him to feed and spread terror.

New Fiery Mantle. Recently, Camazotz stole the fire aspect of the decrepit Huhueteotl, Lord of the Hearth and the Fire of Life. With his new prestige, Camazotz has attracted new followers, served notice to the gods of his ascendancy, and solidified his place in the Abyss as a power to be reckoned with. Cults of derro, goblins, and humans praise his name in the darkness.

Emerging from Darkness. With his blindsense, Camazotz much prefers darkness to light, but with his new ability to play with fire and light, he grows increasingly confident in daylight.

Mechuiti, Demon Lord of Cannibal Apes

A yellow-green fire burns atop the head of this towering, red-furred demon, which resembles an enormous mandrill. It has massive, muscular arms tipped with razor-sharp claws, and a slavering jaw filled with huge fangs and tusks that curl back almost to its blue cheeks. Standing 25-feet-tall, Mechuiti can stand erect like a human or walk on its knuckles, like a great ape.

Bloodskull Island. After being expelled from the sweltering jungles and deadly swamps of the Hell of Cannibals, Mechuiti was coughed out of a volcanic portal into an island prison called Bloodskull. Here he schemes and plots his revenge while breeding demonic minions: tieflings, fiendish beasts, and behtu.

Bound But Dangerous. Despite being imprisoned on his island, Mechuiti has remained a terror through the ages. Only with the most powerful magic and technology did the ancient humans bind him within the volcano—the best they could accomplish, since they couldn't destroy him.

Maker of the Behtu. Mechuiti first enthralled a small band of cannibal pygmies, known as the behtu, by visiting their leaders and priests in dreams and nightmares. After crossbreeding them with carnivorous apes, he infected them with his demonic ichor and taught them tattoo magic to give them fiendish power and strength. The behtu have not found the key to secure their master's release, but they still torture and ensorcel any unlucky explorers who stumble into their abode, hoping to find someone who knows how to unlock their master's prison.

Mechuiti commanded the behtu to breed many fiendish beasts and lizards with his blood: dire apes, fiery giant lizards, and even demonic spiders. He has raised generations of flame dragons, which lair in the volcano's caldera, to guard his temple-fane and deal with any threats beyond the behtu's reach.

Qorgeth, Demon Lord of Worms

Qorgeth, the Writhing Prince, Pale Maw, the Devourer, is lord of worms and decay, a massive undulating form that crushes trees and cracks stone. Its presence seeps into the world of mortals via the trails of worms and maggots through rotting flesh. The demon lord views all things that live, or once lived, as its property in the making. Everything becomes its food eventually.

An impossibly massive, pale-fleshed worm, Qorgeth's segmented body is road-mapped with pale veins of pink and blue. When it opens its massive maw, it reveals a writhing mass of smaller worms, many of which are adorned with wailing or enraged humanoid heads.

Akyishigal, Demon Lord of Cockroaches

Large fiend (demon), chaotic evil

Armor Class 18 (natural armor)

Hit Points 138 (12d10 + 72)

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

STR	DEX	CON	INT	WIS	CHA
21 (+5)	17 (+3)	22 (+6)	19 (+4)	14 (+2)	24 (+7)

Saving Throws Str +9, Dex +7, Con +10, Wis +6, Cha +11

Skills Acrobatics +11, Athletics +9, Perception +6, Stealth +11

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

Damage Immunities cold, lightning, poison

Condition Immunities poisoned

Senses darkvision 120 ft., truesight 60 ft., passive Perception 16

Languages Abyssal, Common, Draconic, Elvish, Infernal; telepathy 60 ft.

Challenge 12 (8,400 XP)

Innate Spellcasting. Akyishigal's innate spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *detect evil and good, magic circle, teleport*

3/day: *dispel magic, insect plague* (6th level), *shapechange* (vermin only)

1/day: *contagion* (always filth fever)

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

Summon Demon (1/Day). Akyishigal can summon a chasme demon. The chasme appears in an unoccupied space within 60 feet of Akyishigal, acts as an ally of Akyishigal, and can't summon other demons. It remains for 1 minute, until it or its summoner dies, or until its summoner dismisses it as an action.

Actions

Multiattack. Akyishigal makes four claw attacks.

Claw. *Melee Weapon Attack*: +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) slashing damage.

Cloak of Swarms (Recharge 5–6). Akyishigal can emit a cloud of flying, stinging insects from his mouth, his eyes, and the tears in his skin. This cloud surrounds him to a depth of 5 feet. When the cloak is active, all attacks against him are made with disadvantage, and Akyishigal can see in all directions (through

the insects' eyes). Any living creature that starts its turn within 5 feet of Akyishigal takes 11 (2d10) piercing damage plus 10 (3d6) poison damage, or half as much poison damage with a successful DC 17 Constitution saving throw. If the saving throw fails, the character is also poisoned for 1 hour. The swarm lasts for 5 rounds; it dissipates instantly if Akyishigal takes 30 or more damage from a nonweapon attack that he doesn't have resistance to. While poisoned by the Cloak of Swarms, a character emits a stench of decomposition. All uncontrolled vermin attack that character on sight and in preference to other targets.

LEGENDARY ACTIONS

Akyishigal can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Akyishigal regains spent legendary actions at the start of its turn.

Teleport. Akyishigal may teleport within line of sight.

Skitter. Akyishigal combines an attack with a move up to 20 feet as if using a withdraw action, and is not subject to attacks of opportunity.

Spellcasting (Costs 2 Actions). Akyishigal casts *insect plague* from its innate spellcasting ability.

SPAWN OF AKYISHIGAL

This man-sized abomination has a tail that splits near the end curling over its back. Both ends bear needle-stingers dripping with poison.

The spawn of Akyishigal are found in abundance wherever the demon lord abides. He has also been known to send them to his followers if their need is great and the spawn's presence will somehow benefit Akyishigal.

Lords of Vermin. Vermin of all types instinctively obey mental commands from a spawn of Akyishigal. What's more, these repulsive beings can vomit thousands of roaches that also do the spawn's bidding. They take particular delight in belching roaches directly onto their foes, but they've also been known to use roaches and vermin as a means of cutting off an enemy's retreat or of hindering pursuit when the spawn itself wants to escape.

SPAWN OF AKYISHIGAL

Medium fiend (demon), chaotic evil

Armor Class 15 (natural armor)

Hit Points 119 (14d8 + 56)

Speed 30 ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	19 (+4)	10 (+0)	11 (+0)	12 (+1)

Saving Throws Dex +4

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Infernal, Spawn of Akyishigal

Challenge 5 (1,800 XP)

Command Vermin. Spawn of Akyishigal can command tiny beasts of Intelligence 2 or less within 30 feet that aren't under any magical control. The vermin obey the spawn's commands to the best of their ability, heedless of their own safety.

Swarming Cough (recharge 5-6). The spawn can belch forth a swarm of insects. The swarm is completely under the spawn's control. It remains for 1 minute or until destroyed.

ACTIONS

Multiattack. The spawn makes one bite attack and two sting attacks.

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

Sting. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage plus 5 (1d10) poison damage, and the target must succeed on a DC 15 Constitution saving throw or become poisoned for 1d6 rounds.

Alquam, Demon Lord of Night

Huge fiend (demon), chaotic evil

Armor Class 20 (natural armor)

Hit Points 350 (28d12 + 168)

Speed 20 ft., fly 100 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	19 (+4)	23 (+6)	16 (+3)	20 (+5)	16 (+3)

Saving Throws Dex +11, Con +13, Wis +12

Skills Deception +10, Perception +12, Stealth +11

Damage Resistances fire, lightning

Damage Immunities cold, poison; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses truesight 120 ft., passive Perception 22

Languages all, telepathy 120 ft.

Challenge 21 (33,000 XP)

Born of Darkness. Alquam can take the Hide action as a bonus action on each turn while it is in dim light or darkness, even if it is being observed.

Innate Spellcasting. Alquam's innate spellcasting ability is Charisma (save DC 18). It can innately cast the following spells without material components.

At will: *darkness, silence*

3/day each: *fear, invisibility, teleport*

1/day: *circle of death*

Keen Senses. Alquam has advantage on Wisdom (Perception) checks that rely on sight.

Legendary Resistance (3/day). If Alquam fails a saving throw, it can choose to succeed instead.

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

Magic Weapons. Alquam's weapon attacks are magical.

Actions

Multiattack. Alquam makes one bite attack, one wing attack, and one talons attack.

Bite. *Melee Weapon Attack*: +11 to hit, reach 5 ft., one target. *Hit:* 26 (4d10 + 4) piercing damage.

Wing. *Melee Weapon Attack*: +11 to hit, reach 15 ft., one target. *Hit:* 17 (3d8 + 4) bludgeoning damage and the target must succeed on a DC 17 Strength saving throw or be knocked prone.

Talons. *Melee Weapon Attack*: +11 to hit, reach 10 ft., one target. *Hit:* 14 (3d6 + 4) slashing damage and the target is grappled and restrained (escape DC 17). Alquam can grapple one creature at a time if it is on the ground or two if it is flying. Talons grappling a creature can't attack any other creature.

LEGENDARY ACTIONS

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

Attack. Alquam makes one attack.

Move. Alquam flies half its speed without provoking opportunity attacks.

Shroud (2 actions). Alquam radiates magical darkness in a 30-foot radius. The darkness lasts until the start of Alquam's next turn.

ALQUAM'S LAIR

Alquam's lair is an immense tree in the center of a lightless layer of the Abyss. The tree is an ancient, dead snag with a massive, hollow chamber in the rotting trunk.

LAIR ACTIONS

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

- Alquam snuffs all light sources within the lair. Spells that create light are dispelled, mundane light sources are extinguished, and magical light sources are suppressed. Even light created by artifacts is reduced to dim light with half its normal radius of illumination. This lasts until initiative count 20 on the following round.
- Haunting, maddening music emanates from a point Alquam can see. Creatures within 50 feet of the origin that can hear the music must make a DC 15 Wisdom saving throw. Those that fail are charmed, incapacitated, and have their speed reduced to 0 until they take damage or until initiative count 20 on the following round.
- Black tendrils writhe around up to three creatures Alquam can see within 100 feet. The creatures must succeed on a DC 15 Strength saving throw or be restrained until initiative count 20 on the following round.

REGIONAL EFFECTS

The region containing Alquam's lair is warped by the demon lord's magic, which creates one or more of the following effects:

- Within 1 mile of the lair all light sources except artifacts shed light to only half the usual radius.
- Owls and other nocturnal beasts become enraged and hostile within 5 miles of the lair, attacking intruders individually and in swarms.
- Within 1 mile of the lair, Alquam can cast his senses into any area of dim light or darkness as if using *clairvoyance*.

If Alquam dies, conditions in the area surrounding the lair return to normal over the course of 1d10 days.

CAMAZOTZ, DEMON LORD OF BATS AND FIRE

Large fiend (demon), chaotic evil

Armor Class 19 (natural armor)

Hit Points 537 (43d10 + 301)

Speed 30 ft., climb 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	22 (+6)	25 (+7)	12 (+1)	22 (+6)	25 (+7)

Saving Throws Dex +13, Con +14, Wis +13, Cha +14

Skills Acrobatics +13, Athletics +17, Deception +14, Insight +13, Intimidation +14, Perception +13

Damage Resistances acid, lightning; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities fire, poison, thunder

Damage Vulnerabilities cold

Condition Immunities charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned

Senses blindsight 120 ft., darkvision 40 ft., passive Perception 23

Languages Common, Darakhul, Derro, Draconic, Dwarvish, Infernal, Nurian, Primordial, Void Speech; telepathy 300 ft.

Challenge 22 (62,000 XP)

Shapechanger. Camazotz can use his action to polymorph into a form that resembles a giant bat covered in smoldering ashes, or back into his true, winged humanoid form. His statistics are the same in each form. Any equipment he is wearing or carrying isn't transformed. Either form turns into a pile of greasy ash if destroyed.

Echolocation. Camazotz can't use his blindsight while deafened.

Keen Hearing. Camazotz has advantage on Wisdom (Perception) checks that rely on hearing.

Gift of Vampirism. Camazotz may choose to raise those slain through Strength loss as vampires. They rise after 1d4 days, permanently dominated by Camazotz until such time as he sees fit to grant them free will. Camazotz may have no more than ten enslaved vampires at any given time.

Heat Mantle. Camazotz is infused with the heart of volcanoes. A creature who strikes Camazotz with a nonreach weapon or with an unarmed strike takes 7 (2d6) fire damage automatically.

Innate Spellcasting. Camazotz' innate spellcasting ability is Charisma (spell save DC 22, +14 to hit with spell attacks). He can innately cast the following spells, requiring no material components:

At will: *darkness, detect evil and good, dispel magic, plane shift, shapechange, telekinesis, teleport*

3/day each: *banishment, haste, symbol*

1/day: *earthquake*

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

Summon Bats (1/Day). Camazotz can summon 4d6 giant bats or 2d6 swarms of bats. The bats appear immediately and serve the demon for up to 1 hour.

Summon Demons (1/Day). Camazotz can summon 2d4 barlgura of a variety native to his cavernous realm: squat and blubbery creatures with clawed batwings for arms and a fly speed of 40 ft.

ACTIONS

Multiattack. Camazotz makes one bite attack and two claw attacks.

Bite. *Melee Weapon Attack*: +17 to hit, reach 5 ft., one target. *Hit:* 38 (8d6 + 10) piercing damage plus 7 (2d6) fire damage, and the target must make a successful DC 22 Constitution saving throw or have its Strength score reduced by 1d4. A creature reduced to 0 Strength dies.

Claw. *Melee Weapon Attack*: +17 to hit, reach 10 ft., one target. *Hit:* 31 (6d6 + 10) slashing damage plus 7 (2d6) fire damage, and the target must make a successful DC 22 Constitution saving throw or have its Strength score reduced by 1d4. A creature reduced to 0 Strength dies.

Fire Breath (Recharge 5–6). Camazotz can breathe a 30-foot cone of unholy fire. Any creature caught in the area takes 55 (10d10) damage, half of which is fire, the other half is necrotic, or half as much damage with a successful DC 22 Dexterity saving throw.

LEGENDARY ACTIONS

Camazotz can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Camazotz regains spent legendary actions at the start of its turn.

Detect. Camazotz makes a Wisdom (Perception) check.

Wing Attack (Costs 2 Actions). Camazotz beats his wings, extinguishing mundane and magical light sources alike. Each creature within 10 feet must succeed on a DC 21 Dexterity saving throw or take 14 (4d6) fire damage. Camazotz can then fly up to half his flying speed.

Skin Bat

A repulsive, batlike creature darts from the Stygian darkness. Its body consists entirely of rotting sheets of stolen skin. Though its large eyes are glassy and lifeless, an unmistakably evil intent glimmers within them as a toothless mouth spreads wide in hunger.

Skin bats are undead creatures created from skin flayed from the victims of sacrificial rites. They are given a measure of unlife by a vile ritual involving immersion in Abyssal flesh vats and invocations to Camazotz and similar demon lords. They feed on the skin of living beings to replenish their own constantly rotting skin. Their acidic saliva acts as a paralytic poison and leaves ugly scars on those who survive an attack.

Cliff and Dungeon Dwellers. Skin bats prey on the unwary but do not develop sinister plots of their own. Their flocks can be encountered in isolated areas accessible only by flight or by climbing treacherous cliffs. Skin bats can exist in any climate. In cool climes, they feed only infrequently, because the cold preserves their forms and reduces the need to replenish decaying flesh. This also explains why they are attracted to the dark depths of ageless dungeons. In wet, tropical climes where their skin decomposes rapidly, skin bats are voracious feeders by necessity.

Accidental Treasures. Skin bats have no use for magic items or wealth, but occasionally a ring or necklace from a past victim gets embedded in their fleshy folds, where it becomes an unintended trophy.

The typical skin bat has an 8-foot wingspan. The color of their skin matches that of their prey, so a skin bat's coloration can change over time. A skin bat weighs about 15 lb.

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

SKIN BAT

Small undead, neutral evil

Armor Class 13 (natural armor)
Hit Points 14 (4d6)
Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	10 (+0)	2 (–4)	13 (+1)	6 (–2)

Skills Perception +3
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 13
Challenge 1/2 (100 XP)

Summon Bat Swarm. The high-frequency cries of a skin bat attract nearby mundane bats. When a skin bat faces danger, 0-3 (1d4–1) swarms of bats arrive within 1d6 rounds. These swarms are not under the skin bat's command, but they tend to reflexively attack whatever the skin bat is fighting.

Actions

Bite. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage and the target must make a successful DC 10 Constitution saving throw or be paralyzed for 1d4 rounds. In addition, the skin bat attaches itself to the target. The skin bat can't bite a different creature while it's attached, and its bite attack automatically hits a creature the skin bat is attached to. Removing a skin bat requires a successful DC 11 Strength check and inflicts 5 (1d4 + 3) slashing damage to the creature the bat is being removed from. A successful save renders the target immune to skin bat poison for 24 hours.

Mechuiti, Demon Lord of Apes

Gargantuan fiend (demon), chaotic evil

Armor Class 19 (natural armor)

Hit Points 370 (20d20 + 160)

Speed 60 ft., climb 60 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	19 (+4)	27 (+8)	18 (+4)	18 (+4)	22 (+6)

Saving Throws Str +17, Dex + 12, Wis +12

Skills Arcana +12, Insight +12, Intimidate +14, Perception +12, Religion +12

Damage Vulnerabilities cold

Damage Immunities acid, fire, lightning, poison; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, frightened, poisoned, stunned

Senses truesight 120 ft., passive Perception 22

Languages Celestial, Common, Draconic, Infernal, Primordial, telepathy 300 ft.

Challenge 27 (105,000 XP)

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

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

Magic Weapons. Mechuiti's weapon attacks are magical.

Diseased Ichor. Every time Mechuiti takes piercing or slashing damage, a spray of caustic blood spurts from the wound toward the attacker. This spray forms a line 10 feet long and 5 feet wide. The first creature in the line must make a successful DC 24 Constitution saving throw against disease or be infected by Mechuiti's Ichor disease. The creature is poisoned until the disease is cured. Every 24 hours that elapse, the target must make a successful DC 24 Constitution saving throw or reduce its hit point maximum by 5 (2d4). The disease is cured on a success. The target dies if the disease reduces its hit point maximum to 0. This reduction to the target's hit point maximum lasts until the disease is cured.

Innate Spellcasting. Mechuiti's spellcasting ability is Charisma (spell save DC 22, +14 to hit with spell attacks). Mechuiti can innately cast the following spells, requiring no material components:

At will: *dispel magic, fireball, hold monster, wall of fire*

3/day each: *fire storm, power word stun*

1/day each: *meteor swarm, power word kill*

Speak with Apes. Mechuiti can communicate simple concepts to apes.

ACTIONS

Multiattack. Mechuiti uses its Frightful Presence and makes one bite attack and two with claw attacks.

Bite. *Melee Weapon Attack*: +17 to hit, reach 10 ft., one target. *Hit:* 20 (2d10 + 9) piercing damage plus 5 (1d10) fire damage.

Claw. *Melee Weapon Attack*: +17 to hit, reach 20 ft., one target. *Hit:* 20 (2d10 + 9) slashing damage. If Mechuiti scores a critical hit, it rolls damage dice three times instead of twice.

Immolating Breath (Recharge 5–6). Mechuiti exhales fire and acid in a 60-foot cone. Each creature in that cone takes 21 (6d6) fire damage plus 21 (6d6) acid damage, or half damage with a successful DC 24 Dexterity saving throw.

Immolating Corona. Mechuiti's fiery crown explodes into a burst of yellow-green flames. All creatures within 30 feet of Mechuiti take 10 (3d6) fire damage plus 10 (3d6) acid damage, or half damage with a successful DC 24 Dexterity saving throw. If the saving throw fails, the creature also catches fire and takes 3 (1d6) fire damage at the start of each of its turns while on fire. A creature can use an action to extinguish a fire on itself or on another creature within 5 feet.

Frightful Presence. Each creature of Mechuiti's choice that is within 120 feet of Mechuiti and aware of it must succeed on a DC 24 Wisdom saving throw or become frightened for 1 minute. A frightened creature repeats the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Mechuiti's Frightful Presence for the next 24 hours.

LEGENDARY ACTIONS

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

Move. Mechuiti moves up to half its speed, using any move it wishes.

Burn from Inside. Mechuiti targets a creature within 120 feet that has Mechuiti's Ichor disease. The creature takes 10 (3d6) fire damage plus 10 (3d6) acid damage, or half damage with a successful DC 24 Constitution saving throw. If the saving throw fails, the creature also catches fire and takes 3 (1d6) fire damage at the start of each of its turns while on fire. A creature can use an action to extinguish a fire on itself or on another creature within reach.

Spell (Costs 2 Actions). Mechuiti casts a spell.

Fiery Corona (Costs 2 Actions). Mechuiti uses Immolating Corona.

MECHUITI'S LAIR

Mechuiti is trapped within the volcano in its island prison. Imprisonment hasn't prevented Mechuiti from mustering an army and turning its confinement into a nightmarish bastion.

If Mechuiti is encountered in its lair, it has a challenge rating of 28 (120,000 XP).

LAIR ACTIONS

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

- Mechuiti targets one creature it can see within 120 feet of it, and a fissure full of lava opens under the target's feet. The target must succeed on a DC 20 Dexterity saving throw or take 28 (8d6) fire damage.
- The whole volcano trembles and shakes. Each creature on a solid surface other than a demon must succeed on a DC 20 Dexterity saving throw or be knocked prone. All ground in the volcano becomes difficult terrain for creatures other than a demon until initiative count 20 on the next round.
- Volcanic gases form a cloud in a 20-foot-radius sphere centered on a point Mechuiti can see within 120 feet of it. The sphere spreads around corners, and its area is lightly obscured. It lasts until initiative count 20 on the next round. Each creature that starts its turn in the cloud must succeed on a DC 15 Constitution saving throw or be poisoned until the end of its next turn. While poisoned in this way, a creature is incapacitated.
- The pain of all creatures other than demons within 120 feet of Mechuiti is intensified. Until initiative count 20 on the next round, every time a creature affected this way takes damage, he must succeed on a DC 15 Constitution saving throw or be stunned until the end of its next turn.

Mechuiti can't repeat an effect until all have been used, and it can't use the same effect two rounds in a row.

REGIONAL EFFECTS

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

- Mechuiti can make the volcano erupt at will. A cloud of hot ashes and smoke covers a 6 mile area around the volcano, and magma flows from the volcano's cone.
- When intelligent creatures within 6 miles sleep, they dream with Mechuiti. Unless they make a successful DC 15 Wisdom saving throw, they are compelled to seek out and join Mechuiti's cult.
- Water within 1 mile of the lair carries Mechuiti's Ichor disease. Any creature that drinks the water must make a successful DC 15 Constitution saving throw against disease or be infected. An infected creature is poisoned until the disease is cured. Every 24 hours that elapse, the target must repeat the saving throw. On a failure, its hit point maximum is reduced by 5 (2d4). The disease is cured on a success. The target dies if the disease reduces its hit point maximum to 0. This reduction to the target's hit point maximum lasts until the disease is cured.

When Mechuiti dies, all these regional effects fade immediately.

Qorgeth, Demon Lord of the Devouring Worm

Gargantuan fiend (demon), chaotic evil

Armor Class 21 (natural armor)

Hit Points 370 (20d20 + 160)

Speed 50 ft., burrow 50 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	6 (-2)	26 (+8)	9 (-1)	19 (+4)	18 (+4)

Saving Throws Dex +5, Con +15, Wis +11, Cha +11

Skills Perception +11

Damage Resistances cold, fire, lightning

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities blinded, charmed, exhaustion, frightened, poisoned

Senses blindsight 120 ft., tremorsense 120 ft., passive Perception 21

Languages all, telepathy 120 ft.

Challenge 23 (50,000 XP)

Innate Spellcasting. Qorgeth's innate spellcasting ability is Charisma (spell save DC 19). It can innately cast the following spells, requiring no material or somatic components.

At will: *detect magic, black tentacles*

3/day each: *dispel magic, fear, insect plague* (biting worms)

1/day each: *earthquake, teleport*

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

Tunneler. Qorgeth can burrow through solid stone at its full speed. It leaves a 15-foot-diameter tunnel in its wake.

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

Magic Weapons. Qorgeth's weapon attacks are magical.

Actions

Multiattack. Qorgeth makes one bite attack, two crush attacks, and one stinger attack.

Bite. *Melee Weapon Attack*: +16 to hit, reach 10 ft., one target. *Hit:* 22 (2d12 + 9) piercing damage. A target creature of Large size or smaller must succeed on a DC 24 Dexterity saving throw or be swallowed by Qorgeth. A swallowed creature is blinded and restrained, and takes 16 (3d10) necrotic damage at the start of each of Qorgeth's turns. Qorgeth can have any number of creatures swallowed at one time.

If Qorgeth takes 50 damage or more in a single turn from a creature it has swallowed, it must succeed on a DC 20 Constitution saving throw or regurgitate all swallowed creatures, who land prone within 10 feet of Qorgeth. If Qorgeth dies, a swallowed creature is no longer restrained, and can escape the corpse by spending 30 feet of movement, exiting prone.

Crush. *Melee Weapon Attack*: +16 to hit, reach 10 ft., one target. *Hit:* 20 (2d10 + 9) bludgeoning damage. A target creature is also grappled and restrained (escape DC 19) until Qorgeth moves. Qorgeth can grapple up to two creatures at once; at least one of Qorgeth's crush attacks must be directed against each creature it has grappled.

Stinger. *Melee Weapon Attack*: +16 to hit, reach 15 ft., one target. *Hit:* 23 (4d6 + 9) piercing damage, and the target takes 33 (6d10) poison damage and is poisoned for 1 hour; a successful DC 23 Constitution saving throw reduces poison damage by half and negates the poisoned condition. A creature that fails the save by 10 or more is also paralyzed for as long as the poisoned condition lasts.

Legendary Actions

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

Shriek. All creatures within a 60-foot cone that can hear Qorgeth must succeed on a DC 19 Wisdom saving throw or be frightened for 1 minute. A frightened creature repeats the saving throw at the end of each of its turns, ending the effect on itself on a success.

Death Roll (2 actions). Qorgeth moves half its speed and makes one Crush attack. Any structures or objects in spaces Qorgeth moves through take double Crush damage automatically.

Devour (3 actions). Qorgeth makes one bite attack.

Qorgeth's Lair

Qorgeth's lair is a tangled labyrinth of tunnels in the heart of its dark realm. The tunnels seem to twist and burrow through space itself rather than just the rock and soil surrounding them.

Lair Actions

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

- Until initiative count 20 on the following round, Qorgeth twists space through the tunnels of its lair. Any creature other than a demon that tries to move must succeed on a DC 15 Charisma saving throw or move half its speed in a random direction before getting its bearings; it can then finish moving as it wants.
- A section of ceiling in the lair collapses, raining debris onto a 20-foot-radius area. Each creature in the area must make a successful DC 15 Dexterity saving throw or take 18 (4d8) bludgeoning damage and be restrained until the end of its next turn.

- Thick tangles of demonic worms erupt in the space of up to three creatures Qorgeth can see within 60 feet. Each targeted creature is attacked once by the worms (Melee Weapon Attack: +7 to hit, reach 0 ft., one target; Hit: 14 (4d6) piercing).

REGIONAL EFFECTS

The region containing Qorgeth's lair is warped by the demon lord's magic, which creates one or more of the following effects:

- Tunnels within 5 miles of the lair attract all manner of worms and vermin, including purple worms. These creatures are ravenous and violent.
- Within 1 mile of the lair, food rots and spontaneously erupts with maggots. One day worth of food carried by creatures spoils every 24 hours it remains in the area. It is impossible to forage for food in this area.
- Dead bodies within 1 mile of the lair decay quickly. Any corpse is reduced to bones in 24 hours. Magic that prevents decay staves off this decomposition normally. Anointing the body with holy water prevents decomposition for one day but no longer.

If Qorgeth dies, conditions in the area surrounding the lair return to normal over the course of 1d10 days.

DERRO FETAL SAVANT

This creature resembles a blue-skinned dwarven infant, no older than a year. Its limbs flail and its head lolls with an obvious lack of coordination, and it screams incessantly.

Of the madness and insanity that resonates so strongly in derro society, perhaps none is so twisted as these premature infants, born insane and destined to lead their people further into madness. These derro are known as fetal savants.

Soul Swapping. Only the rarest of derro are born with the ability to exchange souls with other creatures, and when discovered, the babbling infants are treated with maddened reverence.

Carried into Battle. Placed in small, intricately wrought pillowed cages and borne aloft on hooked golden staves, the wild-eyed newborns are used to sow madness and confusion among enemy ranks.

Fear the Sun. Fetal savants hate and fear all bright lights.

DERRO FETAL SAVANT

Tiny humanoid, chaotic evil

Armor Class 15 (cage)
Hit Points 2 (4d4 – 8)
Speed 5 ft. (0 in cage)

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

Saving Throws Wis +3, Cha +7
Skills Perception +3
Damage Immunities psychic
Condition Immunities charmed, frightened
Senses darkvision 60 ft., passive Perception 13
Languages —
Challenge 4 (1,100 XP)

Enchanted Cage. The iron cage that holds the fetal savant provides cover for the creature. The cage (AC 19, 10 hp) is considered an equipped object when borne by a derro and cannot be attacked directly. In addition, the cage protects the occupant from up to 20 spell levels of spells 4th level or lower but provides no protection to those outside of the cage. Spells of level 5 or higher take full, normal effect against the cage and its occupant. Once the cage protects against 20 or more spell levels it is rendered non-magical. If exposed to direct sunlight for over one hour of cumulative time it is destroyed.

Madness. A derro fetal savant's particular madness grants it immunity to psychic effects. It cannot be restored to sanity by any means short of a wish spell or comparable magic. A derro fetal savant brought to sanity gains 4 points of Wisdom and loses 6 points of Charisma.

Vulnerability to Sunlight. A derro fetal savant takes 1 point of Constitution damage for every hour it is exposed to sunlight, and it dies if its Constitution score reaches 0. Lost Constitution points are recovered at the rate of 1/day spent underground or otherwise sheltered from the sun.

ACTIONS

Babble. The sight of potential host bodies so excites the fetal savant that it babbles and giggles madly and childishly, creating an insanity effect. All sane creatures that start their turns within 60 feet of the fetal savant must succeed on a DC 13 Charisma saving throw or be affected by confusion (as the spell) for 1d4 rounds. This is a psychic effect. Creatures that successfully save cannot be affected by the same fetal savant's babbling for 24 hours. This action cannot be taken when the fetal savant is using Soul Exchange.

Soul Exchange. As an action, the fetal savant can attempt to take control of a creature it can see within 90 feet, forcing an exchange of souls as a *magic jar* spell, using its own body as the container. The fetal savant can use this power at will, but it can exchange souls with only one other creature at a time. The victim resists the attack with a successful DC 13 Charisma saving throw. A creature that successfully saves is immune to the same fetal savant's soul exchange for 24 hours. If the saving throw fails, the fetal savant takes control of the target's body and ferociously attacks nearby opponents, eyes blazing with otherworldly light.

As an action, the fetal savant can shift from its host body back to its own, if it is within range, returning the victim's soul to its own body. If the host body or fetal savant is brought to 0 hit points within 90 feet of each other, the two souls return to their original bodies and the creature at 0 hit points is dying; it must make death saving throws until it dies, stabilizes, or regains hit points, as usual. If the host body or fetal savant is slain while they are more than 90 feet apart, their souls cannot return to their bodies and they are both slain. While trapped in the fetal savant's withered body, the victim is effectively paralyzed and helpless.

Derro Shadow Antipaladin

This blue-skinned creature resembles a stunted dwarf. Its eyes are large and its hair wild, and both are colorless. The expression on its face is a terrible rictus of madness and hate.

All derro are mad, but some devote their very souls to the service of insanity. They embrace the powers of darkness and channel shadow through their minds to break the sanity of any creatures they encounter. Derro shadow antipaladins are the elite servants of gods like Nyarlathotep and the Black Goat of the Woods.

Herald of Madness. The derro shadow antipaladin is insanity personified. Despite being called paladins, these unhinged creatures aren't swaggering warriors encased in steel or their dark reflections. Instead, a shadow antipaladin serves as a more subtle vector for the madness of its patron. They are masters of shadow magic and stealth who attack the faith of those who believe that goodness can survive the approaching, dark apotheosis. Death, madness, and darkness spread in the shadow antipaladin's wake.

DERRO SHADOW ANTIPALADIN

Small humanoid (derro), chaotic evil

Armor Class 18 (breastplate and shield)

Hit Points 82 (11d6 + 44)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	18 (+4)	11 (+0)	5 (-3)	14 (+2)

Saving Throws Str +3, Wis +0, Cha +5

Skills Perception +0, Stealth +7

Senses darkvision 120 ft., passive Perception 10

Languages Derro, Undercommon

Challenge 5 (1,800 XP)

Evasive. Against effects that allow a Dexterity saving throw for half damage, the derro takes no damage on a successful save, and only half damage on a failed one.

Insanity. The derro has advantage on saving throws against being charmed or frightened.

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

Shadowstrike. The derro's weapon attacks deal 9 (2d8) necrotic damage (included in its Actions list).

Spellcasting. The derro is a 5th level spellcaster. Its spellcasting ability is Charisma (save DC 13, +5 to hit with spell attacks). The derro has the following paladin spells prepared:

1st level (4 slots): *hellish rebuke, inflict wounds, shield of faith, wrathful smite*

2nd level (2 slots): *aid, crown of madness, darkness, magic weapon*

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

Actions

Multiattack. The derro makes two scimitar attacks or two heavy crossbow attacks.

Scimitar. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage plus 9 (2d8) necrotic damage.

Heavy Crossbow. *Ranged Weapon Attack*: +7 to hit, range 100/400 ft., one target, *Hit:* 9 (1d10 + 4) piercing damage plus 9 (2d8) necrotic damage.

Infectious Insanity (Recharge 5-6). The derro chooses a creature it can see within 30 feet and magically assaults its mind. The creature must succeed on a DC 13 Wisdom saving throw or be affected as if by a *confusion* spell for 1 minute. An affected creature repeats the saving throw at the end of its turns, ending the effect on itself on a success.

Devil, Arch-Devils

The rulers of Hell are the arch-devils, some arch-dukes and princes, others mere barons—but all with great longing to advance themselves and seize power.

Arbeyach, Prince of Swarms

This gaunt old man—unwashed, disheveled, clad in ragged pants and a tattered coat, with stringy gray hair and yellow skin—stands nearly eight feet tall. Beneath his shredded clothing, his flesh hangs in strips from his bones, revealing innards swarming with insects.

Lord of Decay. The Prince of Swarms is the slow creep of decay; the worm and the locust that feed on life and death alike. He is the disinterested order that stamps out all voices that dare speak against the customs of the hive. Even among the unyielding denizens of the Hells, Arbeyach is exceptionally rigid. He finds disorder painful and disobedience enraging. His lairs and his minions all follow the model of the hive, with each and every member obeying a specific function.

Born of Flies. Arbeyach was created by Beelzebub when the Lord of Lies and Flies spat forth a cloud of vermin, that they might consume for him the first mortal soul to arrive in the Hells. The cloud's essence melded with those souls and became something unique: a being of terrible power that called itself Arbeyach. The self-styled Prince of Swarms has little interest in mortals, viewing the Material Plane not as a source of souls but as a chaos to be wiped clean and set to order.

A Fading Power. As the eons passed, Arbeyach's interests and ambitions deviated further from those of the Hellish lords around him. He grows ever more unyielding, ever more alien. Eventually, those below and those above him expelled the Prince of Swarms from power; none can say whether Arbeyach allowed himself to be deposed. He was once nearly as powerful as the Arch-Dukes, but time and habit have weakened him so that now he is scarcely greater than the pit fiends. If he fails to molt and shed his carapace of familiar habits, his many foes need only wait for an opportune moment to destroy him forever.

Ia'Affrat the Insatiable

A dark, droning cloud containing thousands of gray, thumb-sized wasps, shifts and swarms around the black silhouette of a tall human with glowing red eyes. The wasps, too, glow with the heat of a low-burning coal and are wreathed in foul-smelling smoke.

Faithless Servant. Ia'Affrat is the inverted reflection of his unkempt, overly-unyielding creator, Arbeyach, Hell's Prince of Swarms, and may soon be his successor. Ia'Affrat acts as Arbeyach's emissary to the courts of his rivals and to the mortal world as diplomat, spy, assassin, and scourge. Though he serves the rigid and resolute Prince of Hell, Ia'Affrat shows little loyalty to his maker. The eloquent and sophisticated creature has betrayed his master in thousands of small ways over the centuries, and eventually may betray him utterly. Until then, Ia'Affrat's shifting hive mind is pursues an unquenchable lust for arcane mysteries, human interaction, and the material pursuit of unwholesome flavors and dark delights.

Joker and Devourer. Ia'Affrat delights in comedy, wine, song, dance, food, and inflicting torture and public humiliation on his foes—he is a rapacious devourer, gluttonous and greedy for all transient pleasures. Ia'Affrat abhors all permanency and leaves nothing in his path but ruin. He laughs with glee at the shattering of keystones, the stench of burning paint, and the hollow echoes of a library reduced to rubble.

Mammon, Archduke of Greed

This massive demon is made of money. His corpulent body is clad only in a woven platinum loincloth and a myriad of golden bangles, necklaces, rings, and chains. His skin is a deep golden hue, and his bald head is surmounted by a magnificent crown. The figure's grin is wide, wicked, and dripping with avarice.

Rich and Ostentatious. Mammon, the Golden Duke, the Arch-Devil of Greed, embodies the desire for material wealth that is so prevalent in mortals, and he has grown fat on the Material Plane's greed. Supplicants enter into service with Mammon, hoping desperately for a taste of the mind-boggling treasures that flow through his realm. The Arch-Devil of Greed rarely has to try to corrupt souls—they willingly cast themselves onto his counting room floor.

Befitting his appetites, Mammon is a rotund devil, and massively tall. He clads his golden body in ostentatious wealth. His only concession to actual clothing is a scant loincloth woven from platinum threads.

Greed Embodied. Mammon's greed knows no bounds. It is the one constant that allows mortals hope when dealing with him. If Mammon wants something badly enough, he spares no expense to get it, and even the lowliest supplicant can leverage that desire to his gain. Damned souls can be rescued from the Halls of Avarice by trading some unique bauble that has escaped Mammon's collection, or by offering to deliver an even more valuable soul in their place. Of course, such promises must be delivered, which means somehow coercing or tricking another living person into Mammon's clutches.

Totivillus, Scribe of Hell

This unassuming man has walnut-colored skin and small horns, and he wears a simple, gray scribe's robe.

Evil in Triplicate. Devils track everything, and therein lies the difference between the creatures of demonkind and the creatures of the Nine Hells. The devil responsible for all

Arbeyach in Midgard

In the Southlands, the insectoid tosculi still revere the Great Hivelord Arbeyach, and their hive-cities reflect their patron's philosophy of clear functionality and unyielding order. While Arbeyach is indifferent to their prayers and pleas, the tosculi nevertheless remain a significant source of his following and strength. From time to time, Arbeyach sends his herald to visit the tosculi hives and ensure their continued loyalty.

pacts, soul-stealing contracts, and documents signed in blood is Totivillus, who also creates errors in sacred scrolls and who encourages nodding scribes to drift to sleep and ruin a fresh page of vellum.

Serves Mammon. To all outward appearances, Totivillus is the most powerful servant of the Archduke Mammon, though in the infernal chain of command his immediate superior is Duke Berith, the Duke of False Coins and the Master of Accounts. To the unbiased eye, Totivillus is at least as powerful as Duke Berith, and some believe he rivals Mammon himself. However, this is not reflected in public or even in the confidential lists of Hell's feudal order. Totivillus is a sort of hidden archduke, and that is the way he prefers to operate, shielded by reams of paper and ranks of intermediaries.

Humble Appearance. Totivillus is a baron, but unlike most of the princes of Hell, he does not appear wealthy, powerful, or even outwardly malignant. His simple robe seems gray from a distance, but on close inspection it is actually a white garment woven with tiny letters that describe his history and deeds in the Infernal tongue.

THE BARON'S TRUE NAME

Depending on your group of players, it might or might not be worth using the baron's true name: Titivillus. Pronounced at the table, it's likely to reduce grown men to giggles, but that might prove worthwhile as no arch-devil can stand to be laughed at. Perhaps this is why Totivillus maintains a low profile and works his evil in paper and ink?

Arbeyach

Large fiend (devil), lawful evil

Armor Class 17 (natural armor)

Hit Points 275 (22d10 + 154)

Speed 40 ft., burrow 20 ft., climb 40 ft., fly 80 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
22 (+6)	20 (+5)	25 (+7)	19 (+4)	21 (+5)	25 (+7)

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

Skills Deception +14, Insight +12, Perception +12, Stealth +12

Damage Resistances acid, cold; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities fire, poison

Condition Immunities charmed, frightened, poisoned, stunned

Senses truesight 120 ft., passive Perception 22

Languages Celestial, Common, Draconic, Infernal, telepathy 120 ft.

Challenge 21 (33,000 XP)

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

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

Magic Weapons. Arbeyach's weapon attacks are magical.

Innate Spellcasting. Arbeyach's spellcasting ability is Charisma (spell save DC 22, +14 to hit with spell attacks). Arbeyach can innately cast the following spells, requiring no material components:

At will: *poison spray*

3/day each: *fog cloud, stinking cloud*

1/day each: *cloudkill, contagion, insect plague*

Fear Aura. Any creature hostile to Arbeyach that starts its turn within 20 feet of it must make a DC 22 Wisdom saving throw, unless Arbeyach is incapacitated. On a failed save, the creature is frightened until the start of its next turn. If a creature's saving throw is successful, the creature is immune to Arbeyach's Fear Aura for the next 24 hours.

Aura of Virulence. Creatures that would normally be resistant or immune to poison damage or the poisoned condition lose their resistance or immunity while within 120 feet of Arbeyach. All other creatures within 120 feet of Arbeyach have disadvantage on saving throws against effects that cause poison damage or the poisoned condition.

Swarm Prince. Arbeyach can communicate with spawns of Arbeyach and all vermin and insects, including swarms and giant varieties, within 120 feet via pheromone transmission. In a hive, this range extends to cover the entire hive. This is a silent and instantaneous mode of communication that only Arbeyach, spawn of Arbeyach, insects, and vermin can understand. All these creatures follow Arbeyach's orders and will never harm the devil.

Actions

Multiattack. Arbeyach makes one bite attack and two claw attacks.

Bite. *Melee Weapon Attack*: +13 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage plus 9 (2d8) poison damage. If the target is a creature, it must succeed on a DC 22 Constitution saving throw or be cursed with Arbeyach rot. The cursed target is poisoned, can't regain hit points, its hit point maximum decreases by 13 (3d8) for every 24 hours that elapse, and vermin attack the creature on sight. If the curse reduces the target's hit point maximum to 0, the target dies and immediately transforms into a randomly chosen swarm of

insects. The curse lasts until removed by the remove curse spell or comparable magic.

Claw. *Melee Weapon Attack*: +13 to hit, reach 10 ft., one target. *Hit:* 10 (1d8 + 6) slashing damage plus 9 (2d8) poison damage.

Vermin Breath (Recharge 5–6). Arbeyach exhales vermin in a 120-foot line that's 10 feet wide. Each creature in the line takes 54 (12d8) poison damage, or half damage with a successful DC 22 Dexterity saving throw. Each creature that fails this saving throw must succeed on a DC 22 Constitution saving throw or be cursed with Arbeyach rot (see the Bite attack). In addition, Arbeyach summons a swarm of insects (of any type) at any point of the line. The swarm remains until destroyed, until Arbeyach dismisses it as a bonus action, or for 2 minutes. No more than five swarms of insects can be summoned at the same time.

LEGENDARY ACTIONS

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

Move. Arbeyach moves up to half its speed, using any movement mode it wishes.

Poison. Arbeyach targets a creature within 120 feet. If the target isn't poisoned, it must make a DC 22 Constitution saving throw or become poisoned. The poisoned target repeats the saving throw at the end of each of its turns, ending the effect on itself on a success.

Spell (Costs 2 Actions). Arbeyach casts a spell.

Spawn of Arbeyach

This insectile humanoid's mouth stretches over dripping mandibles that are poorly concealed behind an ill-fitting mask of flesh. Its eyes have compound irises, and barbed stingers sprout between the fingers at the ends of its long, segmented limbs.

Skin and Carapace. Spawn of Arbeyach are roughly humanoid, with many insectoid qualities including a hardened carapace and oddly-jointed limbs. Their faces, arms, and legs are covered with a largely decorative skin which stretches and tears to reveal insectile traits beneath.

Carrion Eaters. Spawn of Arbeyach are scavengers and predators that feast on both living creatures and carrion they find within their territory.

Hive Dwellers. They dwell in hive structures comprised of natural growth and rigid architecture. The hives are built in isolated, easily-defensible locales (hilltops, forest canopies, and even cliff dwellings). Visitors often must climb or fly to reach them—some such hives built by the tosculi, who share them with the spawn of Arbeyach.

Most spawn of Arbeyach stand between 4 and 6 feet tall, and they weigh between 85 and 160 lb.

SPAWN OF ARBEYACH

Medium fiend (devil), lawful evil

Armor Class 17 (natural armor)

Hit Points 78 (12d8 + 24)

Speed 40 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	15 (+2)	10 (+0)	13 (+1)	12 (+1)

Saving Throws Wis +4

Skills Perception +4, Stealth +5

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 14

Languages Infernal

Challenge 5 (1,800 XP)

Hive Mind. Spawn of Arbeyach share a bond with other members of their hive that enhances their hive mates' perception. As long as a spawn is within 60 feet of at least one hive mate, it has advantage on initiative rolls and Wisdom (Perception) checks. If one spawn is aware of a particular danger, all others in the hive are, too. No spawn in a hive mind is surprised at the beginning of an encounter unless all of them are.

Innate Spellcasting. The spawn of Arbeyach's spellcasting ability is Charisma. The Spawn of Arbeyach can innately cast the following spells, requiring no material components:

1/day: *conjure animals* (only swarms of insects)

Scent Communication. Spawn of Arbeyach can communicate with each other and all swarms of insects within 60 feet via pheromone transmission. In a hive, this range extends to cover the entire hive. This is a silent and instantaneous mode of communication that only Arbeyach, spawn of Arbeyach, and swarms of insects can understand. As a bonus action, the spawn of Arbeyach can use this trait to control and give orders to one swarm of insects within 60 feet.

Actions

Multiattack. A Spawn of Arbeyach makes one bite attack and two stinger attacks.

Bite. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage plus 4 (1d8) poison damage.

Stinger. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus 9 (2d8) poison damage. If the target is a creature, it must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. A poisoned creature repeats the saving throw at the end of each of its turns, ending the effect on itself on a success.

Ia'Affrat

Large swarm of Tiny elementals, lawful evil

Armor Class 17 (natural armor)

Hit Points 170 (20d10 + 60)

Speed 5 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
3 (–4)	21 (+5)	16 (+3)	20 (+5)	18 (+4)	23 (+6)

Saving Throws Dex +10, Con +8, Wis +9, Cha +11

Skills Arcana +10, Deception +11, Insight +9, Perception +9, Persuasion +11

Damage Vulnerabilities cold

Damage Immunities fire, poison; bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, paralyzed, petrified, prone, poisoned, restrained, stunned

Senses blindsight 10 ft., darkvision 120 ft., passive Perception 19

Languages Common, Draconic, Infernal, Primordial

Challenge 15 (13,000 XP)

Elemental Swarm. Ia'Affrat can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect.

Magic Resistance. Ia'Affrat has advantage on saving throws against spells and other magical effects.

Innate Spellcasting. Ia'Affrat's spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). Ia'Affrat can innately cast the following spells, requiring no material components:

At will: *fire bolt, poison spray*

3/day each: *burning hands, invisibility, ray of enfeeblement, ray of sickness*

1/day each: *bestow curse, contagion, harm, insect plague, fireball*

Inhabit. Ia'Affrat can enter the body of an incapacitated or dead creature by crawling into its mouth and other orifices. Inhabiting requires 1 minute, and the victim must be Small, Medium, or Large. Ia'Affrat can abandon the body as an action. Attacks against the host deal half damage to Ia'Affrat as well, but Ia'Affrat's resistances and immunities still apply against this damage. If Ia'Affrat inhabits a dead body, it can animate it and control its movements, effectively becoming a zombie for as long as it remains inside.

In a living victim, Ia'Affrat can control the victim's movement and actions as if using dominate monster (save DC 19) on the victim. Ia'Affrat can consume a living victim; the target takes 5 (2d4) necrotic damage per hour while Ia'Affrat inhabits its body, and Ia'Affrat regains hit points equal to the damage dealt. When inhabiting a body, Ia'Affrat can choose to have any spell it casts with a range of self, target the inhabited body rather than itself. The skin of a creature inhabited by Ia'Affrat crawls with the forms of the insects inside. Ia'Affrat can hide this telltale sign with a Charisma (Deception) check against a viewer's passive Insight. A greater restoration spell or comparable magic forces Ia'Affrat to abandon the host.

Smoke Shroud. Ia'Affrat is shrouded in a 5-foot-radius cloud of dark smoke. This area is lightly obscured to creatures other than Ia'Affrat. Any creature that needs to breathe that begins its turn in the area must make a successful DC 16 Constitution saving throw or be stunned until the end of its turn.

ACTIONS

Bites. *Melee Weapon Attack*: +10 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 21 (6d6) piercing damage plus 14 (4d6) fire damage plus 14 (4d6) poison damage, or 10 (3d6) piercing damage plus 7 (2d6) fire damage plus 7 (2d6) poison damage if Ia'Affrat has half of its hit points or fewer. The target must succeed on a DC 16 Constitution saving throw or be poisoned for 1 minute. A poisoned creature repeats the saving throw at the end of each of its turns, ending the effect on itself on a success.

Smoke Jump. Ia'Affrat can travel instantly to a space in sight where there's smoke.

Whirlwind (Recharge 4–6). Each creature in Ia'Affrat's space must make a DC 18 Strength saving throw. Each creature that fails takes 28 (8d6) bludgeoning damage plus 14 (4d6) fire damage plus 14 (4d6) poison damage and is flung up 20 feet away from Ia'Affrat in a random direction and knocked prone. If the saving throw is successful, the target takes half the bludgeoning damage and isn't flung away or knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes 3 (1d6) bludgeoning damage for every 10 feet it traveled. If the target collides with another creature, that creature must succeed on a DC 18 Dexterity saving throw or take the same damage and be knocked prone.

MAMMON

Huge fiend (devil), lawful evil

Armor Class 20 (natural armor)

Hit Points 378 (28d12 + 196)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	13 (+1)	24 (+7)	23 (+6)	21 (+5)	26 (+8)

Saving Throws Dex +9, Int +14, Wis +13, Cha +16

Skills Deception +16, Insight +13, Perception +13, Persuasion +16

Damage Resistances cold

Damage Immunities fire, poison; bludgeoning, piercing, and slashing from weapons that aren't silvered

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses truesight 120 ft., passive Perception 23

Languages all, telepathy 120 ft.

Challenge 25 (75,000 XP)

Innate Spellcasting. Mammon's innate spellcasting ability is Charisma (spell save DC 24, +16 to hit with spell attacks). He can innately cast the following spells, requiring no material components:

At will: *charm person, detect magic, dispel magic, fabricate* (Mammon can create valuable objects), *heat metal, magic aura*

3/day each: *animate objects, counterspell, creation, instant summons, legend lore, teleport*

1/day each: *imprisonment* (minimus containment only, inside gems), *sunburst*

Legendary Resistance (3/day). If Mammon fails a saving throw, he can choose to succeed instead.

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

Magic Weapons. Mammon's weapon attacks are magical.

ACTIONS

Multiattack. Mammon makes three attacks.

Purse. *Melee Weapon Attack*: +14 to hit, reach 10 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage plus 18 (4d8) radiant damage.

Molten Coins. *Ranged Weapon Attack*: +14 to hit, range 40/120 ft., one target. *Hit:* 16 (3d6 + 6) bludgeoning damage plus 18 (4d8) fire damage.

Your Weight In Gold (Recharge 5-6). Mammon can use this ability as a bonus action immediately after hitting a creature with his purse attack. The creature must make a DC 24 Constitution saving throw. If the saving throw fails by 5 or more, the creature is instantly petrified by being turned to solid gold. Otherwise, a creature that fails the saving throw is restrained. A restrained creature repeats the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the creature receives a *greater restoration* spell or comparable magic.

LEGENDARY ACTIONS

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

Attack. Mammon makes one purse or molten coins attack.

Make It Rain! Mammon casts gold and jewels into a 5-foot radius within 60 feet. One creature within 60 feet of the treasure that can see it must make a DC 24 Wisdom saving throw. On a failure, the creature must use its reaction to move its speed toward the trinkets, which vanish at the end of the turn.

Deep Pockets (3 actions). Mammon recharges his Your Weight In Gold ability.

Mammon's Lair

Mammon resides within a realm of overwhelming opulence. The forests grow golden trees with emerald leaves. Streams of liquid silver wind past fields of lapis wildflowers. The Archdevil of Greed's home, the Halls of Avarice, is in the heart of a golden city. Everything within his palace is made of a precious substance, and it is filled to bursting with breathtaking treasures.

Lair Actions

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

- Mammon infuses a pile of treasure in his lair with life. It becomes an earth elemental made of precious metals and gems. The elemental acts immediately and lasts until destroyed or until Mammon uses this action again.
- Stacked piles of treasure shift and slide, collapsing onto a creature Mammon can see. The creature is restrained until initiative count 20 on the following round, or until it or an adjacent ally uses an action to make a successful DC 18 Strength check to free it.
- Mammon magically teleports from one area of treasure to another within 150 feet.

Regional Effects

The region containing Mammon's lair is warped by the archdevil's magic, which creates one or more of the following effects:

- Treasure in the possession of creatures other than Mammon turns to worthless materials such as lead, wood, or gravel, after spending 24 hours within 1 mile of the lair. The resulting junk resumes its valuable form when Mammon claims it, or by means of a wish spell or comparable magic.
- Creatures that spend more than 1 hour within 1 mile of Mammon's lair become obsessed with gaining the most generous payment or portion of wealth in any dealing unless they succeed on a DC 18 Wisdom saving throw. A creature that saves successfully is immune to this effect for 24 hours. The effect can be removed by a greater restoration spell or comparable magic.
- Any naturally occurring treasure in Mammon's home plane reverts to worthless junk if removed from the plane. Similarly, any mundane item left behind transforms into something fantastically valuable, as long as it remains on the plane.

If Mammon dies, conditions in the area surrounding the lair return to normal over the course of 1d10 days.

Totivillus, Scribe of Hell

Medium fiend (devil), lawful evil

Armor Class 19 (natural armor)

Hit Points 299 (26d8 + 182)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	24 (+7)	26 (+8)	22 (+6)	18 (+4)

Saving Throws Dex +11, Con +14, Int +15, Wis +13, Cha +11

Skills Arcana +15, History +15, Investigation +15, Perception +13, Religion +15

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities fire, poison

Condition Immunities poisoned

Senses truesight 30 ft., darkvision 60 ft., passive Perception 23

Languages Common, Celestial, Draconic, Infernal, Void Speech; telepathy 120 ft.

Challenge 24 (62,000 XP)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Fear Aura. Any creature hostile to Totivillus that starts its turn within 20 feet of him must make a DC 21 Wisdom saving throw, unless Totivillus is incapacitated. On a failed save, the creature is frightened until the start of its next turn. If a creature's saving throw is successful, it is immune to the devil's Fear Aura for the next 24 hours.

Spellcasting. Totivillus is a 20th-level spellcaster who uses Intelligence as his spellcasting ability (spell save DC 23, +15 to hit with spell attacks). He requires no material components to cast his spells. Totivillus has the following wizard spells prepared:

Cantrips (at will): *chill touch, light, minor illusion, poison spray, prestidigitation*

1st level (4 slots): *comprehend languages, disguise self, illusory script, magic missile, unseen servant*

2nd level (3 slots): *blindness/deafness, hold person, mirror image, misty step*

3rd level (3 slots): *counterspell, dispel magic, haste, protection from energy*

4th level (3 slots): *banishment, dimension door, greater invisibility, polymorph*

5th level (3 slots): *dominate person, geas, modify memory, passwall*

6th level (2 slots): *eyebite, guards and wards, mass suggestion*

7th level (2 slots): *forcecage, plane shift*

8th level (1 slot): *feeblemind*

9th level (1 slot): *time stop*

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

Magic Weapons. Totivillus's weapon attacks are magical.

Meld with Text. Totivillus can enter any book, scroll, or other written material and remain hidden there as long as he wishes. If the text is damaged or destroyed, he is ejected from it without suffering damage.

Trust Aura. Totivillus projects a 25-foot-radius trust aura. As long as Totivillus is talking, creatures in that area find his utterances so fascinating and compelling that they must make a DC 23 Wisdom saving throw at the start of each of their turns; if the saving throw fails, they can't attack Totivillus directly until the start of their next turn. This effect ends immediately and can't be renewed for 1 minute if Totivillus attacks physically. Devils are not immune to this aura.

ACTIONS

Multiattack. Totivillus makes two claw attacks.

Claw. *Melee Weapon Attack*: +11 to hit, reach 5 ft., one target. *Hit:* 30 (4d12 + 4) slashing damage.

Hellfire Bolt (Recharge 5–6). *Ranged Spell Attack:* +15 to hit, range 120 ft., one target. *Hit:* 65 (10d12) force damage plus 33 (6d10) thunder damage; a successful DC 20 Dexterity saving throw halves thunder damage.

LEGENDARY ACTIONS

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

Claw Attack. Totivillus makes one claw attack.

Devil's Mark. Totivillus sprays magical ink from his fingertips at a single target within 30 feet. The target must make a successful DC 23 Dexterity saving throw or receive a devil's mark: a tattoo in the shape of Totivillus's personal seal. All devils have advantage on spell attacks made against the devil-marked creature, and the creature has disadvantage on saving throws made against spells and abilities used by devils. The mark can be removed by *remove curse* if the caster also makes a successful DC 23 spellcasting check. The mark reveals itself as desecrated to *detect evil and good*. It often shifts its position on the body, especially when it's concealed (and usually at the most inconvenient moment). Because such marks are sometimes placed on those who've made pacts with devils, NPC paladins and clerics might assume that any character bearing a devil's mark is in league with evil forces.

Cast a Spell (Costs 3 Actions). Totivillus casts a spell from its list of prepared spells, using a spell slot as normal.

DEVIL, AUTOMATA

A nightmare wrapped in chains and built of cutting cogs and whirring gears, an automata devil howls like a hurricane in battle. Once chain devils, automata devils have been promoted to greater power.

GUARDS AND OVERSEERS. Sometimes called castigas, automata devils are made to monitor others. They are often put in charge of prisoners or infernal factories.

PIERCED BY CHAIN AND WIRE. This slender creature's skin is pierced with barbs, sharp nails, and coils of wire, which have been threaded through its flesh. Chains are buried under blisters and scabs. This infernal horror's eyelids—both front and back pairs—have been sewn back with wire, while six arms ending in large grasping hands erupt from its shoulders.

COILED METAL WHIPS. The creature's back is broad and massive. Its head is a black mass ending in two large mandibles. By its side, it carries a huge coiled whip that squirms like a snake and is said to scent lies and treachery. The creature's stomach opens up like a second mouth, filled with spines.

CASTIGAS IN MIDGARD

One corner of the Eleven Hells is known simply as the Forge. Here, black chimneys rise a mile high from a dead land of choking air and red poison hills. The Machine, a greater devil who never sleeps and never lets his subjects know rest, rules this land. His overseers consist of thousands upon thousands of imps who whip and punish the workers. The imps themselves are kept in check by hordes of chain devils, who in turn answer to the automata devils as overseers.

AUTOMATA DEVIL

Large fiend (devil), lawful evil

Armor Class 17 (natural armor)

Hit Points 168 (16d10 + 80)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	17 (+3)	20 (+5)	11 (+0)	14 (+2)	19 (+4)

Saving Throws Str +11, Dex +7, Con +9, Wis +6, Cha +8

Skills Athletics +11, Intimidation +8

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft.

Languages Common, Infernal; telepathy 100 ft.

Challenge 10 (5,900 XP)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

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

Innate Spellcasting. The automata devils' spellcasting ability is Charisma (spell save DC 16). It can innately cast the following spells, requiring no material components:

At will: *charm person, suggestion, teleport*

1/day each: *banishing smite, cloudkill*

ACTIONS

Multiattack. The automata devil makes two melee attacks, using any combination of bite, claw, and whip attacks. The bite attack can be used only once per turn.

Bite. *Melee Weapon Attack*: +11 to hit, reach 5 ft., one target. *Hit:* 18 (2d10 + 7) slashing damage.

Claw. *Melee Weapon Attack*: +11 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

Whip. *Melee Weapon Attack*: +11 to hit, reach 15 ft., one target. *Hit:* 11 (1d8 + 7) slashing damage and the target is grappled (escape DC 17) and restrained. Only two targets can be grappled by the automata devil at one time, and each grappled target prevents one whip from being used to attack. An individual target can be grappled by only one whip at a time. A grappled target takes 9 (2d8) piercing damage at the start of its turn.

Punishing Maw. If a target is already grappled in a whip at the start of the automata devil's turn, both creatures make opposed Strength (Athletics) checks. If the grappled creature wins, it takes 9 (2d8) piercing damage and remains grappled. If the devil wins, the grappled creature is dragged into the devil's stomach maw, a mass of churning gears, razor teeth, and whirling blades. The creature takes 49 (4d20 + 7) slashing damage and is grappled, and the whip is free to attack again on the devil's next turn. The creature takes another 49 (4d20 +7) slashing damage automatically at the start of each of the automata devil's turns for as long as it remains grappled in the maw. Only one creature can be grappled in the punishing maw at a time. The automata devil can freely "spit out" a creature or corpse during its turn, to free up the maw for another victim.

Fear Aura. Automata devils radiate fear in a 10-foot radius. A creature that starts its turn in the affected area must make a successful DC 16 Wisdom saving throw or become frightened. A creature that makes the save successfully cannot be affected by the same automata devil's fear aura again.

Devil, Chort

Small horns crown this pig-faced devil's head. It stands on shaggy goat legs and holds a flaming polearm in its clawed hands. It bears a wicked gleam in its black eyes.

Bad Bargains. Quick and canny, a chort devil uses varied, pleasing forms to entice mortals to make terrible bargains, but it revels in its obvious devilishness. A chort wants its victim to know it is dealing with a devil. The relative straightforwardness of this approach enables the creature to better deceive those whom it bargains with. After all, the chort affirms, if the victim weren't so desperate, he wouldn't be bargaining with a devil. If necessary, an implied threat of immolation gives it greater bargaining power, but the creature is careful not to torture or otherwise harm its patsy, since that voids any potential contract.

Recitation of Contracts. An annual spectacle in large cities involves some poor fool who believes he can trick a chort and escape a legal bargain. The devil appears and recites the entirety of the contract its victim signed, replete with embarrassing details about a dispatched rival, the ensnarement of a love who once spurned him, and other disclosures. A chort ensures all those entangled in its victim's affairs are present to hear it, and it disappears once all the victim's dark secrets have been revealed.

Smear Tactics. A zealous opponent of the chort often finds himself the victim of his own hubris, as the devil digs up or creates vile tales about its foe and brings his folly to light. A chort enjoys tarnishing the reputation of tools of good. For example, it may steal a paladin's sword and use it to murder an especially pious person, leaving the sword in the victim. Thus, a chort dispatches a foe strongly resistant to its manipulations, brings suspicion to another potential foe, and taints a weapon—at least in reputation—which might be used against it.

CHORT DEVIL

Medium fiend (devil), lawful evil

Armor Class 18 (natural armor)

Hit Points 187 (15d8 + 120)

Speed 30 ft.

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

Saving Throws Str +11, Dex +9, Con +12, Int +8, Cha +9

Skills Athletics +11, Deception +9, Insight +9, Perception +9

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities cold, fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 19

Languages Celestial, Common, Draconic, Infernal, Primordial; telepathy (120 ft.)

Challenge 12 (8,400 XP)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

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

Innate Spellcasting. The chort devil's spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). The chort devil can innately cast the following spells, requiring no material components:

At will: *blur, magic circle, teleportation*

3/day: *scorching ray* (5 rays)

1/day each: *dispel magic, dominate person, flame strike, haste*

Actions

Multiattack. The chort devil makes three melee attacks with its flaming ranseur, or three melee attacks with its claws.

Claw. *Melee Weapon Attack*: +11 to hit, reach 5 ft., one target. *Hit:* 12 (2d4 + 7) slashing damage plus 2 (1d4) Charisma damage.

Flaming Ranseur. *Melee Weapon Attack*: +11 to hit, reach 10 ft., one target. *Hit:* 12 (1d10 + 7) piercing damage plus 10 (3d6) fire damage.

Devilish Weapons. Any weapons wielded by a chort devil do 10 (3d6) fire damage in addition to their normal weapon damage.

Devil, Crystalline

Created and favored by Mammon, the arch-devil of greed, crystalline devils masquerade as magic treasures.

Barefoot, Gem-Coated. Crystalline devils resemble gem-coated humanoids with cruel, twisted faces, jagged teeth, and terrible talons like shards of broken glass. Their feet, however, are soft and bare, allowing them to pad along with surprising stealth, always looking for a favorable spot to assume gem form

Winking Jewels. In its treasure form, a crystalline devil resembles a pretty, sparkling jewel lying on the ground, glowing with a warm inner light. They seek to catch the eye of an unwary creature whose mind it might corrupt to greed and murder. If their identity is discovered in gem form, they reassume their normal form and attack.

Passed Along. After insinuating themselves into groups, they encourage betrayal and murder, then persuade a host to pass on their treasure as atonement for their crimes.

CRYSTALLINE DEVIL

Medium fiend (devil), lawful evil

Armor Class 15 (natural armor)

Hit Points 102 (12d8 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	14 (+2)	13 (+1)	15 (+2)

Saving Throws Wis +4, Cha +5

Skills Deception +8, Insight +4

Damage Resistances acid, cold; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Celestial, Common, Infernal, telepathy 120 ft.

Challenge 6 (2,300 XP)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

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

Sneak Attack (1/Turn). The crystalline devil deals an extra 7 (2d6) damage when it hits a target with an attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the devil that isn't incapacitated and the devil doesn't have disadvantage on the attack roll.

Innate Spellcasting. While in the form of a gemstone, the devil is an innate spellcaster. Its spellcasting ability is Charisma (spell save DC 13). The devil can innately cast the following spells, requiring no material components:

2/day: *command*

1/day: *suggestion*

Actions

Multiattack. The devil makes two claw attacks.

Betraying Carbuncle. The crystalline devil takes the form of a gemstone worth 500 gp. It radiates magic in this form, but it can't be destroyed. It is fully aware and can see and hear its surroundings. Reverting to its usual form requires another action.

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

Crystalline Spray (Recharge 5–6). The crystalline devil magically sprays shards of crystal in a 15-foot cone. Each target in that area takes 17 (7d4) piercing damage, or half damage with a successful DC 15 Dexterity saving throw.

Variant: Devil Summoning

Some crystalline devils have an action option that allows them to summon other devils.

Summon Devil (1/Day): The crystalline devil has a 25 percent chance of summoning one crystalline devil.

Devil, Gilded

This tall, bronze-complexioned man is abnormally long-limbed and clad in armor of stained and battered coins. His wiry frame is festooned with mismatched bracelets, rings, and necklaces, each gaudier than the last. The easy smile on his face is cold with envy.

Servants of Mammon. Rarely seen in their natural form outside of Hell, gilded devils are the servitors of Mammon, archdevil of greed. They tempt and corrupt with promises of wealth, power, and fame, twisting mortal greed into sure damnation.

Impression of Wisdom. When pursuing a mortal of high standing, gilded devils prefer unassuming appearances, molding their flesh and gaudy trappings to make themselves look the parts of wise advisers, canny merchants, or sly confidants.

Fond of Gold and Jewels. Even in their humblest form, gilded devils always wear a piece of golden jewelry or a jeweled button or ornament.

GILDED DEVIL

Medium fiend (devil), lawful evil

Armor Class 16 (coin mail)

Hit Points 112 (15d8 + 45)

Speed 30 ft.

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

Saving Throws Str +6, Con +6, Wis +7, Cha +6

Skills Deception +9, History +5, Insight +10, Persuasion +9, Sleight of Hand +8

Damage Resistances cold; bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 60 ft.

Languages Celestial, Common, Draconic, Infernal; telepathy (120 ft.)

Challenge 7 (2,900 XP)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Liar's Largesse. A gilded devil has influence over the recipient of a gift for as long as that creature retains the gift. The recipient receives a −2 penalty on saving throws against the gilded devil's abilities and a further −10 penalty against scrying attempts made by the gilded devil. A *remove curse* spell removes this effect.

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

Magic Weapons. The gilded devil's weapon attacks are magical.

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

At will: *detect thoughts, major image, suggestion*

3/day each: *dominate person, polymorph, scorching ray* (4 rays), *scrying*

1/day: *teleport* (self plus 50 lb. of objects only)

ACTIONS

Multiattack. The gilded devil makes two heavy flail attacks.

Heavy Flail (Scourge of Avarice). *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) bludgeoning damage.

Betrayal of Riches (Recharge 5–6).As a bonus action, a gilded devil can turn rings, necklaces, and other jewelry momentarily against their wearer. The devil can affect any visible item of jewelry on up to two creatures within 60 feet, twisting them into cruel barbs and spikes. Each target must succeed on a DC 15 Wisdom saving throw to halve the damage from this effect. If the saving throw fails, the victim takes 13 (3d8) piercing damage and an additional effect based on the item location targeted.

LOCATION	EFFECT
Arms	Melee damage halved until short rest
Hand	Drop any held item
Eyes	Permanently blinded
Head	Disadvantage on Int checks until long rest
Feet	Speed halved for 24 hours
Neck	Stunned, unable to breathe for 1 round
Other	No additional effect

An item is treated as jewelry if it is made of a precious material (such as silver, gold, ivory, or adamantine), adorned with gems, or both, and is worth at least 100 gp.

Scorn Base Metals. A gilded devil's attacks ignore any protection provided by nonmagical armor made of bronze, iron, steel, or similar metals. Protection provided by valuable metals such as adamantine, mithral, and gold apply, as do bonuses provided by non-metallic objects.

Scourge of Avarice. As a bonus action, a gilded devil wearing jewelry worth at least 1,000 gp can reshape it into a *+2 heavy flail.* A creature struck by this jeweled flail suffers disadvantage on all Wisdom saving throws until his or her next short rest, in addition to normal weapon damage. The flail reverts to its base components 1 minute after it leaves the devil's grasp, or upon the gilded devil's death.

Voracious Greed. As an action, a gilded devil can consume non-magical jewelry or coinage worth up to 1,000 gp. For each 200 gp consumed, it heals 5 hp of damage. A gilded devil can use this ability against the worn items of a grappled foe. The target must succeed on a DC 13 Dexterity saving throw to keep an item from being consumed.

DEVIL, INK

This small devil wears a small red hat. A wicked grin flashes black teeth, and the creature nervously wrings its hands, baring long, needle-like claws.

Ink devils have small, pursed mouths and long, thin, bony fingers. Their nails resemble quills. Their heads are often bald or shaved in a monastic tonsure, and they have two small horns, no larger than an acorn. Their skin tends toward walnut, indigo, and black tones, though the eldest are as pale as parchment. They often wear robes and carry scroll cases, and many consider the Baron Totivillus the greatest of arch-devils.

COWARDS AT HEART. Ink devils are talkers and cowards. They prefer chatting, whining, and pleading to any form of combat. When they are forced to fight, they prefer to hide behind other devils. They force lesser devils, like lemures, to fight for them while they use *teleportation*, *invisibility*, and their ability to disrupt the concentration of spellcasters to harry the opposition.

FALSE GIFTS. They often give strangers false gifts, like letters of credit, charters, or scholarly papers inscribed with a *glyph of warding* to start combat.

BIBLIOPHILES AND BOOKWORMS. Ink devils live in libraries and scriptoria in the hells and related planes. Their speed and keen vision make them excellent accountants, record keepers, translators, and note takers. They cannot be trusted, and they delight in altering documents for their own amusement or in their master's service.

INK DEVIL

Small fiend (devil), lawful evil

Armor Class 14

Hit Points 54 (12d6 + 12)

Speed 30 ft.

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

Saving Throws Dex +6

Skills Arcana +9, Deception +8, History +9, Stealth +8

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 9

Languages Celestial, Common, Draconic, Infernal; telepathy (120 ft.)

Challenge 2 (450 XP)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

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

Innate Spellcasting. The ink devil's spellcasting ability is Charisma (spell save DC 14). The ink devil can cast the following spells, requiring no material components:

At will: *detect magic, illusory script, invisibility, teleportation* (self plus 50 lb. of objects only)

1/day each: *glyph of warding, planar ally* (1d4 + 1 lemures 40%, or 1 ink devil 25%)

ACTIONS

Bite. *Melee Weapon Attack*: +6 to hit, reach 5 ft., single target. *Hit:* 11 (2d6 + 4) piercing damage.

Claw. *Melee Weapon Attack*: +6 to hit, reach 5 ft., single target. *Hit:* 14 (3d6 + 4) slashing damage.

Disrupt Concentration. Their sharp, shrill tongues and sharper claws make ink devils more distracting than their own combat prowess might indicate. As a bonus action, an ink devil can force a single foe within 30 feet of the ink devil to make a DC 13 Wisdom saving throw or lose concentration until the beginning of the target's next turn.

Corrupt Scroll. An ink devil can corrupt the magic within any scroll by touch. Any such corrupted scroll requires a DC 13 Intelligence saving throw to use successfully. If the check fails, the scroll's spell affects the caster if it is an offensive spell, or it affects the nearest devil if it is a beneficial spell.

Devil's Mark. Ink devils can flick ink from their fingertips at a single target within 15 feet of the devil. The target must succeed on a Dexterity saving throw (DC 13), or the affected creature gains a devil's mark—a black, red, or purple tattoo in the shape of an archduke's personal seal (most often Mammon or Totivillus but sometimes Arbeyach, Asmodeus, Beelzebub, Dispater, or others). All devils have advantage on spell attacks made against the devil-marked creature, and the creature has disadvantage on saving throws made against spells and abilities used by devils. The mark can be removed only by a *remove curse* spell or comparable magic. In addition, the mark detects as faintly evil and often shifts its position on the body. Paladins, witchfinders, and some clerics may consider such a mark proof that a creature has made a pact with a devil.

DEVIL, KORALK (HARVESTER DEVIL)

The fiendish hulk bears features taken from a nightmare scorpion, with three stinging tails and four limbs, and wields a massive scythe.

SHAPED BY ARBEYACH. These fiendish scorpions sprang from the dark imagination of the arch-devil Arbeyach himself, who twisted them into being from the tormented forms of lemures and demoted devils. The Lord of the Swarm shaped the koralk to not only be annihilators in battle, but also to gather souls from the fallen, bypassing the typical methods of collecting souls and speeding up the influx to feed his war machine.

TRANSFORMING POISON. Poison from any one of the koralk's three stingers liquefies the target's insides in an agonizing transformation. The stung creature swells as its organs, muscle, and skeleton rapidly break down and reform. When the skin casing pops, it releases a spray of gelatinous goo and reveals the form of a lemure, the lowest form of devil. The new lemure is subject to the will of more powerful devils, and its fate from that moment on is the same as any lemure's. Eventually it will be remolded into a higher form of devil and become another warrior in service to the arch-devils and Arbeyach. Astoundingly, the koralk's poison can even work this transformation on demons, converting them to the lowest form of devil.

INFERNAL MOUNTS. A koralk is large and strong enough for Medium-size devils to ride as a mount. They don't like being used this way, but being devils, they do what they're told by their betters or suffer the consequences. Arbeyach commands an especially large specimen of koralk, called the Grand Annihilator by his devilish troops. The Prince of Swarms has been seen riding it into battle.

KORALK (HARVESTER DEVIL)

Large fiend (devil), lawful evil

Armor Class 15 (natural armor)

Hit Points 136 (16d10 + 48)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	17 (+3)	10 (+0)	11 (+0)	13 (+1)

Saving Throws Con +7, Wis +4, Cha +5
Damage Resistances cold; bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered
Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 10
Languages Infernal, telepathy 120 ft.
Challenge 11 (7,200 XP)

Devil's Sight: Magical darkness does not impair the koralk's darkvision.

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

Steadfast: The koralk cannot be frightened while it can see an allied creature within 30 feet of it.

ACTIONS

Multiattack. The koralk can make three stinger attacks and two scythe attacks. It can also make a bite attack if it has a target grappled.

Scythe. *Melee Weapon Attack*: +7 to hit, reach 10 ft., one target. *Hit:* 16 (2d12 + 3) slashing damage, OR a Medium-sized or smaller target can be grappled by the koralk's smaller, vestigial arms instead (no damage, escape DC 13).

Bite. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one grappled target. *Hit:* 19 (3d10 + 3) piercing damage.

Stinger. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage and the target must make a successful DC 15 Constitution saving throw or become poisoned. While poisoned this way, the target takes 10 (3d6) poison damage at the start of each of its turns, from liquefaction of its innards. A successful save renders the target immune to the koralk's poison for 24 hours. If a creature dies while poisoned by a koralk, its body bursts open, spewing vile liquid and a newly-formed lemure devil. The lemure is under the command of any higher-order devil nearby. The poison can be neutralized by *lesser restoration, protection from poison*, or comparable magic. If the lemure is killed, the original creature can be restored to life by *resurrection* or comparable magic.

Devil, Lunar

A hulking figure floats in the air, a winged horror painted in mist and moonlight.

Corruptors of the Moon. Always standing a bit apart from the machinations of the Dukes of Hell due to their dependence on moonlight, lunar devils can be found subverting druidical orders or leading packs of werewolves. They are a lazy breed of devil, and prefer lounging in the light of the moon over any more vigorous activity. The only exception is an opportunity to corrupt druids and moon-worshippers, pitting them against followers of sun gods.

Vain and Boastful. Lunar devils are as vain as they are indolent, and tales the fey tell of them involve thwarting them by appealing to their vanity. Lunar devils frequently befriend the dark fey.

Flying in Darkness. In combat, lunar devils sometimes cast *fly* on allies to bring them along, and they stay in areas of moonlight whenever they can. Lunar devils have excellent vision in total darkness as well, though, and are happy to use that against foes. At range, they use hurl moonlight and lightwalking to frustrate enemies. In melee, they use *wall of ice* to split foes, the better to battle just half at a time.

LUNAR DEVIL

Large fiend (devil), lawful evil

Armor Class 16 (natural armor)

Hit Points 94 (9d10 + 45)

Speed 40 ft., fly 60 ft. (hover), lightwalking 80 ft.

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

Saving Throws Str +8, Dex +8, Con +8, Wis +5

Skills Perception +5

Damage Resistances cold; bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 15

Languages Celestial, Draconic, Elvish, Infernal, Sylvan, telepathy 120 ft.

Challenge 8 (3,900 XP)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

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

At will: *fly, major image, planar binding*

3/day: *greater invisibility*

1/day: *wall of ice*

LUNAR DEVILS AND THE FEY

In Midgard, lunar devils serve the Moonlit King in the Realms of the Shadow Fey and are close allies of followers of Hecate. They have some agreement with the shadow fey; the two often work together.

Light Incorporeality. The devil is semi-incorporeal when standing in moonlight, and is immune to all nonmagical attacks in such conditions. Even when hit by spells or magic weapons, it takes only half damage from a corporeal source, with the exception of force damage. Holy water can affect the devil as it does incorporeal undead.

Lightwalking. Once per round, the lunar devil magically teleports, along with any equipment it is wearing or carrying, from one beam of moonlight to another within 80 feet. This relocation uses half of its speed.

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

VARIANT

Summon Devil (1/Day). The devil can attempt a magical summoning. The devil has a 40 percent chance of summoning either 2 chain devils or 1 lunar devil.

ACTIONS

Multiattack. The devil makes three attacks: one with its bite, one with its claws, and one with its tail. Alternatively, it can use Hurl Moonlight twice.

Bite. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit:* 11 (1d12 + 5) piercing damage.

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

Tail. *Melee Weapon Attack*: +8 to hit, reach 10 ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage.

Hurl Moonlight. *Ranged Spell Attack:* +7 to hit, range 150 ft., one target. *Hit:* 19 (3d12) cold damage and the target must succeed on a DC 15 Constitution saving throw or become blinded for 4 rounds.

DEVIL, OROBAS

Tall and powerful, this creature resembles a strong man with well-chiseled muscles, save its equine head, flaring nostrils, and hoofed feet.

The orobas thrive in Hell, selling their knowledge to those who have the coin (or other form of payment). The common phrase, "never trust a gift horse," stems from these corrupting devils.

Horse-Headed but Wise. When called to the mortal world, they sometimes take the shape of a destrier. Orobas devils prefer to take the horrific form of a horse-headed man. Sulfuric smoke curls from their nostrils and their fingers sport ragged claws. This beast-like appearance belies their true strength; the orobas possess an uncanny knowledge of the past, as well as of things to come.

Masters of Deceit. When bargaining with an orobas, one must speak truthfully—or possess an exceptionally quick tongue and the most charming smile. Practitioners of the dark arts know these devils as the Lords of Distortion, for their ability to practice deceit. They prize reality-warping magic above all else, and bribes of that sort can win concessions when making a pact.

Surrounded by Lessers. Orobas devils gather lesser devils both as chattel and defense. Their analytical minds telepathically confer the strengths and weaknesses of foes to their allies. With surprising speed, the deceivers can assess a battlefield, weigh outcomes, and redirect forces. Enemies of the orobas almost never catch them off guard. They have frequent, clear visions of their immediate future.

OROBAS DEVIL

Large fiend (devil), lawful evil

Armor Class 19 (natural armor)

Hit Points 261 (14d10 + 126)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	14 (+2)	28 (+9)	23 (+6)	26 (+8)	21 (+5)

Saving Throws Str +13, Dex +7, Con +14, Wis +13

Skills Deception +10, History +11, Insight, +13, Perception +13, Persuasion +10

Damage Resistances acid, cold; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses truesight 90 ft., passive Perception 23

Languages Celestial, Darakhul, Draconic, Giant, Infernal, Undercommon, Void Speech; telepathy 100 ft.

Challenge 14 (11,500 XP)

Knowing (3/day). An orobas can predict actions and alter chance accordingly. Three times per day, it can choose to have advantage on any attack or skill check.

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

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

Sage Advice. An orobas sometimes twists responses to a divination. It softens the answer, leaves crucial information out

of the response, manipulates a convoluted answer, or outright lies. An orobas always has advantage on Deception and Persuasion checks when revealing the result of a divination.

Innate Spellcasting. The orobas' spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

Constant: *detect evil and good*

At will: *augury, protection from evil and good, teleport* (self plus 50 lb. of objects only)

5/day each: *bestow curse, fireball, scorching ray*

3/day each: *antimagic field, chain lightning, contact other plane, dimension door, wall of fire*

1/day each: *eyebite, find the path, foresight*

ACIONS

Multiattack. The orobas makes four attacks: one with its bite, one with its claw, one with its flail, and one with its stomp.

Bite. *Melee Weapon Attack*: +13 to hit, reach 5 ft., one target. *Hit:* 18 (3d6 + 8) piercing damage. The target must succeed on a DC 18 Constitution saving throw or become poisoned. While poisoned in this way, the target can't regain hit points and it takes 14 (4d6) poison damage at the start of each of its turns. The poisoned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Claw. *Melee Weapon Attack*: +13 to hit, reach 10 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Flail. *Melee Weapon Attack*: +13 to hit, reach 10 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage plus 18 (4d8) acid damage.

Stomp. *Melee Weapon Attack*: +13 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) bludgeoning damage.

OROBAS DEVILS IN MIDGARD

Once a benevolent race of advisors to the great serpent Ouroboros, these devils tricked the "dragon that eats itself" into renouncing its nature, nearly destroying the mortal world in the process. Ouroboros cast down these deceivers after learning of their treachery, committing them into hellish exile.

Devil, Salt

"They led that caravan without mercy or kindness. If you fell or stumbled, they struck you, making your tongue feel as sand or your body ache with pain, then laughed, telling you to get up. And once we arrived, gods, they had us take the tools from the dead, withered hands of the last slaves, and start digging." He took a drink from his waterskin, as if just the memory made him thirsty.

Sparkly Crystals. Salt devils have sharp, crystalline teeth, sparkling skin studded with fine salt crystals, and long claws that leave jagged, burning wounds. They can also fight with salt-encrusted blades seemingly forged from thin air.

Servants of Mammon. Salt devils claim to serve Mammon, and they often ally with gnolls and slavers with whom they seek out oases to use as ambush sites or just to poison the water.

Slavers and Corruptors. Salt devils create slave markets and salt mines, where they thrive on the misery of those indentured into their service. They detest summoning peers during combat because they hate being indebted to another devil. They prefer to forge alliances with mortals when partners are needed for an endeavor, and they are less grasping and greedy than one might expect of Mammon's servants, preferring to encourage corruption in others.

SALT DEVIL

Medium fiend (devil), lawful evil

Armor Class 13 (natural armor)

Hit Points 93 (11d8 + 44)

Speed 30 ft.

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

Saving Throws Dex +4, Con +7, Cha +5

Skills Perception +5, Stealth +4

Damage Resistances acid, cold; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 15

Languages Celestial, Common, Gnoll, Infernal, telepathy 120 ft.

Challenge 6 (2,300 XP)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

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

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

At will: *darkness*

1/day each: *harm, teleport*

Actions

Multiattack. The devil makes two scimitar attacks.

Scimitar. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage. If the target is neither undead nor a construct, it also takes 5 (1d10) necrotic damage, or half damage with a successful DC 15 Constitution saving throw. Plants, oozes, and creatures with the Amphibious, Water Breathing, or Water Form traits have disadvantage on this saving throw. If the saving throw fails by 5 or more, the target also gains one level of exhaustion.

Variant: Devil Summoning

Some salt devils have an action option that allows them to summon other devils.

Summon Devil (1/Day): The salt devil has a 40% chance of summoning one salt devil.

Dinosaur, Mbielu

This lumbering saurian quadruped has large, oblong plates of bone covered in greenish slime protruding from its back and its thick, club-like tail.

Large Plates. People describe this reptilian herbivore as "the animal with planks growing out of its back." The mbielu is a large dinosaur akin to a stegosaurus, with square dorsal plates that support symbiotic colonies of toxic, green algae. The plates themselves are as large as shields.

Aquatic Herbivore. An mbielu spends most of its life underwater, feeding on aquatic plants and avoiding the withering glare of the harsh sun, but it comes onto land frequently to sun itself for a few hours before immersing itself once again.

Toxic Alchemy. Its dorsal plate algae undergo an alchemical reaction in the continual transition between water and sky, especially during mbielu migrations to new watery dens. The algae produce a hallucinogenic contact poison that clouds the minds of most creatures. Mbielus themselves are immune to the toxin.

MBIELU

Huge beast, unaligned

Armor Class 15 (natural armor)

Hit Points 95 (10d12 + 30)

Speed 30 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	16 (+3)	2 (−4)	12 (+1)	6 (−2)

Skills Perception +3

Senses passive Perception 13

Languages —

Challenge 3 (700 XP)

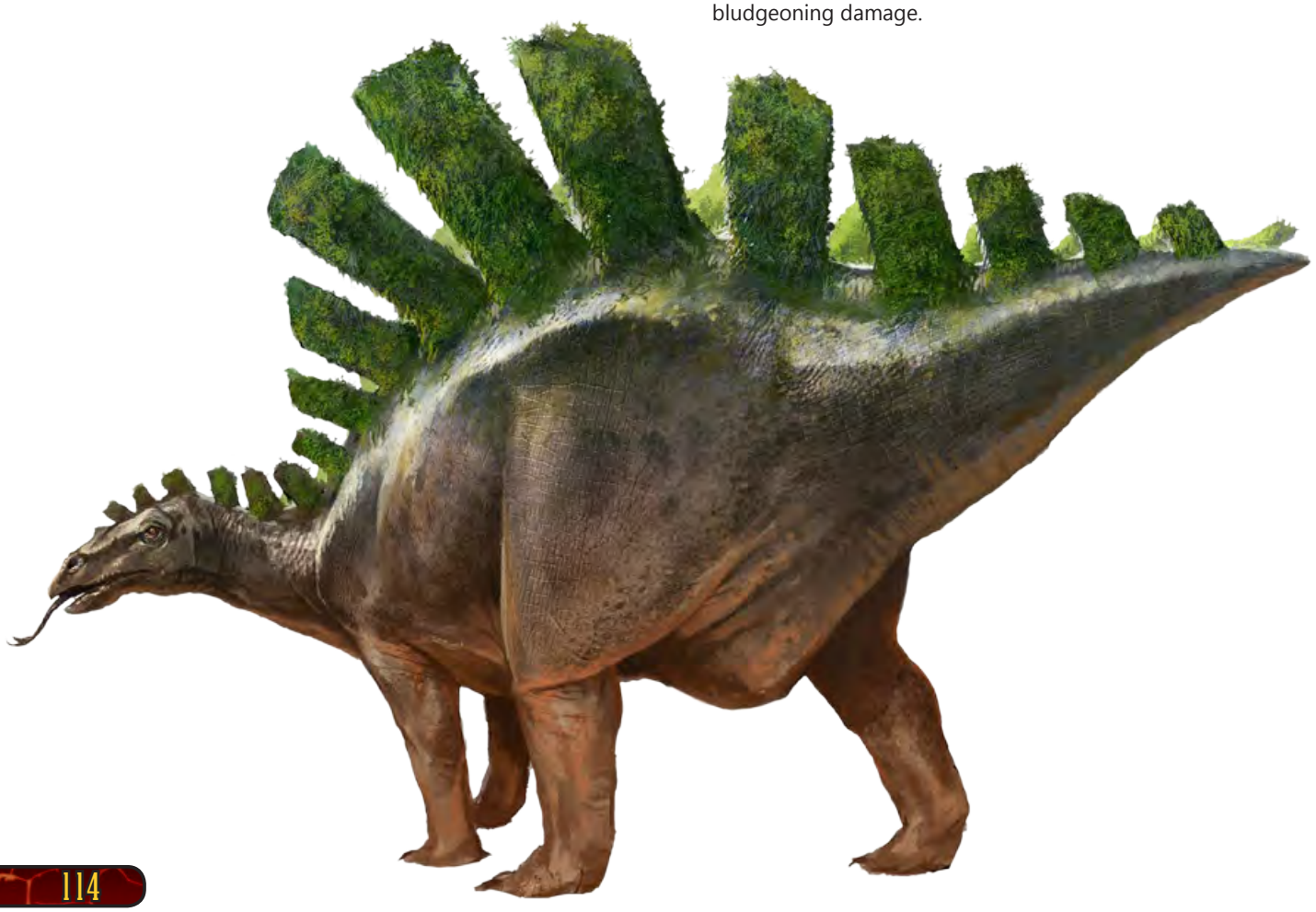
Toxic Skin. A creature that touches the mbielu or hits it with a melee attack exposes itself to the mbielu's poisonous skin. The creature must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. While poisoned in this way, a creature also suffers disadvantage on Intelligence, Wisdom, and Charisma saving throws.

Actions

Tail. *Melee Weapon Attack*: +6 to hit, reach 10 ft., one target. *Hit:* 20 (3d10 + 4) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Reactions

Rollover. If the mbielu is grappled by a Large creature, it rolls on top of the grappler and crushes it. The mbielu automatically escapes from the grapple and the grappler takes 20 (3d10 + 4) bludgeoning damage.



Dinosaur, Ngobou

This ill-tempered, six-horned creature resembles a triceratops the size of an ox, with pairs of horns atop its nose and brows, as well as great tusks jutting from each side of its mouth.

Hatred of Elephants. Ngobous are ox-sized dinosaurs often at war with elephants over territory. Ngobous are irascible and suspicious by nature, prone to chasing after any creature that stays too long inside its territory. They also become aggressive when they can see or smell elephants. Even old traces of elephants' scent are sufficient to trigger an ngobou's rage.

Poor Beasts of War. Grasslands tribes sometimes try to train ngobous as beasts of burden or war, but most have given up on the ill-tempered animals; their behavior is too erratic, especially if elephants are nearby or have been in the area recently.

Trample Crops. Ngobou herds can smash entire crops flat in minutes—and their horns can tear through a herd of goats or cattle in little time as well.

NGOBOU

Large beast, unaligned

Armor Class 15 (natural armor)

Hit Points 85 (10d10 + 30)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (–1)	16 (+3)	2 (–4)	9 (–1)	6 (–2)

Skills Perception +5

Senses passive Perception 15

Languages —

Challenge 5 (1,800 XP)

Trampling Charge. If the ngobou moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the ngobou can make one stomp attack against it as a bonus action.

Elephants' Bane. The ngobou has advantage on attacks against elephants. It can detect by scent whether an elephant has been within 180 feet of its location anytime in the last 48 hours.

Spikes. A creature that grapples an ngobou takes 9 (2d8) piercing damage.

Actions

Gore. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit:* 38 (6d10 + 5) piercing damage.

Stomp. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one prone creature. *Hit:* 18 (3d8 + 5) bludgeoning damage.

Dinosaur, Spinosaurus

A spinosaurus is a land and riverine predator capable of carrying a platoon of lizardfolk long distances on raids. Often called a river king or river dragon, they are worshipped by bullywugs and other primitive humanoids.

Friend to Lizardfolk. The spinosaurus is a special saurian bred for size and loyalty by lizardfolk. Lizardfolk prize them like prime warhorses, and lavish them with food and care.

Enormous Size and Color. This immense saurian has a long tooth-filled maw, powerful claws, and colorful spines running the length of its spine. An adult dire spinosaurus is 70 feet long and weighs 35,000 pounds or more, and a young spinosaurus is 20 feet long and weighs 6,000 pounds or more.

Swift Predator. A spinosaurus is quick on both land and water.

SPINOSAURUS

Gargantuan beast, unaligned

Armor Class 15 (natural armor)
Hit Points 231 (14d20 + 84)
Speed 60 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	9 (–1)	22 (+6)	2 (–4)	11 (+0)	10 (+0)

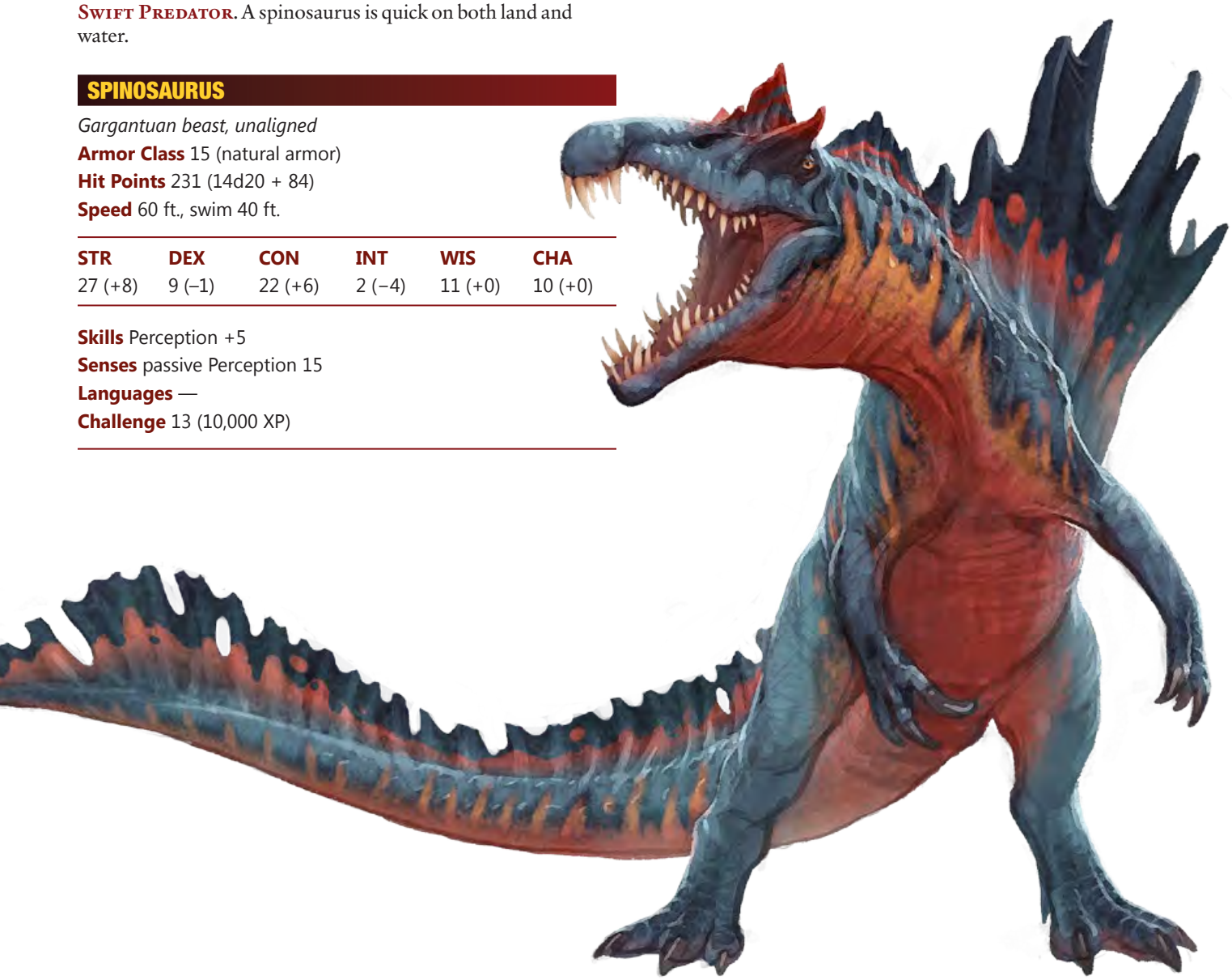
Skills Perception +5
Senses passive Perception 15
Languages —
Challenge 13 (10,000 XP)

Tamed. The spinosaurus will never willingly attack any reptilian humanoid, and if forced or magically compelled to do so, it suffers disadvantage on attack rolls. Up to twelve Medium or four Large creatures can ride the spinosaurus. This trait disappears if the spinosaurus spends a month away from any reptilian humanoid.

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

Actions

Multiattack. The spinosaurus makes one bite attack and two claw attacks.



Bite. *Melee Weapon Attack*: +13 to hit, reach 15 ft., one target. *Hit:* 34 (4d12 + 8) piercing damage. If the target is a Large or smaller creature, it is grappled (escape DC 18). When the spinosaurus moves, the grappled creature moves with it. Until this grapple ends, the target is restrained and the spinosaurus can't bite another target.

Claw. *Melee Weapon Attack*: +13 to hit, reach 10 ft., one target. *Hit:* 22 (4d6 + 8) slashing damage.

Tail. *Melee Weapon Attack*: +13 to hit, reach 20 ft., one target. *Hit:* 21 (3d8 + 8) bludgeoning damage.

Frightful Presence. Each creature of the spinosaurus' choice that is within 120 feet of the spinosaurus and aware of it must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A frightened creature repeats the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the spinosaurus' Frightful Presence for the next 24 hours.

LEGENDARY ACTIONS

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

Move. The spinosaurus moves up to half its speed.

Roar. The spinosaurus uses Frightful Presence.

Tail Attack (Costs 2 Actions). The spinosaurus makes one tail attack.

YOUNG SPINOSAURUS

Huge beast, unaligned

Armor Class 14 (natural armor)

Hit Points 105 (10d12 + 40)

Speed 50 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	11 (+0)	19 (+4)	2 (−4)	11 (+0)	8 (−1)

Skills Perception +3

Senses passive Perception 13

Languages —

Challenge 5 (1,800 XP)

Tamed. The spinosaurus never willingly attacks any reptilian humanoid, and if forced or magically compelled to do so it suffers disadvantage on attack rolls. Up to three Medium or one Large creatures can ride the spinosaurus. This trait disappears if the spinosaurus spends a month away from any reptilian humanoid.

ACTIONS

Multiattack. The spinosaurus makes one bite attack and two claw attacks.

Bite. *Melee Weapon Attack*: +9 to hit, reach 10ft., one target. *Hit:* 25 (3d12 + 6) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 16). Until this grapple ends, the target is restrained and the spinosaurus can't bite another target.

Claw. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

SPINOSAURUSES AS MOUNTS

Spinosauruses mate each year in the winter. Male spinosauruses bring food and help build an enormous nest of reeds, sticks, and mud. Then the male departs, leaving the female to lay and care for the eggs. Spinosaurus eggs are typically found in nests along riversides or deep in marshes. They are sometimes stolen and sold, generally to lizardfolk and sometimes to daring humans with a knack for training animals. These eggs are worth as much as 2,000 gp apiece; live young are worth twice that. Characters eager for dire spinosaurus mounts, however, should note that buying or domesticating such an enormous carnivore requires vast amounts of food and vast stores of patience. They do not take easily to domestication.

Before it can be ridden in combat, a spinosaurus must practice bearing the weight of its trainer and passengers. They rarely master more than a handful of tricks, but they are extremely comfortable in the water and are aware that some of their riders may not breathe water.

An adult spinosaurus can carry up to six tons as cargo. Riding a spinosaurus requires an exotic saddle, riding platform, or howdah.

SPINOSAURUSES IN THE SOUTHLANDS

The lizardfolk of Veles-Sa in the Southlands use spinosauruses as a mode of transportation; they are large enough to pull barges or to carry a crew of raiders anywhere on the rivers, and they are reasonably swift overland as well. Lizardfolk scouts are especially fond of these enormous reptiles, as they are powerful combatants and capable of carrying a dozen lizardfolk warriors.

In addition to their role as trained raiders in Veles-Sa, some spinosauruses live in or along most of the major river systems of the Southlands—including the River Nuria. There they are also called "river dragons" or sometimes "river walkers," and they are frequently associated with the worship of Baal-Hotep and Set. They are kept as sacred animals in several river temples, where they are fed regular meals and have been known to grow to enormous size and strength.

Finally, along the Spice Coast, spinosauruses carry high-value spice cargoes along the coast when banditry is rife or when a lizardfolk mercenary company is available to guard materials going north toward Mhalmet, Nuria, or Ishadia. These Spice Coast beasts are often especially bred for gaudy coloration: green-and-orange, blue-and-gold, and even red-and-black bloodlines are spotted in the Spice Coast harbors.

Dipsa

Except for a pair of tiny fangs, the entire body of this yellowish-green worm looks like a ropy tangle of slime-covered tubes and puddles of mucus.

Anesthetic Ooze. Many jungle clans believe the dipsa is an eyeless snake, but it is a tubular ooze with a lethal poisonous bite. The dipsa's venom has an anesthetic quality that allows the ooze to cling to creatures and slowly turn their innards to jelly without being noticed until the victim falls down dead. Once the poison's numbing property wears off, however, victims report an agonizing sense of burning from the inside out.

Tiny Fangs. A dipsa's undulating movement evokes that of a snake as much as its serpentine form, but close examination reveals that it has neither bones nor internal organs, only tiny fangs of the same color and substance as the rest of its body. A dipsa never exceeds 1 foot in length. Its coloration oscillates between sickly hues of yellow or green.

Gelatinous Eggs. Dipsas are hermaphroditic. When two dipsas breed, they leave behind about 100 gelatinous eggs in a small puddle of highly acidic milt. A dozen become fertilized and survive long enough to hatch, after which they immediately devour the others.

DIPSA

Tiny ooze, unaligned

Armor Class 15

Hit Points 27 (6d4 + 12)

Speed 20 ft., climb 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
3 (–4)	17 (+3)	14 (+2)	1 (–5)	6 (–2)	1 (–5)

Skills Stealth +7 (+9 in swamp terrain)

Damage Resistances acid

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

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages —

Challenge 1/4 (50 XP)

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

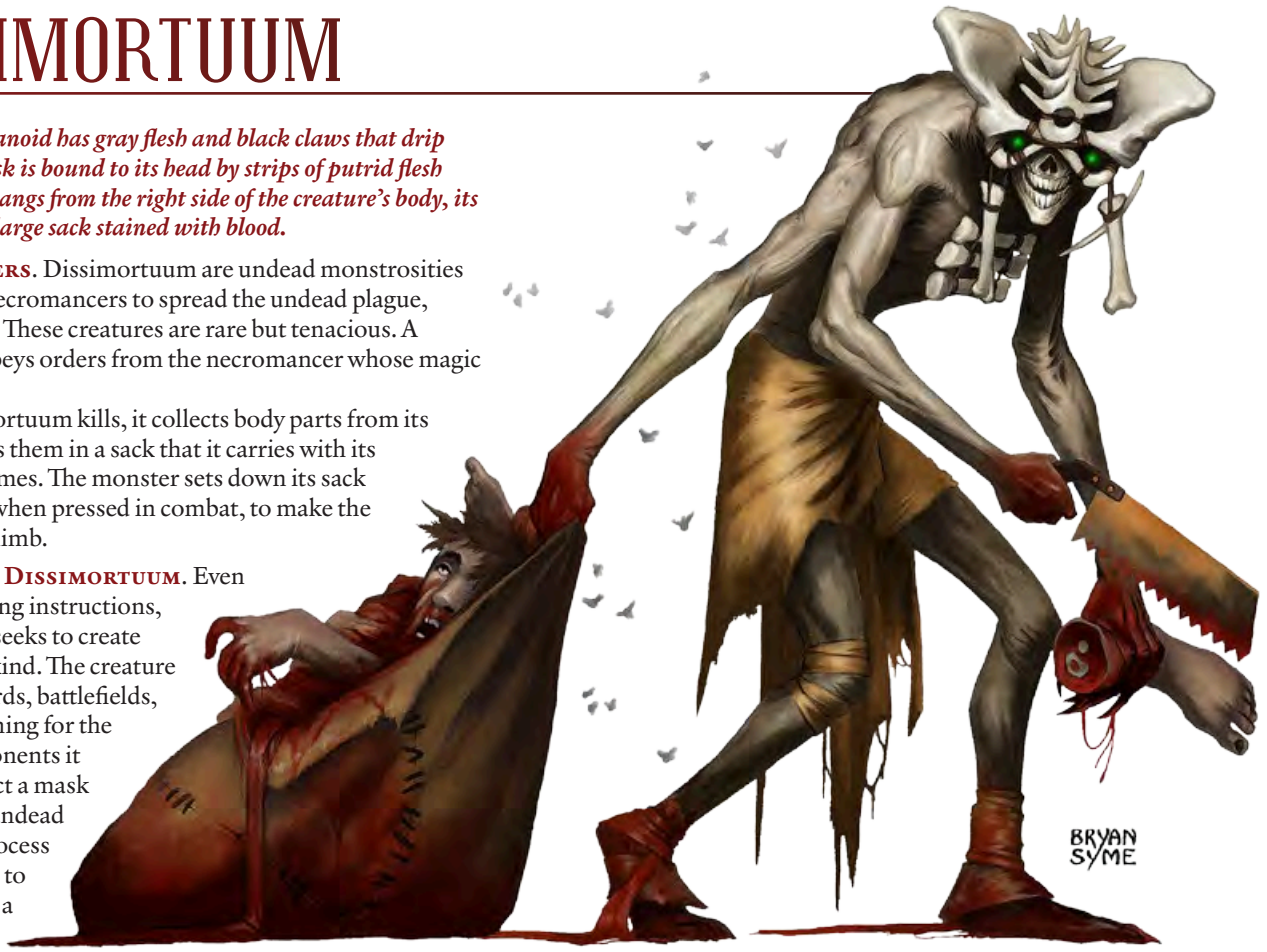
Discreet Bite. The bite of a dipsa is barely perceptible and the wound is quickly anesthetized. A creature bitten must succeed on a DC 15 Wisdom (Perception) check to notice the attack or any damage taken from it.

Translucent. The dipsa can take the Hide action as a bonus action on each of its turns.

Actions

Bite. *Melee Weapon Attack*: +7 to hit, reach 0 ft., one creature in the dipsa's space. *Hit:* 1 piercing damage, and the dipsa attaches to the target. A creature with a dipsa attached takes 3 (1d6) acid damage per round per dipsa, and it must make a successful DC 12 Constitution saving throw or have its hit point maximum reduced by an amount equal to the damage taken. If a creature's hit point maximum is reduced to 0 by this effect, the creature dies. This reduction to a creature's hit point maximum lasts until it is affected by a *lesser restoration* spell or comparable magic.

Dissimortuum



This twisted humanoid has gray flesh and black claws that drip blood. A bone mask is bound to its head by strips of putrid flesh and a third arm hangs from the right side of the creature's body, its hand clutching a large sack stained with blood.

Plague Bringers. Dissimortuum are undead monstrosities constructed by necromancers to spread the undead plague, slowly but surely. These creatures are rare but tenacious. A dissimortuum obeys orders from the necromancer whose magic created it.

When a dissimortuum kills, it collects body parts from its victims and keeps them in a sack that it carries with its third arm at all times. The monster sets down its sack of trophies only when pressed in combat, to make the most of its extra limb.

Constructing Dissimortuum. Even when not following instructions, a dissimortuum seeks to create more of its own kind. The creature wanders graveyards, battlefields, and slums, searching for the gruesome components it needs to construct a mask and body for its undead offspring. The process is slow, taking up to a month to make a single mask, but a dissimortuum has nothing but time. The new creation is independent and not under the control of its maker.

Donning the Mask. The mask of a dissimortuum is nigh indestructible. When the creature is destroyed, its mask usually survives and breaks free. On its own, the object detects as magical with mixed enchantment and necromantic auras. It is a tempting souvenir, but anyone foolish enough to don the mask is immediately wracked by pain and takes 7 (2d6) necrotic damage. The character must make a successful DC 15 Wisdom saving throw or become dominated by the mask. The domination arrives slowly. The character acts normally for a day or two, but then the character notices periods of time that cannot be accounted for. During these times, the character gathers the grisly components needed to build a new body for the dissimortuum. This process takes a week, after which the character is freed from domination as the undead creature is reborn.

DISSIMORTUUM

Medium undead, chaotic evil

Armor Class 15 (natural armor)

Hit Points 112 (15d8 + 45)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	16 (+3)	8 (-1)	11 (+0)	18 (+4)

Saving Throws Con +6

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 7 (2,900 XP)

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

Actions

Multiattack. The dissimortuum makes three claw attacks.

Claw. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 15 (3d8 + 2) slashing damage.

Terrifying Mask. Each non-undead creature within 60 feet of the dissimortuum that can see it must make a successful DC 15 Wisdom saving throw or be frightened for 1d8 rounds. If a target's saving throw is successful or the effect ends for it, the target becomes immune to all dissimortuum's terrifying masks for the next 24 hours.

DOGMOLE

This mole-like creature is the size of a large dog, with a thick, barrel-shaped body as heavy as a full-grown dwarf. A ring of tentacles sprouts above a mouth dominated by spade-like incisors. It has no visible ears and only tiny, cataract-filled eyes, but somehow it senses its environment nonetheless.

Domesticated by Dwarves. Mountain dwarves have domesticated many subterranean creatures, among them a breed of giant talpidae commonly called dogmoles. Energetic and obedient, dogmoles pull ore-trolleys through mines, sniff out toxic gases and polluted waters, and help dig out trapped miners.

Sense Cave-Ins. Dogmoles are renowned for their ability to detect imminent cave-ins and burrowing monsters, making them welcome companions in the depths. Outside the mines, dogmoles serve as pack animals, guard beasts, and bloodhounds.

Derro Cruelty. Derro also use dogmoles, but such unfortunate creatures are scarred and brutalized, barely controllable even by their handlers.

DOGMOLE

Medium beast, neutral

Armor Class 14 (natural armor)

Hit Points 71 (11d8 + 22)

Speed 30 ft., burrow 10 ft., swim 10 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	15 (+2)	2 (–4)	12 (+1)	10 (+0)

Senses blindsight 30 ft., passive Perception 11

Languages —

Challenge 1 (200 XP)

Burrow. Dogmoles cannot burrow into solid rock, but they can move through softer material like soil or loose rubble, leaving a usable tunnel 5 feet in diameter.

Wormkiller Rage. Wild dogmole packs are famed for their battles against monsters in the dark caverns of the world. If the dogmole draws blood against vermin, a purple worm, or other underground invertebrates, it gains a +4 boost to its Strength and Constitution, but suffers a –2 penalty to its AC. The wormkiller rage lasts for 3 rounds. It cannot end the rage voluntarily while the creatures that sent it into a rage still lives.

ACTIONS

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

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

Claw. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit:* 12 (3d6 +2) slashing damage.

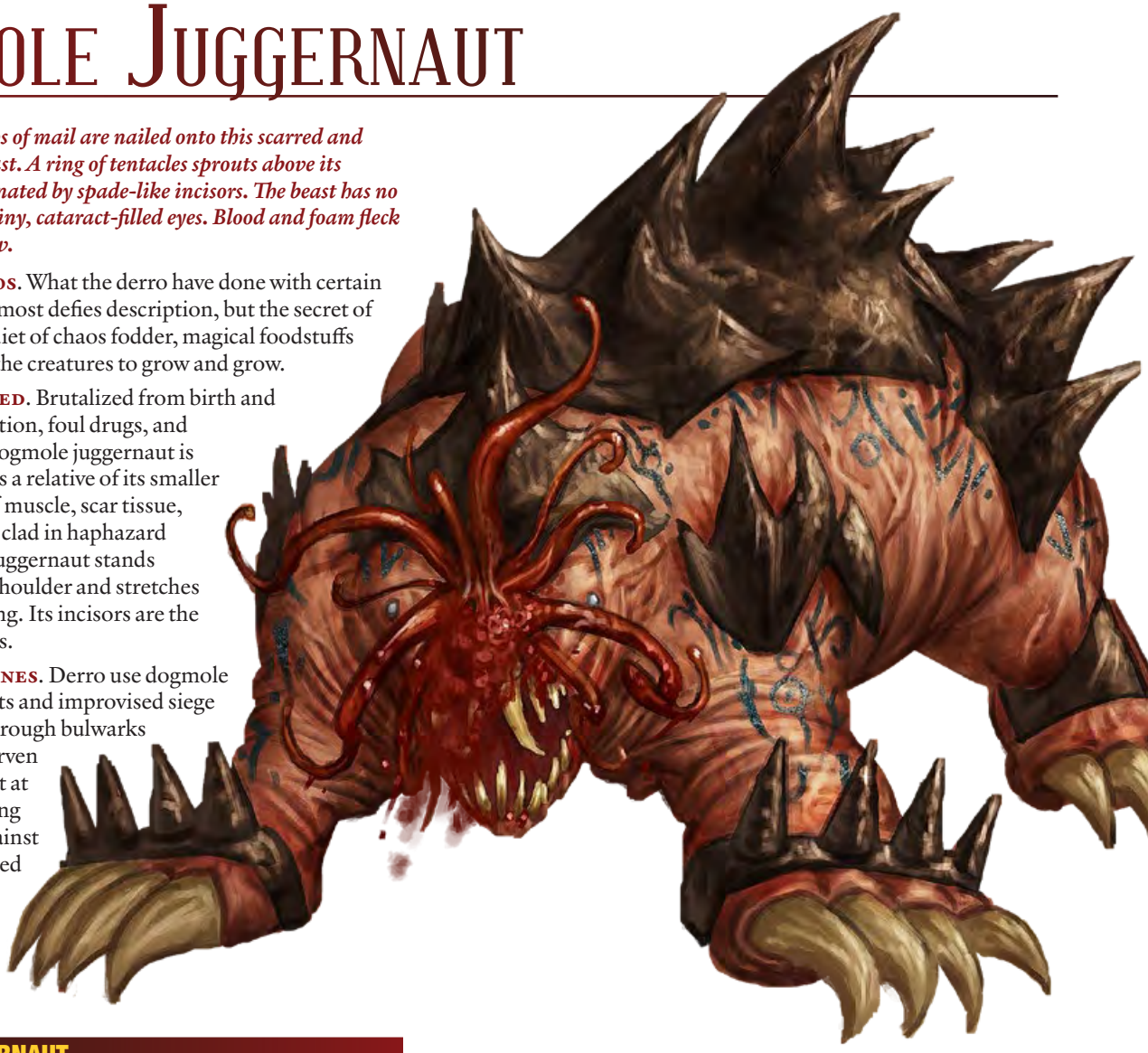
Dogmole Juggernaut

Hide armor and scraps of mail are nailed onto this scarred and tattooed mole-like beast. A ring of tentacles sprouts above its mouth, which is dominated by spade-like incisors. The beast has no visible ears and only tiny, cataract-filled eyes. Blood and foam fleck from its tentacled maw.

Grown from Chaos. What the derro have done with certain breeds of dogmole almost defies description, but the secret of their size is a steady diet of chaos fodder, magical foodstuffs and spells that force the creatures to grow and grow.

Scarred and Abused. Brutalized from birth and hardened by scarification, foul drugs, and warping magic, the dogmole juggernaut is barely recognizable as a relative of its smaller kin. A furless mass of muscle, scar tissue, and barbed piercings clad in haphazard barding, a dogmole juggernaut stands seven feet tall at the shoulder and stretches nine to twelve feet long. Its incisors are the length of shortswords.

Living Siege Engines. Derro use dogmole juggernauts as mounts and improvised siege engines, smashing through bulwarks and breaking up dwarven battle lines. When not at war, derro enjoy pitting rabid juggernauts against one another in frenzied gladiatorial contests.



DOGMOLE JUGGERNAUT

Large monstrosity, neutral

Armor Class 15 (chain armor)

Hit Points 126 (12d10 + 60)

Speed 30 ft., burrow 10 ft., swim 10 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	20 (+5)	2 (–4)	10 (+0)	2 (–4)

Saving Throws Con +11

Senses blindsight 30 ft., passive Perception 10

Languages —

Challenge 5 (1,800 XP)

Burrow. Dogmole juggernauts cannot burrow into solid rock, but they can move through softer material like soil or loose rubble, leaving a usable tunnel 10 ft. in diameter.

Ferocity (1/Day). When the dogmole juggernaut is reduced to 0 hit points, it doesn't die until the end of its next turn.

Powerful Build. A dogmole juggernaut is treated as one size larger if doing so is advantageous to it (such as during grapple checks, pushing attempts, and tripping attempts, but not for the purposes of squeezing or AC). It gains advantage against magical pushing attempts such as gust of wind or Repelling Blast.

Wormkiller Rage. Wild dogmole juggernaut packs are famed for their battles against the monsters of the dark caverns of the world. If a dogmole juggernaut draws blood against vermin, purple worms, or other underground invertebrate, it gains a +4 bonus to Strength and Constitution but suffers a −2 penalty to AC. The wormkiller rage lasts for a number of rounds equal to 1+ its Constitution modifier (minimum 1 round). It cannot end the rage voluntarily while the creatures that sent it into a rage still live.

Actions

Multiattack. The dogmole juggernaut makes one claw attack and one bite attack.

Bite. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit:* 11 (1d12 + 5) piercing damage.

Claw. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit:* 19 (4d6 + 5 slashing damage.

Domovoi

The domovoi enjoy violence and bonebreaking; this makes them useful to more delicate creatures that need enforers.

Long Armed Bruisers. Domovoi resemble nothing so much as large, stony goblins, with oversized heads and leering grins, and with mossy beards as well as massive shoulders and forearms. Their large limbs give them reach and powerful slam attacks.

Abandoned Servants. The domovoi were the portal guards and house lackeys of the elvish nobility, and some were left behind—some say on purpose.

Debt Collectors. These smirking stragglers seek work as tireless sentinels and fey button men, collecting debts for criminal syndicates. They can use *alter self* and *invisibility* at will, and they delight in frustrating the progress of would-be thieves and tomb robbers. They enjoy roughing up weaker creatures with their powerful, stony fists.

DOMOVOI

Medium fey, chaotic neutral

Armor Class 15 (natural armor)
Hit Points 93 (11d8 + 44)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	18 (+4)	6 (–2)	10 (+0)	16 (+3)

Skills Intimidation +5, Perception +2
Damage Immunities acid, lightning
Senses darkvision 60 ft., passive Perception 12
Languages Common, Dwarvish, Elvish
Challenge 4 (1,100 XP)

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

At will: *alter self, invisibility*

3/day each: *darkness, dimension door, haste*

Actions

Multiattack. The domovoi makes two slam attacks.

Slam. *Melee Weapon Attack*: +6 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Domovoi in Midgard

The domovoi are ancient survivors, and they have outlived empires. They now have a certain sense of ownership of ancient places, and they are most commonly found in the ruins of Old Valera and Old Thorn, as well as the vast necropoli of Spintarra and Siwal. The Siwalese fey are sandier in appearance and have beards of rope and twine. These desert domovoi are known as "pa'athara" in Siwalese.

Doppelrat

This rat startled the moment it knew it was seen. Within seconds, the one rat became four, and then the four quickly multiplied into sixteen rats.

The result of a *clone* spell gone awry, a doppelrat uses short-lived duplicates to overwhelm its adversaries. An easy battle against a single rat can quickly spiral out of control as the doppelrat clones itself into a swarm—and the original rat may hide while combat rages.

Stillborn Clones. Those who survive a doppelrat's bite suffer from a frightening disease, sloughing off a stillborn clone each day as their own vitality fades. These clones cannot be raised from the dead in any manner.

Doppelrats settle in large city alleys and sewers after they have killed off or driven out normal rats and natural predators. A cat that survives an encounter with a doppelrat avoids any other doppelrats it meets. Doppelrats can sense others of their kind; helpful, since doppelrat litters produce only one truebred creature out of ten. Their parents and siblings devour the others.

Clone and Run. In combat, they spawn as many clones as they can, and then flee while the copied rats swarm their opponent. By succeeding at a Perception check opposed by the doppelrat's Stealth check, a character can discern the original from all the clones.

City Bounties. In cities with known doppelrat lairs, magistrates hire spellcasters to scour alleys and sewers and obliterate any rats they find. Shady spellcasters who capture a live doppelrat have blackmailed such magistrates by promising to rescue the town from the rats for an exorbitant fee.

DOPPELRAT

Tiny monstrosity, unaligned

Armor Class 13

Hit Points 22 (5d4 + 10)

Speed 15 ft., climb 15 ft., swim 15 ft.

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

Saving Throws Dex +5

Skills Stealth +5

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 2 (450 XP)

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

Actions

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

Arcane Doubling (recharges after 10 minutes). A doppelrat under duress creates clones of itself at the beginning of its turn. Each round for 4 rounds, the number of live doppelrats quadruples but never exceeds 20. For example, when the doppelrat triggers arcane doubling, 1 rat becomes 4; at the start of the rat's next turn, those 4 become 16; and at the start of the rat's third turn, those 16 become 20, the maximum allowed. If one of the duplicates was destroyed between the original doppelrat's 1st and 2nd turns, then the surviving 3 would become 12, and so on.

Each duplicate appears in the same space as any other rat, can either move or take an action the round it appears, and has 4 hit points and AC 13. Any surviving duplicates perish 1 minute (10 rounds) after the first ones were created. If the original doppelrat dies, its clones stop duplicating but the pre-existing clones remain until their time expires. A creature can identify the original doppelrat from its duplicates as an action by making a successful DC 15 Intelligence (Nature) or Wisdom (Perception) check.

Doppeling Disease. At the end of a dopplerat encounter, every creature bitten by a doppelrat or its duplicates must succeed on a DC 12 Constitution saving throw or contract the degenerate cloning disease. During each long rest, the diseased creature grows and sloughs off a stillborn clone. The doppeling process leaves the diseased creature incapacitated for 1 hour, unable to move and barely able to speak (spellcasting is impossible in this state). When the incapacitation wears off, the creature makes a DC 12 Constitution saving throw; it recovers from the disease when it makes its second successful save. Humanoid clones created by the disease cannot be brought to life in any manner.

Running Doppelrats

The hardest part of this monster is the sheer volume of attacks they generate. To model this, run them in groups of 4 for attack purposes and have those groups all use the same +5 to attack and do 1d4 damage. That way you need not roll 20 times for all of them, and you reduce the number of rolls required by a factor of 4.

DORREQ

These twitching balls of tentacles surround an inhuman face dominated by a squid-like beak.

Servants of the Void. The dorreqi are servants to ancient horrors of the void and realms beyond human understanding. They are guardians and sentries for such creatures, and they swarm and attack any creatures approaching too close to the elder aberrations they serve.

Death from Above. Dorreq prefer to drop on their victims from above, pinning them in a grapple attack with their many tentacles and biting them with their large chitinous beaks.

DORREQ

Medium aberration, neutral evil

Armor Class 15 (natural armor)

Hit Points 93 (17d8 + 17)

Speed 20 ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	19 (+4)	13 (+1)	11 (+0)	8 (–1)	6 (–2)

Saving Throws Dex +6

Skills Intimidate +2, Perception +3, Stealth +8

Damage Resistances acid, cold, lightning

Senses darkvision 60 ft., passive Perception 13

Languages Void Speech

Challenge 4 (1,100 XP)

Innate Spellcasting. The dorreq's innate spellcasting ability is Intelligence (spell save DC 10). It can innately cast the following spells, requiring no material components:

3/day each: *blink, dimension door, haste, shatter*

Wasteland Stride. This ability works like *tree stride*, but the dorreq can use it to sink into and appear out of any sandy or rocky ground, and the range is only 30 ft. Using this ability replaces the dorreq's usual movement.

ACTIONS

Multiattack. The dorreq makes two tentacle attacks and one bite attack. If both tentacle attacks hit, the target is grappled (escape DC 14).

Bite. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 22 (4d8 + 4) piercing damage.

Tentacle. *Melee Weapon Attack*: +6 to hit, reach 10 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage. If both tentacles hit the same target in a single turn, the target is grappled (escape DC 14) and pulled within reach of the bite attack, if it was farther than 5 feet away. The target must be size Large or smaller to be pulled this way. The dorreq can maintain a grapple on one Large, two Medium, or two Small creatures at one time.

Entanglement. Any creature that starts its turn within 10 feet of a dorreq must make a successful DC 14 Dexterity saving throw each round or be restrained by the dorreq's tentacles until the start of its next turn. On its turn, the dorreq can ignore or freely release a creature in the affected area.

DORREQI OF THE WASTED WEST

Mages who study the Wasted West disagree whether the dorreqi are something that slipped through with the Great Old Ones during the Mage Wars, or if they are creatures twisted and warped by the alien radiations of the Walkers. Regardless, they are most commonly found swarming on and around the enormous Walkers of the Wastes, tootling strange, alien harmonies through their beaks.

Dragon, Cave

Covered in black spikes, the dragon's eyeless head swings from side to side. Darkness creeps from its strange, eel-like hide, spreading like ink in water.

Apex predators of the underworld, cave dragons are the stuff of nightmare for creatures with little else to fear. They can speak, but they value silence, speaking rarely except when bargaining for food.

Born to Darkness. Eyeless, these dragons have long, thin spikes that help them navigate tunnels, or seal passages around them, preventing foes from outflanking them. Their stunted wings are little more than feelers, useful in rushing down tunnels. Their narrow snouts poke into tight passages which their tongues scour free of bats and vermin. Young cave dragons and wyrmlings can fly, poorly, but older specimens lose the gift of flight entirely.

Cave dragon coloration darkens with age, but it always provides good camouflage against stone: white like limestone, yellow, muddy brown, then black at adult and older categories. Mature adult and old cave dragons sometimes fade to gray again.

Ravenous Marauders. Cave dragons are always hungry and ready to eat absolutely everything. They devour undead, plant creatures, or anything organic. When feeding, they treat all nearby creatures as both a threat and the next course. What alliances they do make only last so long as their allies make themselves scarce when the dragon feeds. They can be bribed with food as easily as with gold, but other attempts at diplomacy typically end in failure. Cave dragons do form alliances with derro or drow, joining them in battle against the darakhul, but there is always a price to be paid in flesh, bone, and marrow. Wise allies keep a cave dragon well fed.

A Hard Life. Limited food underground makes truly ancient cave dragons almost unheard of. The eldest die of starvation after stripping their territory bare of prey. A few climb to the surface to feed, but their sensitivity to sunlight, earthbound movement, and lack of sight leave them at a terrible disadvantage.

A Cave Dragon's Lair

Labyrinthine systems of tunnels, caverns, and chasms make up the world of cave dragons. They claim miles of cave networks as their own. Depending on the depth of their domain, some consider the surface world their territory as well, though they visit only to eliminate potential rivals.

Large vertical chimneys, just big enough to contain the beasts, make preferred ambush sites for young cave dragons. Their ruff spikes hold them in position until prey passes beneath.

Due to the scarcity of food in their subterranean world, a cave dragon's hoard may consist largely of food sources: colonies of bats, enormous beetles, carcasses in various states of decay, a cavern infested with shriekers, and whatever else the dragon doesn't immediately devour.

Cave dragons are especially fond of bones and items with strong taste or smell. Vast collections of bones, teeth, ivory, and the shells of huge insects litter their lairs, sorted or arranged like artful ossuaries.

Cave dragons have no permanent society. They gather occasionally to mate and to protect their eggs at certain spawning grounds. Large vertical chimneys are popular nesting sites. There, the oldest cave dragons also retreat to die in peace. Stories claim that enormous treasures are heaped up in these ledges, abysses, and other inaccessible locations.

Lair Actions

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

- The ceiling collapses above one creature that the dragon can see within 120 feet of it. The creature takes 10 (3d6) bludgeoning damage and is knocked prone and restrained (by fallen debris); damage is halved and the creature is not restrained if it makes a successful DC 15 Dexterity saving throw. The creature is freed when it or an adjacent ally uses an action to make a successful DC 15 Strength (Athletics) check.
- A ten foot-wide, ten foot-long crack opens in the cavern floor where the dragon wishes. Any creature occupying that space must make a successful DC 15 Dexterity saving throw or fall 20 feet, taking 7 (2d6) bludgeoning damage plus 7 (3d4) piercing damage from the jagged stones at the bottom.
- The dragon summons a swarm of insects as if it had cast *insect plague*, filling a 20-foot radius sphere within 90 feet of the dragon. Creatures that are in the affected space or that enter it take 22 (4d10) piercing damage, or half damage with a successful DC 18 Constitution saving throw. The swarm lasts until initiative count 20 on the next round.

Regional Effects

The region containing a legendary cave dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- Poisonous and odorless gases suddenly fill passages and caverns, and just as quickly disperse, within six miles of the dragon's lair.
- Flash flooding turns tunnels into death traps as tremors create fissures in the stone within six miles of the lair. On the surface, ponds drain away, and long-dry creek beds break their banks in flood.
- Swarms of vermin within one mile of the lair increase in both size and number as they try to escape the dragon's endless and undiscriminating hunger.

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

Adult Cave Dragon

Huge dragon, neutral evil

Armor Class 18 (natural armor)

Hit Points 243 (18d12 + 126)

Speed 40 ft., climb 40 ft., Earth Glide

STR	DEX	CON	INT	WIS	CHA
26 (+8)	12 (+1)	24 (+7)	12 (+1)	12 (+1)	20 (+5)

Saving Throws Dex +6, Con +12, Wis +6, Cha +10

Skills Perception +10
Damage Immunities acid, poison, thunder
Condition Immunities poisoned
Senses blindsight 120 ft., passive Perception 20
Languages Common, Darakhul, Draconic, Dwarvish, Goblin
Challenge 16 (15, 000 XP)

Darkness Aura. An adult or older cave dragon can generate an aura of darkness that fills its space and the surrounding 20 feet. This darkness prevents normal vision and darkvision from functioning. Blindsight and truesight function normally. Activating or deactivating the aura is a bonus action.

Earth Glide. An adult cave dragon glides through stone, dirt, or any sort of earth except metal as easily as a fish glides through water. Its burrowing produces no ripple or other sign of its presence and leaves no tunnel or hole unless the dragon chooses to do so; in that case, it creates a passageway 15 feet wide by 10 feet high. The spell *move earth* cast on an area containing an earth-gliding cave dragon flings the dragon back 30 feet and stuns the creature for one round unless it succeeds on a Constitution saving throw.

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

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

At will: *detect magic, speak with dead*
3/day each: *blur, counterspell, darkness, web*
1/day each: *dispel magic, hold person*

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack*: +13 to hit, reach 15 ft., one target. *Hit:* 18 (3d6 + 8) plus 3 (1d6) poison damage.

Claw. *Melee Weapon Attack*: +13 to hit, reach 10 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Tail. *Melee Weapon Attack*: +13 to hit, reach 15 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Poison Breath (Recharge 5–6). The dragon exhales a cone of black poison gas in a 60-foot cone. Each target in that area takes 56 (16d6) poison damage and is poisoned if it is a creature; a successful DC 18 Constitution saving throw reduces damage by half and negates the poisoned condition. The poisoned condition lasts until the target takes a long or short rest or it's removed with *lesser restoration* or comparable magic.

REACTIONS

Ruff Spikes. When a creature tries to enter a space adjacent to a cave dragon, the dragon flares its many feelers and spikes. The creature cannot enter a space adjacent to the dragon unless it makes a successful DC 18 Dexterity saving throw. If the saving throw fails, the creature can keep moving but only into spaces that aren't within 5 feet of the dragon and takes 10 (3d6) piercing damage from spikes.

LEGENDARY ACTIONS

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

Detect. The dragon makes a Wisdom (Perception) check.

Reset Ruff Spikes. The dragon can use its ruff spikes as a reaction again before its next turn.

Tail. The dragon makes a tail attack.

Swift Bite (Costs 2 Actions). The dragon makes two bite attacks.

YOUNG CAVE DRAGON

Large dragon, neutral evil

Armor Class 17 (natural armor)

Hit Points 157 (15d10 + 75)

Speed 40 ft., climb 20 ft., fly 20 ft.

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

Saving Throws Dex +4, Con +8, Wis +4, Cha +7

Skills Perception +4, Stealth +4

Damage Immunities acid, poison, thunder

Condition Immunities poisoned

Senses blindsight 120 ft., passive Perception 14

Languages Common, Darakhul, Draconic

Challenge 8 (3,900 XP)

Tunneler. The cave dragon can burrow through solid rock at half its burrowing speed and leaves a 10-foot wide, 5-foot high tunnel in its wake.

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

1/day each: *blur, counterspell, web*

3/day: *darkness*

ACTIONS

Multiattack. The dragon makes three attacks; one with its bite and two with its claws.

Bite. *Melee Weapon Attack*: +8 to hit, reach 10 ft., one target. *Hit:* 13 (2d6 + 6) piercing damage plus 3 (1d6) poison damage.

Claw. *Melee Weapon Attack*: +8 to hit, reach 10 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Poison Breath (Recharge 5–6). The dragon exhales a cone of black poison gas in a 30-foot cone. Each creature in that area must make a DC 16 Constitution saving throw, taking 45 (13d6) poison damage on a failed save and becoming poisoned if it is a creature. The poisoned condition lasts until the target takes a long or short rest or removes the condition with *lesser restoration* or comparable magic. If the save is successful, the target takes half damage and is not poisoned.

REACTIONS

Ruff Spikes. When a creature tries to enter a space adjacent to a cave dragon, the dragon flares its many feelers and spikes. The creature cannot enter a space adjacent to the dragon unless it makes a successful DC 16 Dexterity saving throw. If the saving throw fails, the creature can keep moving but only into spaces that aren't within 5 feet of the dragon and takes 4 (1d8) piercing damage from spikes.

CAVE DRAGON WYRMLING

Medium dragon, neutral evil

Armor Class 16 (natural armor)

Hit Points 75 (10d8 + 30)

Speed 30 ft., burrow 20 ft., fly 20 ft.

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

Saving Throws Dex +3, Con +5, Cha +3

Skills Perception +2, Stealth +5

Damage Immunities acid, poison, thunder

Condition Immunities poisoned

Senses blindsight 120 ft., passive Perception 12

Languages Draconic

Challenge 2 (450 XP)

Tunneler. The cave dragon can burrow through solid rock at half its burrowing speed and leaves a 5-foot wide, 5-foot high tunnel in its wake.

Innate Spellcasting The dragon's innate spellcasting ability is Charisma. It can innately cast the following spell, requiring no material components:

3/day: *darkness*

ACTIONS

Bite. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage plus 3 (1d6) poison damage.

Poison Breath (Recharge 5–6). The dragon exhales a cone of black poison gas in a 15-foot cone. Each creature in that area must make a DC 13 Constitution saving throw, taking 14 (4d6) poison damage on a failed save and the target is poisoned if it is a creature. The poisoned condition lasts until the target takes a long or short rest or removes the condition with *lesser restoration*. If the save is successful, the target takes half the damage and does not become poisoned.

Dragon, Flame

The dragon bears black scales, more charred than naturally colored. Cracks between the scales glow a dull red, until the dragon rears its head and roars. Red embers become bright orange flames as the creature lights up from tail to maw.

The flame dragons are capricious creatures, fascinated by dark emotions and destructive passions. The dragons of eternal fire are proud and jealous, quick to anger, and utterly unforgiving. They bring complete and total ruin to entire civilizations for trivial reasons, but their true motivation is the fun to be had. These burning serpents treat rage, deceit, and despair as toys for their amusement. "May you be the fire's plaything" is a curse often used by the foolish.

Taunting Others. The hot-blooded creatures tease their victims like cats, seeing the world and all within it as their rightful prey. Young flame dragons are less subtle than their elders. Wyrmlings may force a woman to watch her family die or ruin a beautiful face for pleasure—direct and evil. As the dragon matures, this natural sadism develops into a desire for more complicated sport. Aging dragons of fire use politics, murder, and magic in elaborate schemes only their ilk can appreciate. Many create plots so intricate and layered that they lack a true resolution, creating only endless manipulation. A hero might foil an assassination only to see the king thus saved become a despot. She might defeat the vizier whispering lies in the ruler's ear only to discover he was a pawn in a vast conspiracy. Dark ambitions, poisoned daggers, and old vendettas build such momentum that one scheme begins each time another ends. Often, even killing the draconic mastermind cannot extinguish the fires it started.

Malevolent Purpose. The results of these schemes are secondary to the enjoyment they derive from pursuing a nebulous and ever-changing goal. Some spend centuries torturing a family line for nothing more than trespassing on the dragon's land. Others plot eternal curses after twisting poorly chosen words into the most dire of insults. The vengeance itself is not as important as having an excuse to hate, plot, and ruin. Flame dragons relish such opportunities for revenge, seeing each as a delightful hobby. The disruption of a game kindles a true and terrible rage, and in these rare moments of defeat, their anger can be catastrophic. Entire cities burn.

Fond of Souvenirs. Flame dragons are as materialistic and territorial as other true dragons. Each pursues an individual obsession it fixates upon with mad devotion to fill its hoard. Some corrupt innocence, others push nations to war, but they always collect a memento for each victory, whether petty or grand. One might collect scorched skulls, while another saves the melted treasures of toppled empires. When not out sowing discord, the ancient flame dragons enjoy contemplating their hoards. Every piece reminds them of their own majesty and genius.

Nothing is safe from a flame dragon's endless scheming and narcissism. They crave absolute attention and constant reassurance. Anyone who humiliates a flame dragon would be wiser to kill it. Its survival ensures the dragon's undivided attention for generations. It would be wiser still to make certain there is not a trace of involvement in a flame dragon's death. All burning serpents see the murder of one of their kin as the gravest insult.

ANCIENT FLAME DRAGON

Gargantuan dragon, chaotic evil

Armor Class 22 (natural armor)

Hit Points 481 (26d20 + 208)

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

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	27 (+8)	19 (+4)	16 (+3)	22 (+6)

Saving Throws Dex +9, Con +15, Wis +10, Cha +13

Skills Deception +13, Insight +10, Perception +17, Persuasion +13, Stealth +9

Damage Immunities fire

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 27

Languages Common, Draconic, Giant, Ignan, Infernal, Orc

Challenge 24 (62,000 XP)

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

Fire Incarnate. All fire damage dealt by the dragon ignores fire resistance but not fire immunity.

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It then makes one bite attack and two claw attacks.

Bite. *Melee Weapon Attack*: +13 to hit, reach 15 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 14 (4d6) fire damage.

Claw. *Melee Weapon Attack*: +13 to hit, reach 10 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Tail. *Melee Weapon Attack*: +13 to hit, reach 20 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. A frightened creature repeats the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Fire Breath (Recharge 5–6). The dragon exhales fire in a 90-foot cone. Each creature in that area takes 91 (26d6) fire damage, or half damage with a successful DC 23 Dexterity saving throw. Each creature in that area must also succeed on a DC 21 Wisdom saving throw or go on a rampage for 1 minute. A rampaging creature must attack the nearest living creature or smash some object smaller than itself if no creature can be reached with a single move. A rampaging creature repeats the saving throw at the end of each of its turns, ending the effect on itself on a success.

Shifting Flames. The dragon magically polymorphs into a creature that has immunity to fire damage and a size and challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice). In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

LEGENDARY ACTIONS

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

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 21 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

ADULT FLAME DRAGON

Huge dragon, chaotic evil

Armor Class 19 (natural armor)

Hit Points 212 (17d12 + 102)

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

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	23 (+6)	17 (+3)	14 (+2)	20 (+5)

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

Skills Deception +10, Insight +7, Perception +12, Persuasion +10, Stealth +7

Damage Immunities fire

Senses blindsight 60 ft. darkvision 120 ft. passive Perception 22

Languages Common, Draconic, Giant, Ignan, Infernal, Orc

Challenge 16 (15,000 XP)

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

Fire Incarnate. All fire damage dealt by the dragon ignores fire resistance but not fire immunity.

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It then makes one bite attack and two claw attacks.

Bite. *Melee Weapon Attack*: +9 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage plus 7 (2d6) fire damage.

Claw. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Tail. *Melee Weapon Attack*: +9 to hit, reach 15 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A frightened creature repeats the saving throw at

the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Fire Breath (Recharge 5–6). The dragon exhales fire in a 60-foot cone. Each creature in that area takes 63 (18d6) fire damage, or half damage with a successful DC 19 Dexterity saving throw. Each creature in that area must also succeed on a DC 18 Wisdom saving throw or go on a rampage for 1 minute. A rampaging creature must attack the nearest living creature or smash some object smaller than itself if no creature can be reached with a single move. A rampaging creature repeats the saving throw at the end of each of its turns, ending the effect on itself on a success.

Shifting Flames. The dragon magically polymorphs into a creature that has immunity to fire damage and a size and challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice). In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

LEGENDARY ACTIONS

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

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 17 Dexterity saving throw or take 11 (2d6 + 4) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

YOUNG FLAME DRAGON

Large dragon, chaotic evil

Armor Class 18 (natural armor)

Hit Points 161 (17d10 + 68)

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

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	19 (+4)	15 (+2)	13 (+1)	18 (+4)

Saving Throws Dex +6, Con +8, Wis +5, Cha +8

Skills Deception +8, Insight +5, Perception +9, Persuasion +8, Stealth +6

Damage Immunities fire

Senses blindsight 30 ft. darkvision 120 ft. passive Perception 19

Languages Common, Draconic, Ignan, Giant, Infernal, Orc

Challenge 9 (5,000 XP)

Fire Incarnate. All fire damage dealt by the dragon ignores fire resistance but not fire immunity.

ACTIONS

Multiattack. The dragon makes one bite attack and two claw attacks.

Bite. *Melee Weapon Attack*: +6 to hit, reach 10 ft., one target. *Hit:* 13 (2d10 + 2) piercing damage plus 3 (1d6) fire damage.

Claw. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage.

Fire Breath (Recharge 5–6). The dragon exhales fire in a 30-foot cone. Each creature in that area takes 56 (16d6) fire damage, or half damage with a successful DC 16 Dexterity saving throw.

FLAME DRAGONS IN MIDGARD

Flame dragons descend from the passionate daughter of the great World Serpent. Bards say a new flame dragon egg appears in the world when Glaurvistus completes her cyclical games of lust and revenge. Her satisfaction brings ruin in the moment and for centuries to come when a new egg hatches.

Glaurvistus, the Smoking Scourge, inserts herself into many mortal events, burning her mark upon history. She manufactures an outrage when bored, working wildly complex plots against arbitrary enemies until it all ends in death. Her favorite game involves pledging admiration for a stalwart hero and bringing slow but destructive ruin upon any force around that person. Her false affections culminate in a fiery death for the unfortunate object of her attentions. She always leaves some cherished possession untouched by the cremation and builds her hoards with the memories of a thousand murdered champions.

Glaurvistus has many lairs, most within active volcanoes or deep below the ground. Each boasts unique treasures to lure would-be heroes. She grants many fortresses to her most beloved offspring, who oversee their mother's domain. There is no surer way for a hero to gain her attention than by slaying one of her favored children. Legends claim she lairs in a true sanctuary, accessing the outside world only through magic or caves of molten adamantine.

The Smoking Scourge recognizes few rivals. She views most dragons as children and offers grudging esteem only to the oldest and most powerful. She greets her immediate siblings with familial respect but considers them all beneath her. From her spawn she demands obedience, and her regard is only earned with constant success. She expects immediate discarding of centuries-long plots at her merest whim, and the price for disloyalty is a terrible vengeance.

The oldest of her children see patterns over centuries, and they wonder whether Glaurvistus pursues some greater goal they cannot fathom. All creation is her plaything.

FLAME DRAGON WYRMLING

Medium dragon, chaotic evil

Armor Class 17 (natural armor)
Hit Points 52 (8d8 + 16)
Speed 30 ft., climb 30 ft., fly 60 ft.

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

Saving Throws Dex +4, Con +4, Wis +3, Cha +5
Skills Deception +5, Insight +3, Perception +5, Persuasion +5, Stealth +4
Damage Immunities fire
Senses blindsight 30 ft. darkvision 120 ft. passive Perception 15
Languages Common, Draconic, Ignan
Challenge 3 (700 XP)

ACTIONS

Bite. *Melee Weapon Attack*: +3 to hit, reach 5 ft., one target. *Hit:* 6 (1d10+1) piercing damage plus 3 (1d6) fire damage.

Fire Breath (Recharge 5–6). The dragon exhales fire in a 10-foot cone. Each creature in that area takes 24 (7d6) fire damage, or half damage with a successful DC 12 Dexterity saving throw.

Flame Dragon's Lair

Flame dragons dwell in lairs where a burning fire is always near: volcanoes, sulfur mines, caves full of geysers, and places where the Elemental Plane of Fire touches the Material Plane. Whatever the place, its purpose is always to serve as a showcase of all the trophies the dragon has collected. Carefully arranged and organized prizes decorate the walls, sometimes even protected behind crystal walls. This display both feeds the dragon's vanity and pride, and also serves as a lure to attract adventurers, since flame dragons love to encourage the lowest instincts in their prey.

Many of these lairs feature a huge, reflective surface. A flame dragon likes nothing more than itself.

LAIR ACTIONS

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

- A cloud of smoke swirls in a 20-foot-radius sphere centered on a point the dragon can see within 120 feet of it. The cloud spreads around corners and the area is lightly obscured. Each creature in the cloud must succeed on a DC 15 Constitution saving throw or be blinded for 1 minute. A blinded creature repeats the saving throw at the end of each of its turns, ending the effect on itself on a success.
- The ground erupts with volcanic force at a point the dragon can see within 120 feet of it. Any creature within 20 feet of the point must make a successful DC 15 Dexterity saving throw or be knocked prone and trapped in the ground. A creature trapped in this way is restrained and can't stand up. A creature can end the restraint if it or another creature takes an action to make a successful DC 15 Strength check.
- A wall of fire rises up from the ground within 120 feet of the dragon. The wall is up to 60 feet long, 10 feet high, and 5 feet thick, can take any shape the dragon wants, and blocks line of sight. When the wall appears, each creature in its area must make a DC 15 Dexterity saving throw. A creature that fails the saving throw takes 21 (6d6) fire damage. Each creature that enters the wall for the first time each turn or ends its turn there takes 21 (6d6) fire damage. The wall is extinguished when the dragon uses this lair action again or when the dragon dies.

REGIONAL EFFECTS

The region containing a legendary flame dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- Arguments and misunderstandings erupt easily within 6 miles of the lair. Friendships are easily broken and criminal acts are common.
- Temperatures rise within 6 miles of the lair. Crops wither, producing famines.
- Sulfur geysers form in and around the dragon's lair. Some of them erupt only once an hour, so they're spotted only with a successful DC 20 Wisdom (Perception) check. A creature on top of an erupting geyser takes 21 (6d6) fire damage, or half damage with a successful DC 15 Dexterity saving throw.

If the dragon dies, the arguments and misunderstandings disappear immediately and the temperatures go back to normal within 1d10 days. Any geysers remain where they are.

DRAGON, MITHRAL

Mithral dragons are wise and learned, and are legendary peacemakers and spellcasters. They pursue their own interests when not called to settle disputes.

GLIMMERING CHAMPIONS. Light glints off a mithral dragon's glossy scales, shining silver-white, and its tiny wings fold flush against its body—but open like a fan to expose shimmering, diaphanous membranes. Its narrow head, with bare slits for its eyes and nostrils, ends in a slender neck. The dragon's sleek look continues into its body and a mithral dragon's impossibly thin frame makes it look extremely fragile.

RAGE IN YOUTH. Younger mithral dragons raid and pillage as heavily as any chromatic dragon, driven largely by greed to acquire a worthy hoard—though they are less likely to kill for sport or out of cruelty. In adulthood and old age, however, they are less concerned with material wealth and more inclined to value friendship, knowledge, and a peaceful life spent in pursuit of interesting goals.

PEACEMAKERS. Adult and older mithral dragons are diplomats and arbitrators by temperament (some dragons cynically call them referees), enjoying bringing some peace to warring factions. Among all dragons, their strict neutrality and ability to ignore many attacks make them particularly well suited to these vital roles.

ANCIENT MITHRAL DRAGON

Gargantuan dragon, neutral

Armor Class 20 (natural armor)

Hit Points 297 (17d20 + 119)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	16 (+3)	25 (+7)	24 (+7)	25 (+7)	24 (+7)

Saving Throws Dex +9, Con +13, Int +13, Wis +13, Cha +13

Skills Athletics +15, History +13, Insight +13, Intimidation +13, Perception +13, Persuasion +13

Damage Resistance bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities acid, thunder

Condition Immunities charmed

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 23

Languages Celestial, Common, Draconic, Primordial

Challenge 18 (20,000 XP)

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

Innate Spellcasting. The dragon's innate spellcasting ability is Intelligence (spell save DC 21). It can innately cast the following spells, requiring no material components:

At will: *tongues*

5/day each: *counterspell, dispel magic, enhance ability*

Mithral Shards. Ancient mithral dragons can choose to retain the mithral shards of their breath weapon as a hazardous zone of spikes. Treat as a *spike growth* zone that does 2d8 magical slashing damage for every 5 feet travelled.

Spellcasting. The dragon is a 15th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 21, +13 to hit with spell attacks). It requires no material components to cast its spells. The dragon has the following wizard spells prepared:

Cantrips (at will): *acid splash, light, mage hand, minor illusion, prestidigitation*

1st level (4 slots): *charm person, expeditious retreat, magic missile, unseen servant*

2nd level (3 slots): *blur, hold person, see invisibility*

3rd level (3 slots): *haste, lightning bolt, protection from energy*

4th level (3 slots): *dimension door, stoneskin, wall of fire*

5th level (2 slots): *polymorph, teleportation circle*

6th level (1 slot): *guards and wards*

7th level (1 slot): *forcecage*

8th level (1 slot): *antimagic field*

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack*: +15 to hit, reach 15 ft., one target. *Hit:* 22 (2d12 + 9) piercing damage.

Claw. *Melee Weapon Attack*: +15 to hit, reach 10 ft., one target. *Hit:* 18 (2d8 +9) slashing damage, and the target loses 5 hit point from bleeding at the start of each of its turns for six rounds unless it receives magical healing. Bleeding damage is cumulative; the target loses 5 hp per round for each bleeding wound it's taken from a mithral dragon's claws.

Tail. *Melee Weapon Attack*: +15 to hit, reach 20 ft., one target. *Hit:* 20 (2d10 + 9) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of its turn, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapon (Recharge 5–6). A mithral dragon can spit a 60-foot-long, 5-foot-wide line of metallic shards. Targets in its path take 59 (17d6) magical slashing damage and lose another 10 hit points from bleeding at the start of their turns for 6 rounds; slashing and bleed damage is halved by a successful DC 21 Dexterity saving throw. Only magical healing stops the bleeding before 6 rounds. The shards dissolve into wisps of smoke 1 round after the breath weapon's use.

MITHRAL DRAGONS IN MIDGARD

Mithral dragons are rebellious dragons who once sought to make peace between chromatic and metallic dragons. Having failed in that, they declared themselves neutral and seek out opportunities to make peace elsewhere—they are the only dragons that advocate against the perpetual war of the Dragon Empire, and they occasionally serve as mercenaries against the Mharoti.

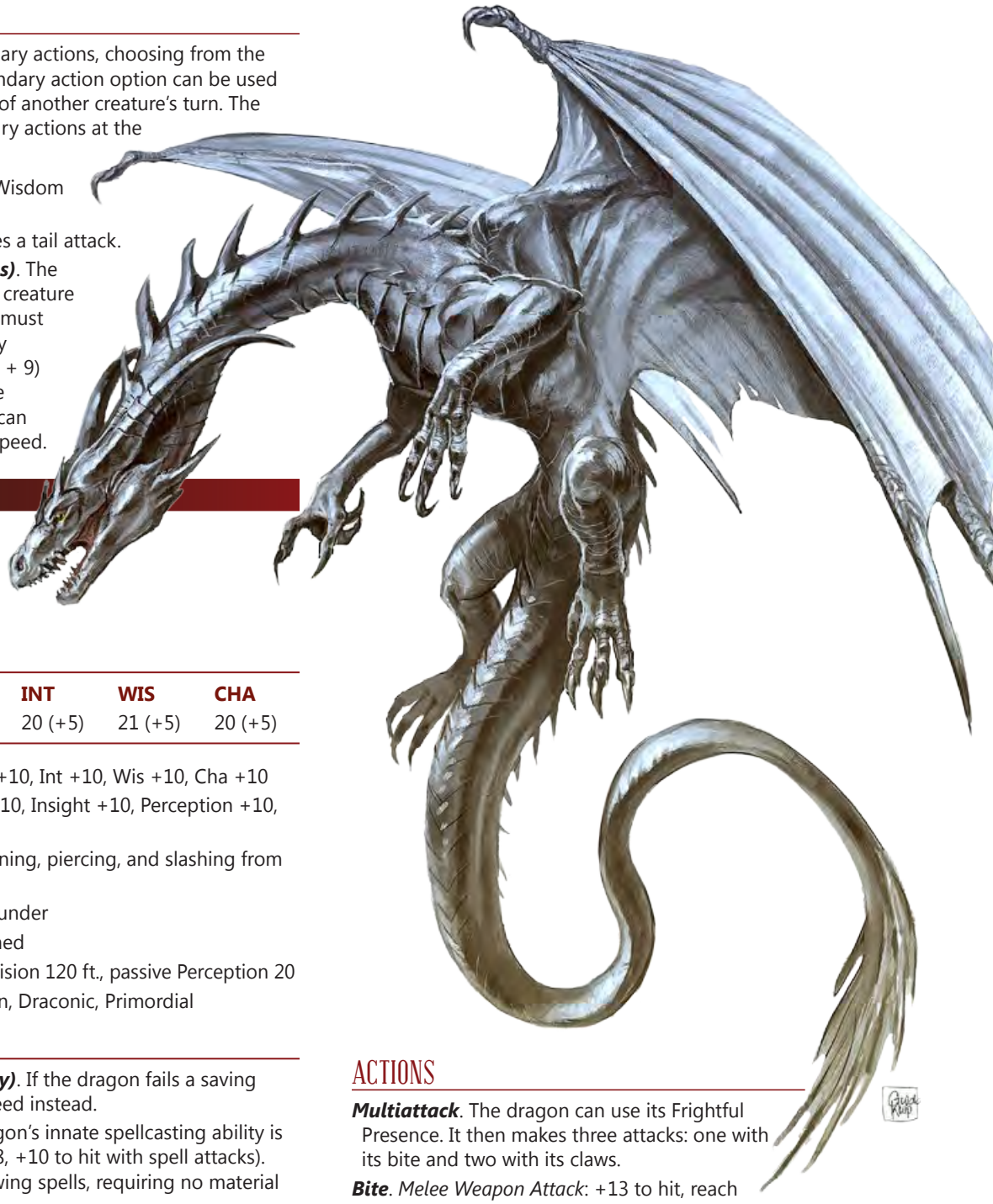
LEGENDARY ACTIONS

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

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 23 Dexterity saving throw or take 18 (2d8 + 9) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.



ADULT MITHRAL DRAGON

Huge dragon, neutral

Armor Class 18 (natural armor)

Hit Points 184 (16d12 + 80)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	18 (+4)	21 (+5)	20 (+5)	21 (+5)	20 (+5)

Saving Throws Dex +9, Con +10, Int +10, Wis +10, Cha +10

Skills Athletics +13, History +10, Insight +10, Perception +10, Persuasion +10

Damage Resistance bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities acid, thunder

Condition Immunities charmed

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 20

Languages Celestial, Common, Draconic, Primordial

Challenge 14 (11,500 XP)

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

Innate Spellcasting. The dragon's innate spellcasting ability is Intelligence (spell save DC 18, +10 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *tongues*

5/day each: *dispel magic, enhance ability*

Spellcasting. The dragon is a 6th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 18, +10 to hit with spell attacks). It requires no material components to cast its spells. The dragon has the following wizard spells prepared:

Cantrips (at will): *acid splash, light, mage hand, prestidigitation*

1st level (4 slots): *charm person, expeditious retreat, magic missile, unseen servant*

2nd level (3 slots): *blur, hold person, see invisibility*

3rd level (3 slots): *haste, lightning bolt, protection from energy*

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack*: +13 to hit, reach 10 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage.

Claw. *Melee Weapon Attack*: +13 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 +8) slashing damage, and the target loses 4 hit points from bleeding at the start of each of its turns for six rounds unless it receives magical healing. Bleeding damage is cumulative; the target loses 4 hp per round for each bleeding wound it's taken from a mithral dragon's claws.

Tail. *Melee Weapon Attack*: +13 to hit, reach 15 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of its turn, ending the effect on itself on a success. If a creature's

saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapon (Recharge 5–6). A mithral dragon can spit a 60-foot-long, 5-foot-wide line of metallic shards. Targets in its path take 42 (12d6) magical slashing damage and lose another 8 hit points from bleeding at the start of their turns for 6 rounds; slashing and bleed damage are halved by a successful DC 18 Dexterity saving throw. Only magical healing stops the bleeding before 6 rounds. The shards dissolve into wisps of smoke 1 round after the breath weapon's use.

LEGENDARY ACTIONS

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

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 21 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

YOUNG MITHRAL DRAGON

Medium dragon, neutral

Armor Class 16 (natural armor)

Hit Points 92 (16d8 + 20)

Speed 50 ft., fly 60 ft.

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

Saving Throws Dex +9, Con +4, Wis +5, Cha +5

Skills Acrobatics +6, Insight +5, Perception +5, Persuasion +5

Damage Resistance bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities acid, thunder

Condition Immunities charmed

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 15

Languages Celestial, Common, Draconic, Primordial

Challenge 6 (2,300 XP)

Innate Spellcasting. The dragon's innate spellcasting ability is Intelligence. It can innately cast the following spells, requiring no material components:

At will: *tongues*

3/day: *enhance ability*

ACTIONS

Multiattack. The dragon makes one bite attack and two claw attacks.

Bite. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

Claw. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 14 (2d10 + 3) slashing damage, and the target loses 3 hit point from bleeding at the start of each of its turns for six rounds unless it receives magical healing. Bleeding damage is cumulative; the target loses 3 hp per round for each bleeding wound it has taken from a mithral dragon's claws.

Breath Weapon (Recharge 5–6). A mithral dragon can spit a 50-foot-long, 5-foot-wide line of metallic shards. Targets in its path take 21 (6d6) magical slashing damage and lose another 5 hit points from bleeding at the start of their turns for 6 rounds; slashing damage is halved by a successful DC 12 Dexterity saving throw, but bleeding damage is not affected. Only magical healing stops the bleeding before 6 rounds. The shards dissolve into wisps of smoke 1 round after the breath weapon's use.

Dragon, Sea

This aquamarine dragon has a shark's head that tapers off into a sleek eel-like body. Its large fins double as wings.

Divine Dragons. Sea dragons are the children of the ocean, and believe they are semi-divine beings, worthy of worship. Given their size and power, they may be right; certainly, they are often companions or steeds to gods of the sea.

Despite the solemn duties the sea dragons invoke thanks to their lineage, they are extremely whimsical. While these immense creatures are playful, their games can shatter hulls and drown sailors. The sea dragons course through the waves with tangible joy as they hunt whales and entire schools of tuna.

Shipwreck Art. Sea dragons love collecting treasure, especially prize the sunken treasure-filled hulls of ships lost to storm, battle, or their own handiwork. While they appreciate all wealth, they prefer hardy items that can stand up to long exposure to sea water. Precious metals and gemstones add a dramatic luster to the dragon's lair when they catch stray beams of light. Sea dragons take any more perishable treasures and place them on a reef-altar, to dissolve in the sea as a tithe to the sea gods.

Sunken Memorials. A sea dragon's lair is littered with meticulously arranged ships consigned to the deeps. These wrecks are often artfully smashed to allow the treasures in the hold to spill out onto the sea floor. It may seem haphazard, but it displays a complex aesthetic that only other sea dragons can truly appreciate. Because they arrange these wrecks so carefully, a dragon notices immediately if its hoard is disturbed.

ANCIENT SEA DRAGON

Gargantuan dragon, neutral evil

Armor Class 22 (natural armor)

Hit Points 481 (26d20 + 208)

Speed 40 ft., fly 80 ft., swim 80 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	10 (+0)	27 (+8)	19 (+4)	17 (+3)	21 (+5)

Saving Throws Dex +7, Con +15, Wis +10, Cha +12

Skills Perception +17, Stealth +7

Damage Immunities cold

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 27

Languages Common, Draconic, Infernal, Primordial

Challenge 22 (41,000 XP)

Amphibious. The dragon can breathe air and water.

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

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

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack*: +16 to hit, reach 15 ft., one target. *Hit:* 20 (2d10 + 9) piercing damage plus 11 (2d10) cold damage.

Claw. *Melee Weapon Attack*: +16 to hit, reach 10 ft., one target. *Hit:* 16 (2d6 + 9) slashing damage.

Tail. *Melee Weapon Attack*: +16 to hit, reach 20 ft., one target. *Hit:* 18 (2d8 + 9) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 20 Wisdom saving throw or become frightened for 1 minute. A creature repeats the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Tidal Breath (Recharge 5-6). The dragon exhales a crushing wave of frigid seawater in a 90-foot cone. Each creature in that area must make a DC 23 Dexterity saving throw. On a failure, the target takes 44 (8d10) bludgeoning damage and 44 (8d10) cold damage, and is pushed 30 feet away from the dragon and knocked prone. On a successful save the creature takes half as much damage and isn't pushed or knocked prone.

Legendary Actions

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

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 24 Dexterity saving throw or take 16 (2d6 + 9) bludgeoning damage and be knocked prone. The dragon can then move up to half its flying speed, or swim speed if in the water.

ADULT SEA DRAGON

Huge dragon, neutral evil

Armor Class 19 (natural armor)

Hit Points 225 (18d12 + 108)

Speed 40 ft., fly 80 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	23 (+6)	17 (+3)	15 (+2)	19 (+4)

Saving Throws Dex +5, Con +11, Wis +7, Cha +9

Skills Perception +12, Stealth +5

Damage Immunities cold

Senses blindsight 60 ft. darkvision 120 ft. passive Perception 22

Languages Common, Draconic

Challenge 16 (15,000 XP)

Amphibious. The dragon can breathe air and water.

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

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

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack*: +12 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage plus 5 (1d10) cold damage.

Claw. *Melee Weapon Attack*: +12 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

Tail. *Melee Weapon Attack*: +12 to hit, reach 15 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature repeats the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Tidal Breath (Recharge 5-6). The dragon exhales a crushing wave of frigid seawater in a 60-foot cone. Each creature in that area must make a DC 19 Dexterity saving throw. On a failure, the target takes 33 (6d10) bludgeoning damage and 33 (6d10) cold damage, and is pushed 30 feet away from the dragon and knocked prone. On a successful save the creature takes half as much damage and isn't pushed or knocked prone.

LEGENDARY ACTIONS

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

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 20 Dexterity saving throw or take 14 (2d6 + 7) bludgeoning damage and be knocked prone. The dragon can then move up to half its flying speed, or half its swim speed if in the water.

YOUNG SEA DRAGON

Large dragon, neutral evil

Armor Class 18 (natural armor)

Hit Points 152 (16d10 + 64)

Speed 40 ft., fly 80 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	19 (+4)	15 (+2)	13 (+1)	17 (+3)

Saving Throws Dex +4, Con +8, Wis +5, Cha +7

Skills Perception +9, Stealth +4

Damage Immunities cold

Senses blindsight 30 ft. darkvision 120 ft. passive Perception 19

Languages Common, Draconic

Challenge 9 (5,000 XP)

Amphibious. The dragon can breathe air and water.

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

ACTIONS

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

Bite. *Melee Weapon Attack*: +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage plus 5 (1d10) cold damage.

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

Tidal Breath (Recharge 5-6). The dragon exhales a crushing wave of frigid seawater in a 30-foot cone. Each creature in that area must make a DC 16 Dexterity saving throw. On a failure, the target takes 27 (5d10) bludgeoning damage and 27 (5d10) cold damage, and is pushed 30 feet away from the dragon and knocked prone. On a successful save the creature takes half as much damage and isn't pushed or knocked prone.

SEA DRAGON WYRMLING

Medium dragon, neutral evil

Armor Class 17 (natural armor)

Hit Points 52 (8d8 + 16)

Speed 30 ft., fly 60 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	15 (+2)	13 (+1)	11 (+0)	15 (+2)

Saving Throws Dex +2, Con +4, Wis +2, Cha +4

Skills Perception +4, Stealth +2

Damage Immunities cold

Senses blindsight 10 ft. darkvision 60 ft. passive Perception 14

Languages Common, Draconic, Primordial

Challenge 2 (450 XP)

ACTIONS

Bite. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage plus 3 (1d6) cold damage.

Tidal Breath (Recharge 5-6). The dragon exhales a crushing wave of frigid seawater in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw. On a failure, the target takes 11 (2d10) bludgeoning damage and 11 (2d10) cold damage, and is pushed 15 feet away from the dragon and knocked prone. On a successful save the creature takes half as much damage and isn't pushed or knocked prone.

SEA DRAGON'S LAIR

Sea dragons dwell in lairs dwell in lairs beneath the waves: ocean fissures and caves, lightless trenches full of strange rock formations, and sheltered reefs of cultivated coral.

Whatever the place, it's dedicated to the worship of sea gods. Despite the draconic instinct for seclusion and protection when choosing a lair, sea dragons always choose lairs relatively close to humanoid trade routes and abundant supplies of fish.

The sky surrounding a sea dragon's lair is perpetually stormy, and the seas run high. If a captain is courageous, these high winds and swift-running currents can cut significant time off a voyage.

PRIESTS OF SEGGOTAN

Every sea dragon is devoted to the dragon god of the sea. As a result, many sea dragons use the innate spellcasting variant. Sea dragons favor spells that manipulate water or the weather, emulate storms, deal lightning or cold damage, divine the future, or conjure sea creatures to fight alongside the dragon.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the dragon takes a lair action and generates one of the following effects. The dragon can't use the same effect two rounds in a row:

- Four vortexes, each 5 feet in diameter and up to 30 feet tall, appear within the lair where the dragon wishes. Creatures occupying the space where a vortex appears or who enter the vortex for the first time on a turn must make a DC 15 Dexterity save or be restrained. As an action, a creature can free itself or another creature from a vortex by succeeding on a DC 15 Strength check. The vortexes last until the dragon uses this lair action again or until the dragon dies.
- The dragon creates a wall of living coral on a solid surface it can see within 120 feet of it. The wall can be up to 30 feet long, 30 feet high, and 1 foot thick. When the wall appears, each creature within its area takes damage as if touching the wall and is pushed 5 feet out of the wall's space, on whichever side of the wall it wants. Touching the wall releases painful stings that deal 18 (4d8) poison damage, or half that with a successful DC 15 Constitution saving throw. Each 10-foot section of the wall has AC 5, 30 hit points, resistance to fire damage, and immunity to psychic damage. The wall lasts until the dragon uses this lair action again or until the dragon dies.
- The dragon bends time around its enemies. Four creatures the dragon can see within 120 feet of it must succeed on a DC 15 Wisdom save or be affected by a *slow* spell. This effect last until initiative count 20 on the following round.

REGIONAL EFFECTS

The region containing a legendary sea dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- Sea life becomes richer within 6 miles of the lair. Schools of fish move into new waters, sharks become common, and whale migration paths shift to pass near the area.
- Water temperatures drop sharply within 6 miles of the lair. Creatures not accustomed to cold suffer exposure to extreme cold while swimming in this water.
- Storms and rough water are more common within 6 miles of the lair.

If the dragon dies, conditions of the sea surrounding the lair return to normal over the course of 1d10 days.

SEA DRAGONS IN MIDGARD

Sea dragons are the offspring of Seggotan, the dragon god of time and the sea. A sea dragon shares its god's idea that everything in the sea is the property of Seggotan, and they expect lesser beings to respect that truth.

The sea dragons are among the most powerful allies of the Mharoti Empire, securing seaways and acting as a communion point for the tidal priests. Thankfully for the Empire's enemies, the most ancient sea dragons are too consumed with their contemplation of time and their inscrutable duties in the depths of the ocean to make war.

Dragon, Void

A dragon seemingly formed of the night sky has bright white stars for eyes. Lesser stars twinkle in the firmament of the dragon's body.

Children of the Stars. Void dragons drift through the empty spaces beyond the boundaries of the mortal world, wanderers between the stars. They are aloof, mingling only with the otherworldly beings that live above and beyond the earth, including the incarnate forms of the stars themselves. When lesser creatures visit void dragons, the dragons themselves barely notice.

Witnesses to the Void. Void dragons are intensely knowledgeable creatures, but they have seen too much, lingering at the edge of the void itself. Gazing into the yawning nothing outside has taken a toll. The void dragons carry a piece of that nothing with them, and it slowly devours their being. They are all unhinged, and their madness is contagious. It flows out of them to break the minds of lesser beings when the dragons fly into a rage and lash out.

Voracious Scholars. Despite their removed existence and strange quirks, void dragons still hoard treasure. Gems that glitter like the stars of their home are particularly prized. Their crowning piece, however, is knowledge. Void dragons jealously hoard scraps of forbidden and forgotten lore of any kind and spend most of their time at home poring over these treasures. Woe to any who disturbs this collection, for nothing ignites their latent madness like a violation of their hoard.

ANCIENT VOID DRAGON

Gargantuan dragon, chaotic neutral

Armor Class 22 (natural armor)

Hit Points 448 (23d20 + 207)

Speed 40 ft., fly 80 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
28 (+9)	10 (+0)	29 (+9)	18 (+4)	15 (+2)	23 (+6)

Saving Throws Dex +7, Con +16, Wis +9, Cha +13

Skills Arcana +18, History +18, Perception +16, Persuasion +13, Stealth +7

Damage Immunities cold

Condition Immunities charmed, frightened

Senses blindsight 60 ft. darkvision 120 ft. passive Perception 26

Languages Celestial, Common, Draconic, Infernal, Primordial, Void Speech

Challenge 24 (62,000 XP)

Chill of the Void. Cold damage dealt by the void dragon ignores resistance to cold damage, but not cold immunity.

Collapsing Star. When the void dragon is killed it explodes in a swath of celestial destruction. Each creature and object within 1 mile of the dragon take 55 (10d10) bludgeoning damage, 55 (10d10) cold damage, and 55 (10d10) psychic damage. Each damage type can be reduced by half with a successful DC 21 saving throw: Dexterity vs. bludgeoning, Constitution vs. cold, and Wisdom vs. psychic. Additionally, a creature that fails two or three of the saving throws is affected by a *plane shift* spell and sent to a random plane. If it is sent to the plane it currently occupies, it appears 5d100 miles away in a random direction.

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

Void Dweller. Void dragons dwell in the empty expanse between the stars, and do not require air, food, drink, or sleep. When flying between stars the void dragon magically glides on solar winds, making the immense journey through the void in an impossibly short time.

Actions

Multiattack. The dragon can use its Aura of Madness. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack*: +16 to hit, reach 15 ft., one target. *Hit:* 20 (2d10 + 9) piercing damage plus 14 (4d6) cold damage.

Claw. *Melee Weapon Attack*: +16 to hit, reach 10 ft., one target. *Hit:* 16 (2d6 + 9) slashing damage plus 7 (2d6) cold damage.

Tail. *Melee Weapon Attack*: +16 to hit, reach 20 ft., one target. *Hit:* 18 (2d8 + 9) bludgeoning damage.

Aura of Madness. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 22 Wisdom saving throw or become frightened for 1 minute. A creature repeats the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature fails the saving throw by 5 or more it is driven insane. An insane creature is frightened permanently, and behaves as if affected by *confusion* while it is frightened in this way. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Aura of Madness for the next 24 hours.

Breath Weapons (Recharge 5-6). The dragon uses one of the following breath weapons.

Gravitic Breath. The dragon exhales a 90-foot cube of powerful localized gravity, originating from the dragon. Falling damage in the area increases to 1d10 per 10 feet fallen. When a creature starts its turn within the area or

COLLAPSING STAR

An ancient void dragon can be more deadly than CR 24 implies, thanks to the Collapsing Star ability. If characters defeat one and kill it, they may be obliterated by 165 hp cosmic blast damage—enough to kill characters outright, if they take the full brunt. Characters have three chances to reduce it with successful saving throws, and by the time they're strong enough to defeat an ancient void dragon, some likely have resistance or immunity to one or more of the damage types involved. So even if they're completely unprepared for the collapsing star effect, some of the heroes will likely survive.

The key to facing an ancient void dragon is information. NPCs and legends should encourage characters to research this creature before battling one. Once they know the terrible risk of killing one, they can prepare a plan for it—and what might be a tragic "gotcha" deathtrap becomes a challenging puzzle instead.

enters it for the first time in a turn, including when the dragon creates the field, it must make a DC 24 Dexterity saving throw. On a failure the creature is restrained. On a success the creature's speed is halved as long as it remains in the field. A restrained creature repeats the saving throw at the end of its turn. The field persists until the dragon's breath recharges, and it can't use gravitic breath twice consecutively.

Stellar Flare Breath. The dragon exhales star fire in a 90-foot cone. Each creature in that area must make a DC 24 Dexterity saving throw, taking 45 (13d6) fire damage and 45 (13d6) radiant damage on a failed save, or half as much damage on a successful one.

Teleport. The dragon magically teleports to any open space within 100 feet.

REACTIONS

Void Twist. When the dragon is hit by a ranged attack, it can create a small rift in space to increase its AC by 7 against that attack. If the attack misses because of this increase, the dragon can choose a creature within 30 feet to become the new target for that attack. Use the original attack roll to determine if the attack hits the new target.

LEGENDARY ACTIONS

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

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Void Slip (Costs 2 Actions). The dragon twists the fabric of space. Each creature within 15 feet of the dragon must succeed on a DC 21 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The dragon can then teleport to an unoccupied space within 40 feet.

Void Cache (Costs 3 Actions). The dragon can magically reach into its treasure hoard and retrieve one item. If the dragon is holding an item, it can use this ability to deposit the item into its hoard.

ADULT VOID DRAGON

Huge dragon, chaotic neutral

Armor Class 19 (natural armor)

Hit Points 229 (17d12 + 119)

Speed 40 ft., fly 80 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	25 (+7)	16 (+3)	13 (+1)	21 (+5)

Saving Throws Dex +5, Con +12, Wis +6, Cha +10

Skills Arcana +13, History +13, Perception +11, Persuasion +10, Stealth +5

Damage Immunities cold

Condition Immunities charmed, frightened

Senses blindsight 60 ft. darkvision 120 ft. passive Perception 21

Languages Common, Draconic, Void Speech

Challenge 14 (11,500 XP)

Chill of the Void. Cold damage dealt by the void dragon ignores resistance to cold damage, but not cold immunity.

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

Void Dweller. As ancient void dragon.

ACTIONS

Multiattack. The dragon can use its Aura of Madness. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack*: +12 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage plus 7 (2d6) cold damage.

Claw. *Melee Weapon Attack*: +12 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage plus 3 (1d6) cold damage.

Tail. *Melee Weapon Attack*: +12 to hit, reach 15 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage.

Aura of Madness. As ancient void dragon, with DC 18 Wisdom saving throw.

Breath Weapons (Recharge 5-6). The dragon uses one of the following breath weapons.

Gravitic Breath. The dragon exhales a 60-foot cube of powerful localized gravity, originating from the dragon. Falling damage in the area increases to 1d10 per 10 feet fallen. When a creature starts its turn within the area or enters it for the first time in a turn, including when the dragon creates the field, must make a DC 20 Dexterity saving throw. On a failure the creature is restrained. On a success the creature's speed is halved as long as it remains in the field. A restrained creature repeats the saving throw at the end of its turn. The field persists until the dragon's breath recharges, and it can't use gravitic breath twice consecutively.

Stellar Flare Breath. The dragon exhales star fire in a 60-foot cone. Each creature in that area must make a DC 20 Dexterity saving throw, taking 31 (9d6) fire damage and 31 (9d6) radiant damage on a failed save, or half as much damage on a successful one.

Teleport. The dragon magically teleports to any open space within 100 feet.

REACTIONS

Void Twist. When the dragon is hit by a ranged attack it can create a small rift in space to increase its AC by 5 against that attack. If the attack misses because of this increase the dragon can choose a creature within 30 feet to become the new target for that attack. Use the original attack roll to determine if the attack hits the new target.

LEGENDARY ACTIONS

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

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Void Slip (Costs 2 Actions). The dragon twists the fabric of space. Each creature within 15 feet of the dragon must succeed on a DC 18 Dexterity saving throw or take 12 (2d6 + 5) bludgeoning damage and be knocked prone. The dragon can then teleport to an unoccupied space within 40 feet.

Void Cache (Costs 3 Actions). The dragon can magically reach into its treasure hoard and retrieve one item. If it is holding an item, it can use this ability to deposit the item into its hoard.

YOUNG VOID DRAGON

Large dragon, chaotic neutral

Armor Class 18 (natural armor)

Hit Points 157 (15d10 + 75)

Speed 40 ft., fly 80 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	21 (+5)	14 (+2)	11 (+0)	19 (+4)

Saving Throws Dex +4, Con +9, Wis +4, Cha +8

Skills Arcana +10, History +10, Perception +8, Persuasion +8, Stealth +4

Damage Immunities cold

Condition Immunities charmed, frightened

Senses blindsight 30 ft. darkvision 120 ft. passive Perception 18

Languages Common, Draconic, Void Speech

Challenge 9 (5,000 XP)

Chill of the Void. Cold damage dealt by the void dragon ignores resistance to cold damage, but not cold immunity.

Void Dweller. As ancient void dragon.

ACTIONS

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

Bite. *Melee Weapon Attack*: +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage plus 3 (1d6) cold damage.

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

Breath Weapons (Recharge 5-6). The dragon uses one of the following breath weapons.

Gravitic Breath. The dragon exhales a 30-foot cube of powerful localized gravity, originating from the dragon. Falling damage in the area increases to 1d10 per 10 feet fallen. When a creature starts its turn within the area or enters it for the first time in a turn, including when the dragon creates the field, it must make a DC 17 Dexterity saving throw. On a failure the creature is restrained. On a success the creature's speed is halved as long as it remains in the field. A restrained creature repeats the saving throw at the end of its turn. The field persists until the dragon's breath recharges, and it can't use gravitic breath twice consecutively.

Stellar Flare Breath. The dragon exhales star fire in a 30-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 28 (8d6) fire damage and 28 (8d6) radiant damage on a failed save, or half as much damage on a successful one.

REACTIONS

Void Twist. As adult void dragon, but increase AC by 4.

VOID DRAGON WYRMLING

Medium dragon, chaotic neutral

Armor Class 17 (natural armor)

Hit Points 45 (6d8 + 18)

Speed 30 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	17 (+3)	12 (+1)	9 (–1)	17 (+3)

Saving Throws Dex +4, Con +5, Wis +1, Cha +5

Skills Perception +3, Stealth +2

Damage Immunities cold

Senses blindsight 30 ft. darkvision 120 ft. passive Perception 13

Languages Common, Draconic, Void Speech

Challenge 2 (450 XP)

Chill of the Void. Cold damage dealt by the void dragon ignores resistance to cold damage, but not cold immunity.

Void Dweller. As ancient void dragon.

ACTIONS

Bite. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage plus 3 (1d6) cold damage.

Breath Weapons (Recharge 5-6). The dragon uses one of the following breath weapons.

Gravitic Breath. The dragon exhales a 15-foot cube of powerful localized gravity, originating from the dragon. Falling damage in the area increases to 1d10 per 10 feet fallen. When a creature starts its turn within the area or enters it for the first time in a turn, including when the dragon creates the field, must make a DC 13 Dexterity saving throw. On a failure the creature is restrained. On a success the creature's speed is halved as long as it remains in the field. A restrained creature repeats the saving throw at the end of its turn. The field persists until the dragon's breath recharges, and it can't use gravitic breath twice consecutively.

Stellar Flare Breath. The dragon exhales star fire in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 10 (3d6) fire damage and 10 (3d6) radiant damage on a failed save, or half as much damage on a successful one.

REACTIONS

Void Twist. As adult void dragon, but increase AC by 2.

A Void Dragon's Lair

The true lair of a void dragon exists deep in the freezing, airless void between stars. Hidden away in caves on silently drifting asteroids or shimmering atop the ruins of a Star Citadel, the void dragon's lair rests in the great void of space.

When a void dragon claims a home elsewhere, it forges a connection to its true lair. It prefers towering mountain peaks, valleys, or ruins at high elevation with a clear view of the sky. It can reach through space from this lair to reach its treasure hoard hidden in the void. That connection has repercussions, of course, and the most powerful void dragons leave their mark on the world around them when they roost. Intrusions from beyond and a thirst for proscribed knowledge are common near their lairs.

If fought in its lair, its Challenge increases by 1, to 15 for an adult (13,000 XP) and 25 for an ancient void dragon (75,000 XP).

LAIR ACTIONS

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

- The dragon negates natural gravity within its lair (an area affected by its gravitic breath is unaffected). Creatures drift 10 feet away from the ground over the course of a round and are restrained. Flying creatures can move at half speed, unless they have the (hover) tag or use magical flight, in which case they move normally. This effect persists until initiative count 20 on the following round.
- The Void briefly overlaps the dragon's lair in a 20-foot-radius sphere of blackness punctuated by deep blue streaks and pinpoints of light. The sphere is centered on a point the dragon can see within 120 feet of the dragon. The area spreads around corners, is heavily obscured, and contains no air (creatures must hold their breath). Each creature in the sphere when it appears must make a DC 15 Constitution saving throw, taking 10 (3d6) cold damage on a failed save or half as much on a successful one. Any creature that ends its turn in the sphere takes 10 (3d6) cold damage. The sphere lasts until the dragon uses this lair action again or until the dragon dies.
- The dragon rips the fabric of space, forcing two creatures it can see within 120 feet of it to suddenly exist in the same place. Space itself repels the creatures to their original positions. Each creature takes 16 (3d10) force damage and is knocked prone, or takes half as much damage and is not knocked prone with a successful DC 15 Strength saving throw.

REGIONAL EFFECTS

The region containing a legendary void dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- Secrets have a way of coming to light within 6 miles of the lair. Clues are inadvertently discovered, slips of the tongue hint at a hidden truth, and creatures become morbidly curious for forbidden knowledge.
- Light is muted within 6 miles of the lair. Nonmagical illumination, including sunlight, can't create bright light in this area.
- Visitations from otherworldly beings occur and disembodied voices whisper in the night within 6 miles of the dragon's lair. Celestials, fey, and fiends of CR 2 or lower can slip into the world in this area.

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

VOID DRAGONS IN MIDGARD

Void dragons are the eldest children of Veles the World Serpent, and worshipped as divine by his followers. Some stories claim they were the first to teach magic to the elves.

Dragon, Wind

Howling wind encircles the white- and gray-scaled dragon, filling and pushing its wings without the need for them to beat.

Wind dragons view anywhere touched by air as their property, and mortals point to them as the epitome of arrogance. Their narcissism is not without reason, for awe-inspiring power supports their claims of rightful control. To the dragons of the shifting gales, strength is the ultimate arbiter. Although wind dragon wyrmlings are the weakest of the newborn dragons, they grow in power rapidly, and few fully-grown dragons are seen as stronger.

Braggarts and Bullies. Wind dragons number among the greatest bullies and worst tyrants among mortal creatures. The sometimes foolhardy creatures take personal offense at any perceived challenge and great pleasure in humiliating rivals. They claim great swathes of territory but care little for its governance, and they perceive the mortals in that territory as possessions. Vassals receive only dubious protection in exchange for unflinching loyalty. A wind dragon might seek bloody vengeance for the murder of a follower, but it's unlikely to go to any length to prevent the loss of life in the first place.

Lords of the Far Horizons. Some believe that the dragons of the winds claim much more than they are capable of controlling or patrolling. Because they so love altitude, they prefer to rule and meet with earth-bound supplicants at the highest point available: the summit of a great mountain or atop a towering monument erected by fearful slaves. But these dragons are also driven by wanderlust, and often travel far from their thrones. They always return eventually, ready to subjugate new generations and to press a tyrannical claw on the neck of anyone who questions their right to rule.

Perpetual Infighting. These wandering tyrants are even more territorial among their own kind than they are among groundlings. Simple trespass by one wind dragon into the territory of another can lead to a battle to the death. Thus their numbers never grow large, and the weakest among them are frequently culled.

Wind dragons' hoards typically consist of only a few truly valuable relics. Other dragons might sleep on a bed of coins, but common things bore wind dragons quickly. While all true dragons desire and display great wealth, wind dragons concentrate their riches in a smaller number of notable trophies or unique historic items—often quite portable.

Wind Dragon Tactics

Wind dragons much prefer to fight from the air, and can be effective with spells and breath weapons there. However, this can be quite frustrating for parties without ranged attacks, and even then, ancient dragons are immune to non-magical ranged attacks and adult wind dragons impose disadvantage. Just as importantly, the wind dragon's own legendary actions and its multiattack both require being closer and in melee. Wind dragons are designed to soften up foes at range, and then swoop in for the kill in melee, carrying off one or more victims.

Wind Dragon, Ancient

Gargantuan dragon, chaotic neutral

Armor Class 20 (natural armor)
Hit Points 425 (23d20 +184)
Speed 40 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	19 (+4)	26 (+8)	18 (+4)	17 (+3)	20 (+5)

Saving Throws Dex +11, Con +15, Wis +10, Cha +12
Skills Acrobatics +11, Arcana +11, Intimidation +12, Perception +17, Stealth +11
Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities lightning, ranged weapons
Condition Immunities charmed, exhausted, paralyzed, restrained
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 27
Languages Common, Draconic, Dwarvish, Elvish, Primordial
Challenge 22 (41,000 XP)

Innate Spellcasting. The dragon's innate spellcasting ability is Charisma (spell save DC 20). It can innately cast the following spells, requiring no material components:

At will: *feather fall*

5/day each: *lightning bolt, ice storm*

Fog Vision. The dragon sees normally through light or heavy obscurement caused by fog, mist, clouds, or high wind.

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

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

Uncontrollable. The dragon's movement is never impeded by difficult terrain, and its speed can't be reduced by spells or magical effects. It can't be restrained (per the condition), and it escapes automatically from any nonmagical restraints (such as chains, entanglement, or grappling) by spending 5 feet of movement. Being underwater imposes no penalty on its movement or attacks.

Whirling Winds. Gale-force winds rage around the dragon, making it immune to ranged weapon attacks except for those from siege weapons.

Actions

Multiattack. The wind dragon can use its Frightful Presence and then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack*: +16 to hit, reach 15 ft., one target. *Hit:* 22 (2d12 + 9) piercing damage.

Claw. *Melee Weapon Attack*: +16 to hit, reach 10 ft., one target. *Hit:* 18 (2d8 + 9) slashing damage.

Tail. *Melee Weapon Attack*: +16 to hit, reach 20 ft., one target. *Hit:* 20 (2d10 + 9) bludgeoning damage.

Breath of Gales (Recharge 5–6). The dragon exhales a blast of wind in a 90-foot cone. Each creature in that cone takes 55 (10d10) bludgeoning damage and is pushed 50 feet away from the dragon and knocked prone; a successful DC 23 Strength saving throw halves the damage and prevents being pushed (but not being knocked prone). All flames in the cone are extinguished.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 20 Wisdom saving throw or become frightened for 1 minute. A creature repeats the saving throw at the end of its turn, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

LEGENDARY ACTIONS

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

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 24 Dexterity saving throw or take 20 (2d10 + 9) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

WIND DRAGON, ADULT

Huge dragon, chaotic neutral

Armor Class 19 (natural armor)

Hit Points 237 (19d12 + 114)

Speed 40 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	19 (+4)	22 (+6)	16 (+3)	15 (+2)	18 (+4)

Saving Throws Dex +10, Con +12, Wis +8, Cha +10

Skills Acrobatics +10, Intimidation +10, Perception +14, Stealth +10

Damage Immunities lightning

Condition Immunities charmed, exhausted, paralyzed, restrained

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 24

Languages Common, Draconic, Primordial

Challenge 17 (18,000 XP)

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

At will: *feather fall*

3/day: *lightning bolt*

Fog Vision. The dragon sees normally through light or heavy obscurement caused by fog, mist, clouds, or high wind.

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

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

Uncontrollable. The dragon's movement is never impeded by difficult terrain, and its speed can't be reduced by spells or magical effects. It can't be restrained (per the condition), and it escapes automatically from any nonmagical restraints (such as chains, entanglement, or grappling) by spending 5 feet of movement. Being underwater imposes no penalty on its movement or attacks.

Whirling Winds. Gale-force winds rage around the dragon. Ranged weapon attacks against it are made with disadvantage.

ACTIONS

Multiattack. The wind dragon can use its Frightful Presence and then makes three attacks: one with its bite, and two with its claws.

Bite. *Melee Weapon Attack*: +13 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage.

Claw. *Melee Weapon Attack*: +13 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

Tail. *Melee Weapon Attack*: +13 to hit, reach 15 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage.

Breath of Gales (Recharge 5–6). The dragon exhales a blast of wind in a 60-foot cone. Each creature in that cone takes 27 (5d10) bludgeoning damage and is pushed 25 feet away from the dragon and knocked prone; a successful DC 20 Strength saving throw halves the damage and prevents being pushed (but not being knocked prone). All flames in the cone are extinguished.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature repeats the saving throw at the end of its turn, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

LEGENDARY ACTIONS

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

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 21 Dexterity saving throw or take 14 (2d6 + 7) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

WIND DRAGON, YOUNG

Large dragon, chaotic neutral

Armor Class 17 (natural armor)

Hit Points 150 (16d10 + 62)

Speed 40 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	19 (+4)	18 (+4)	14 (+2)	13 (+1)	16 (+3)

Saving Throws Dex +7, Con +7, Wis +4, Cha +6

Skills Perception +7, Stealth +7

Damage Immunities lightning

Condition Immunities charmed, exhausted, paralyzed, restrained

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 17

Languages Common, Draconic, Primordial

Challenge 6 (2,300 XP)

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

At will: *feather fall*

Fog Vision. The dragon sees normally through light or heavy obscurement caused by fog, mist, clouds, or high wind.

Uncontrollable. The dragon's movement is never impeded by difficult terrain, and its speed can't be reduced by spells or magical effects. It can't be restrained (per the condition), and it escapes automatically from any nonmagical restraints (such as chains, entanglement, or grappling) by spending 5 feet of movement. Being underwater imposes no penalty on its movement or attacks.

ACTIONS

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

Bite. *Melee Weapon Attack*: +8 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

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

Breath of Gales (Recharge 5–6). The dragon exhales a blast of wind in a 30-foot cone. Each creature in that cone takes 11 (2d10) bludgeoning damage and is pushed 25 feet away from the dragon and knocked prone; a successful DC 16 Strength saving throw halves the damage and prevents being pushed and knocked prone. Unprotected flames in the cone are extinguished, and sheltered flames (such as those in lanterns) have a 75 percent chance of being extinguished.

WIND DRAGON, WYRMLING

Medium dragon, chaotic neutral

Armor Class 14

Hit Points 45 (7d8 + 14)

Speed 40 ft., fly 80 ft.

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

Saving Throws Dex +6, Con +4, Wis +2, Cha +4

Skills Perception +4, Stealth +6

Damage Immunities lightning

Condition Immunities charmed, exhausted, paralyzed

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14

Languages Draconic, Primordial

Challenge 1 (200 XP)

ACTIONS

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

Breath of Gales (Recharge 5–6). The dragon exhales a blast of wind in a 15-foot cone. Each creature in that cone must make a successful DC 12 Strength saving throw or be pushed 15 feet away from the dragon and knocked prone. Unprotected flames in the cone are extinguished, and sheltered flames (such as those in lanterns) have a 50 percent chance of being extinguished.

WIND DRAGON'S LAIR

Wind dragons make their lairs in locations where they can overlook and dominate the land they claim as theirs, but remote enough so the inhabitants can't pester them with requests for protection or justice. They have little to fear from the elements, so a shallow cave high up on an exposed mountain face is ideal. Wind dragons enjoy heights dotted with rock spires and tall, sheer cliffs where the dragon can perch in the howling wind and catch staggering updrafts and downdrafts sweeping through the canyons and tearing across the crags. Non-flying creatures find these locations much less hospitable.

LAIR ACTIONS

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

- Sand and dust swirls up from the floor in a 20-foot radius sphere within 120 feet of the dragon at a point the dragon can see. The sphere spreads around corners. The area inside the sphere is lightly obscured, and each creature in the sphere at the start of its turn must make a successful DC 15 Constitution saving throw or be blinded for 1 minute. A blinded creature repeats the saving throw at the start of each of its turns, ending the effect on itself with a success.
- Fragments of ice and stone are torn from the lair's wall by a blast of wind and flung along a 15-foot cone. Creatures in the cone take 18 (4d8) bludgeoning damage, or half damage with a successful DC 15 Dexterity saving throw.
- A torrent of wind blasts outward from the dragon in a 60-foot radius, either racing just above the floor or near the ceiling. If near the floor, it affects all creatures standing in the radius; if near the ceiling, it affects all creatures flying in the radius. Affected creatures must make a successful DC 15 Strength saving throw or be knocked prone and stunned until the end of their next turn.

Dragon Eel

The dragon eel's unmistakable slender form sports a powerful single finned tail and wicked jaws like a matched pair of serrated blades. Dragon eels vary widely in color from browns and blacks to brilliant iridescent hues in mottled patterns.

Fond of Servants. While most dragon eels are solitary and irascible, on rare instances some form pairs or small bands—and some gather humanoid servants.

Magnetic and Lightning. Dragon eels make their natural homes in twisting underwater cave systems and prefer magnetically-aligned, metallic cavern formations navigable with their refined electric-sight. Some dragon eels use their constant electric auras combined with acquired alchemical reagents to electroplate portions of their golden hoard onto the walls of their dwellings.

Pirate Fleets and Dominions. Dragon eels claim large swaths of shoreline as their demesne. Although neither particularly cruel nor righteous, a dragon eel often lords over awed tribes, allowing locals to revere it as a mighty spirit. Some dragon eels use such tribes as the core of a pirate fleet or raiding parties carried on their backs. Their ability to swim through air during storms adds to their reputation as terrible thunder spirits.

Bribable. Their deceptive moniker sometimes lulls foolish sailors into a false confidence when they expect to face a simple if dangerous eel beast, but instead find themselves dealing with intelligent draconic kings of the coastal shallows. Wise sailors traveling through known dragon eel territory bring tithes and offerings to placate them.

DRAGON EEL

Huge dragon, neutral

Armor Class 18 (natural armor)
Hit Points 230 (20d12 + 100)
Speed 20 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	12 (+1)	20 (+5)	14 (+2)	13 (+1)	14 (+2)

Saving Throws Str +12, Dex +5, Int +6, Wis +5, Cha +6
Skills Acrobatics +5, Athletics +12, Insight +5, Perception +6
Damage Immunities lightning
Condition Immunities paralyzed, prone
Senses darkvision 60 ft., passive Perception 16
Languages Common, Draconic, Primordial
Challenge 12 (8,400 XP)

Limited Amphibiousness. The dragon eel can breathe air and water, but it needs to be submerged at least once every six hours to avoid suffocation.

Shocking Touch. A dragon eel's body generates a potent charge of lightning. A creature that touches or makes a successful melee attack against a dragon eel takes 5 (1d10) lightning damage.

Storm Glide. During storms, the dragon eel can travel through the air as if under the effects of a *fly* spell, except using its swim speed.

Actions

Multiattack. The dragon eel makes one bite attack and one tail slap attack.

Bite. *Melee Weapon Attack*: +12 to hit, reach 10 ft., one target. *Hit:* 26 (4d8 + 8) piercing damage plus 5 (1d10) lightning damage, and the target must succeed on a DC 18 Constitution saving throw or become paralyzed for 1d4 rounds.

Tail Slap. *Melee Weapon Attack*: +12 to hit, reach 10 ft., one target. *Hit:* 30 (5d8 + 8) bludgeoning damage plus 5 (1d10) lightning damage and push the target up to 10 feet away.

Lightning Breath (Recharge 6). The dragon eel exhales lightning in a 60-foot line that is 5 feet wide. Each target in that line takes 55 (10d10) lightning damage, or half damage with a successful DC 18 Dexterity saving throw.

Dragonleaf Tree

The dragon-headed leaves of these oak trees sometimes rustle despite the lack of wind, betraying a hint of their draconic power.

Gifts among Dragons. These magnificent trees are imbued with some characteristics of their draconic masters. While most groves consist of only one type of dragonleaf tree, dragons sometimes make gifts of them to cement a pact or as a show of fealty. The dragon giving the tree relinquishes command of the plant as part of the deal. This accounts for mixed groves belonging to especially powerful dragon lords.

Silent Guardians. Dragonleaf trees use fairly simple tactics to deter potential intruders. They remain motionless or allow the breeze to jostle their leaves to appear inconspicuous. Once enough targets enter the grove, the trees fire razor sharp leaves at or breathe on their targets, adjusting their position to make better use of their weapons.

Long Memories. Dragonleaf trees live up to 1,000 years. They stand 15 feet tall and weigh 3,000 lb, but ancient specimens can reach heights of 45 feet. Growing a new dragonleaf tree requires a cutting from an existing tree at least 50 years old, which the tree's master imbues with power, sacrificing the use of its breath weapon for a month. While this time barely registers on a dragon's whole lifespan, it still carefully considers the creation of a new tree, for fear that others might discover its temporary weakness.

DRAGONLEAF TREE

Large plant, unaligned

Armor Class 16 (natural armor)

Hit Points 152 (16d10 + 64)

Speed 5 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	19 (+4)	3 (–4)	12 (+1)	17 (+3)

Damage Immunities A dragonleaf tree enjoys the same immunities as its progenitor. Black, copper, and green trees are immune to acid damage; blue and bronze trees are immune to lightning damage; brass, gold, and red trees are immune to fire damage; and silver and white trees are immune to cold damage.

Condition Immunities blinded, deafened

Senses blindsight 120 ft., passive Perception 11

Languages can understand the language of its creator or designated master

Challenge 8 (3,900 XP)

Loyal to Dragon Master. A dragonleaf tree only follows commands from its designated master (or from any creatures to whom the master grants control). It has advantage on saving throws against any charm or compulsion spell or effect. Additionally, the tree has advantage on any saving throw to resist Bluff, Diplomacy, or Intimidate checks made to influence it to act against its masters.

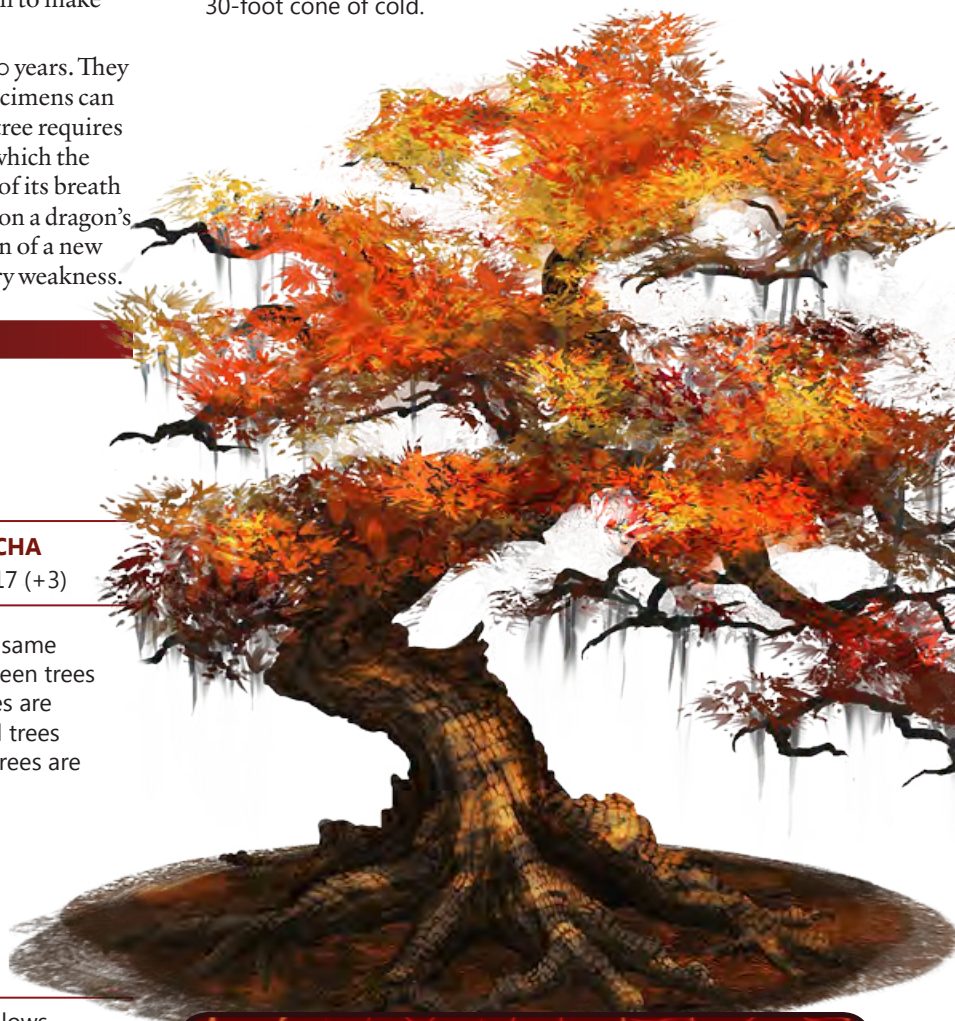
Weaknesses. Dragonleaf trees with immunity to fire also have vulnerability to cold, and trees with immunity to cold have vulnerability to fire.

Actions

Slam. *Melee Weapon Attack*: +6 to hit, reach 10 ft., one target. *Hit:* 58 (10d10 + 3) bludgeoning damage.

Leaves. *Ranged Weapon Attack*: +3 to hit, range 30/60 ft., one target. *Hit:* 45 (10d8) slashing damage.

Breath Weapon (Recharge 6).A dragonleaf tree can issue forth a breath weapon from its leaves appropriate to the dragon it honors. The creature's breath weapon deals 49 (14d6) damage, or half damage to targets that make a successful DC 15 Dexterity saving throw. A black, copper, or green tree breathes a 60-foot line of acid; a blue or bronze tree breathes a 60-foot line of lightning; a brass, gold, or red tree breathes a 30-foot cone of fire; and a silver or white tree breathes a 30-foot cone of cold.



Dragonleaf Trees in Midgard

The finest druidic minds in the Mharoti Empire created these trees for the draconic lords of the land. Once the druids had shown the dragons the secret of the tree's creation they were slain, so that the secret would not spread. A handful of human and kobold gardeners know how to tend them and make them thrive, but little more.

Drake, Alehouse

This plump little creature reclines with a dazed look in its eyes and the suggestion of a grin on its fanged jaws.

Scaled Barflies. Alehouse drakes squat in busy bars, rowdy taverns, and bustling inns. A bane or savior to every bartender and innkeeper, alehouse drakes enjoy pushing patrons' emotions, driving crowds to ecstatic cheers or bloody bar fights.

Alehouse drakes make their homes in cities and towns, though older drakes settle down in roadside coaching inns. In the former situations, they are often troublemakers or pranksters, but in the latter circumstances, they usually befriend the proprietor and help manage flared tempers and weepy drinkers in return for living space and a generous tab.

Relentless Gossips. Alehouse drakes gossip endlessly. Perched in hiding places throughout busy taverns, they overhear many stories, and often trade in information, making them good sources for news about town. More devious and ill-mannered alehouse drakes resort to blackmail, but usually only to secure a comfortable spot in their chosen tavern.

Family Heirlooms. Alehouse drakes are one to two feet long on average and weigh about eighteen lb. with a plump belly. Their scales are deep amber with cream or white highlights, and they possess glittering, light-colored eyes. The oldest recorded alehouse drake lived just past 400 years—some are quite beloved by innkeeping families, and treated bit like family heirlooms.

ALEHOUSE DRAKE

Tiny dragon, chaotic neutral

Armor Class 13

Hit Points 65 (10d4 + 40)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
7 (–2)	16 (+3)	19 (+4)	11 (+0)	12 (+1)	16 (+3)

Saving Throws Dex +5

Skills Deception +5, Insight +3, Persuasion +5

Condition Immunities paralyzed, unconscious

Senses darkvision 60 ft., passive Perception 11

Languages Common, Draconic

Challenge 1/2 (100 XP)

Innate Spellcasting. The drake's innate casting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *friends, vicious mockery*

5/day each: *calm emotions, dissonant whispers, ray of sickness, hideous laughter*

3/day each: *confusion, invisibility*

Forgetful Spellcasting. When a creature fails an Intelligence, Wisdom, or Charisma saving throw against a spell cast by an alehouse drake, the creature immediately forgets the source of the spellcasting.

Actions

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

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

Breath Weapon (Recharge 5–6). An alehouse drake can burp a cloud of intoxicating gas in a 15-foot cone. A creature caught in the cloud becomes poisoned for 1 minute and must make a successful DC 14 Constitution saving throw or become stunned for 1d6 rounds.

Discombobulating Touch. An alehouse drake can make a touch attack that grants its target +3 to Dexterity-based skill checks and melee attacks but also induces confusion as per the spell. This effect lasts for 1d4 rounds. A successful DC 13 Charisma saving throw negates this effect.

Drake, Ash

A lean and dull-scaled ash drake often perches on a chimney as if it just crawled out, its tail still hanging into the chimney as smoke billows out.

Chimney Nesting. Ash drakes clog chimney flues and delight in dusting crowds with thick, choking ash and soot, while the drakes laugh with sneering, wheezing tones. To placate the creatures, owners of smelters and smithies leave large piles of ash for the drakes to play in, with the hope they leave the shop and its workers alone. Anyone hunting ash drakes finds them very difficult to attack in their cramped lairs because the creatures blend in with the surroundings. Ash drakes often befriend kobolds, who have little trouble appeasing the beasts and appreciate the added security they bring.

Hunt Strays and Pets. Ash drakes eat rats and stray animals, although few can resist snatching an unattended, possibly beloved pet. Contrary to popular opinion, this drake doesn't consume ash, but enjoys a pile of ash like a cat would catnip, rolling around in it and becoming wild-eyed. Anyone who disrupts such play becomes the target of the creature's intensely hot and sooty breath weapon.

While an ash drake is three feet long with a four-foot long tail that seems to trail off into smoke, it weighs less than one might expect—approximately ten lb. Every third winter, when chimneys are active, a male drake leaves his lair to find a mate. If the new couple roosts in a city or town, the nearby streets know it, as the air becomes nearly unbreathable with soot. The resulting eggs are left in a suitable chimney, and one of the parents protects the young until they leave the nest at two years of age.

Volcanic Haunts. Ash drakes outside a city live in or near volcanic plateaus, and mutter about the lack of neighbors to bully. In the wild, an ash drake may partner with a red dragon or flame dragon, since the dragon provides its lesser cousin with plenty of ash.

ASH DRAKE

Small dragon, neutral evil

Armor Class 16 (natural armor)

Hit Points 117 (18d6 + 54)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	16 (+3)	9 (–1)	15 (+2)	10 (+0)

Saving Throws Dex +4

Skills Stealth +4

Damage Resistances fire

Condition Immunities paralyzed, unconscious

Senses darkvision 60 ft., passive Perception 12

Languages Common, Draconic

Challenge 4 (1,100 XP)

Actions

Multiattack. The ash drake makes one bite attack and two claw attacks.

Bite. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage + 3 (1d6) fire damage.

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

Ash Cloud. An ash drake can beat its wings and create a cloud of ash that extends 10 feet in all directions, centered on itself. This cloud provides half cover, though the ash drake can see normally through its own cloud. Any creature that enters or starts its turn in the cloud must succeed on a DC 14 Constitution saving throw or become blinded for 1d6 rounds.

Ash Breath (recharge 6). An ash drake spews a 20-foot cone of blistering hot, choking ash. Any targets in the path of this spray takes 14 (4d6) fire damage and become poisoned for one minute; a successful DC 13 Dexterity saving throw reduces damage by half and negates the poisoning. A poisoned creature repeats the saving throw at the end of each of its turns, ending the effect on itself with a successful save.

Drake, Coral

Swimming upright, this creature peels itself from the vibrant seascape and strikes with needle-thin claws, shredding teeth, and a wickedly curved stinger.

Camouflaged Hunter. Like a piece of moving coral, this drake's coloration and scale patterns change to match nearby anemones, corals, seaweed, and sea urchins. This adaptation allows the creature considerable stealth in its natural habitat. It avoids combat if it can, preferring to hide and protect its young. Long serrated spines stretch from the coral drake's body, waving in brilliant colors against a blue sea.

All Spikes and Needles. The creature's long snout stretches out from its narrow face and an array of spikes and slender protrusions form a jagged crown. Inside the mouth, serrated teeth form multiple ringed ridges where it's young feed on leftover scraps of food and small parasites. Needle-thin talons spring from finned appendages, and a stinger frilled with tiny barbs curves at the end of its slender tail.

A coral drake measures seven feet from the tip of its snout to its barbed stinging tail. Thin and agile, the beast weighs less than 100 lb. Both male and female coral drakes gestate their delicate eggs inside sacks within their mouths and throats. This oral incubation protects the vulnerable eggs, but only a handful ever reach maturity, because their parents use the ravenous spawn for defense.

Poisonous Lairs. Coral drakes live in warm waters near great coral reefs. They hollow out small lairs and protect their meager hoards with the aid of the area's natural inhabitants. Because they are immune to poison, coral drakes often choose lairs nestled in forests of poisonous sea urchins, stinging anemones, and toxic corals.

Aside from humankind, the coral drake harbors a great rivalry with dragon turtles. These beasts prize the same hunting grounds and nests and fight for supremacy in the richest reefs.

CORAL DRAKE

Medium dragon, neutral evil

Armor Class 16 (natural armor)
Hit Points 127 (15d8 + 60)
Speed 30 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17(+3)	18 (+4)	10 (+0)	13 (+1)	10 (+0)

Saving Throws Dex +6
Skills Acrobatics +6, Perception +4, Stealth +6
Damage Resistances cold
Condition Immunities paralyzed, poisoned, prone, unconscious
Senses darkvision 120 ft., passive Perception 17
Languages Draconic
Challenge 7 (2,900 XP)

Camouflage. A coral drake's coloration and shape lend to its stealth, granting the creature advantage on all Stealth checks while it's underwater.

Water Breathing. The coral drake can breathe only underwater.

Actions

Multiattack. The coral drake makes one bite attack, one claw attack, and one stinger attack.

Bite. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

Claw. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 22 (4d8 +4) slashing damage.

Stinger. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage, and the target must succeed on a DC 15 Constitution saving throw or take 7 (2d6) poison damage at the start of each of its turns for 4 rounds. The creature can repeat the saving throw at the end of its turns, ending the effect on itself on a success.

Breath Weapon (Recharge 5–6). Coral drakes nurture their offspring in specialized throat sacs. They can pressurize these sacs to spew forth a 15-foot cone of spawn. Each target in this area takes 21 (6d6) piercing damage from thousands of tiny bites and is blinded for 1d4 rounds; a successful DC 15 Dexterity saving throw reduces the damage by half and negates the blindness.

Drake, Crimson

Crimson drakes are easy to spot, with scales the color of dried blood, a deadly scorpion stinger, and a mischievous gleam in their eyes.

Fiery Raiders. Crimson drakes lair in woodlands near small settlements, making nighttime forays to set fires and hunt those who flee the flames—traits that make humanoid tribes prize them as raiding partners. Goblins gleefully adopt a crimson drake as a mascot to burn things down while they get on with slaughtering people. Red dragons and flame dragons regard a crimson drake as a pet, at best, but this rarely works out. When it is inevitably insulted by its larger cousins, a malicious crimson drake may even intentionally set fires to blaze a trail for hunters to the dragon's lair.

Mistaken for Pseudodragons. A crimson drake's scales and features are quite similar to those of a pseudodragon, and they will imitate a pseudodragon's hunting cry or song to trick victims into approaching. Once their prey gets close enough, they immolate it.

As with pseudodragons, they resemble a red dragon in all but size and the presence of the drake's scorpion-like stinger. On average, a crimson drake weighs 12 lb, its body measures about 18 inches long, and its tail adds another 18 inches.

Foul Familiars. A crimson drake occasionally chooses to serve an evil spellcaster as a familiar; they are too mischievous to be loyal or trustworthy, but ferocious in defense of their master.

CRIMSON DRAKE

Tiny dragon, chaotic evil

Armor Class 14 (natural armor)
Hit Points 54 (12d4 + 24)
Speed 15 ft., fly 80 ft.

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

Saving Throws Dex +4
Skills Acrobatics +4, Perception +1
Damage Immunities fire
Condition Immunities paralyzed, unconscious
Senses darkvision 60 ft., passive Perception 11
Languages Common, Draconic, telepathy 60 ft.
Challenge 1 (200 XP)

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

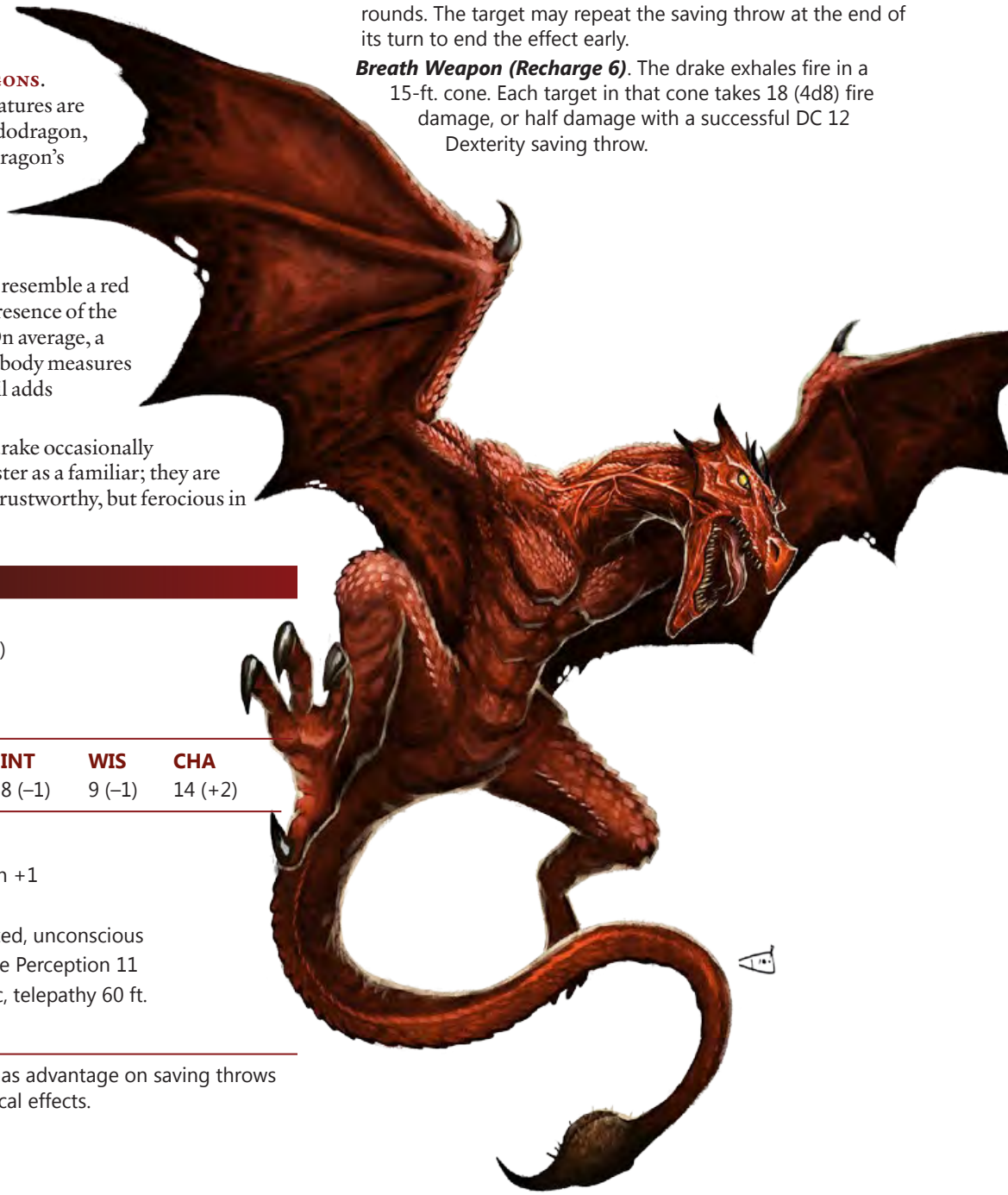
Actions

Multiattack. The crimson drake makes one bite attack and one stinger attack.

Bite. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage plus 4 (1d8) fire damage.

Stinger. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or become poisoned for 1 hour. If the saving throw fails by 5 or more, the target takes 2 (1d4) poison damage at the start of each of its turns for 3 rounds. The target may repeat the saving throw at the end of its turn to end the effect early.

Breath Weapon (Recharge 6). The drake exhales fire in a 15-ft. cone. Each target in that cone takes 18 (4d8) fire damage, or half damage with a successful DC 12 Dexterity saving throw.



Drake, Deep

This large, unnerving drake's glassy black scales have purple undertones. Its features are elongated and almost alien. Black, expressionless eyes stare ahead, and a barbed stinger sits at the end of a long tail.

Friend to Ghouls. The deep drake has made a niche for itself in subterranean realms, establishing trade with the darakhul and with other races of the underworld. The drakes' poison ensures the ghouls have replacements when their population dwindles. In return, those underlings who fail their rulers become food for the drake.

Love Darkness. Life underground has warped the drakes. Whereas most drakes attach themselves to humanoids, these creatures feel much more at home with aberrations and undead. They avoid sunlight and are strictly nocturnal when on the surface.

Few in Number. A deep drake mates for life with another deep drake when two of these rare creatures meet. A hermaphroditic creature, the drake assumes a gender until it finds a mate, at which time it may change. Once every 10–20 years, the drakes reproduce, resulting in three or four three-foot long, rubbery eggs. Occasionally, subterranean undead or aberrations take these eggs to their cities to train the young drakes. A "household drake" is a great status symbol in some deep places, and surface necromancers who have heard of them are often extremely eager to acquire one.

Deep drakes are 12 feet long, plus a three-foot long tail, and weigh up to 1,500 pounds. Their coloration makes them ideal predators in the subterranean dark.

DEEP DRAKE

Large dragon, chaotic evil

Armor Class 17 (natural armor)

Hit Points 150 (20d10 + 40)

Speed 50 ft., climb 30 ft., fly 100 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	19 (+4)	14 (+2)	11 (+0)	14 (+2)	12 (+1)

Saving Throws Dex +8, Con +6

Skills Athletics +9, Insight +6, Perception +6

Damage Immunities necrotic

Condition Immunities paralyzed, unconscious

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 16

Languages Common, Darakhul, Draconic, Undercommon

Challenge 9 (5,000 XP)

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

Actions

Multiattack. The drake makes one bite attack, two claw attacks, and one stinger attack.

Bite. *Melee Weapon Attack*: +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

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

Stinger. *Melee Weapon Attack*: +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage plus 7 (2d6) poison damage, and the target must succeed on a DC 16 Constitution saving throw or become poisoned for 4 rounds. While poisoned this way, the target must repeat the save at the start of its turn, ending the condition on a success. On a failure, it takes 10 (3d6) poison damage. When *animate dead* is cast on creatures killed by this poison, the caster requires no material components.

Breath Weapon (Recharge 5-6). A deep drake blasts forth a crackling 80-foot line of purple-black energy that wracks its victims with pain. This attack deals 35 (10d6) necrotic damage, or half damage with a successful DC 16 Dexterity saving throw. Targets that fail this saving throw must also succeed on a DC 16 Constitution saving throw or become stunned for 1d4 rounds.

Drake, Elder Shadow

A large dragon-like creature with black scales and shadowy wings emerges suddenly from the darkness. Its red eyes glare bright as coals, and it speaks in a deep monotone.

Strange Humor. Elder shadow drakes are mischievous and greedy. They devour entire goats and sheep and sometimes spell out messages with their bones. They make surprisingly good bandits, and sometimes ally themselves with bands of humanoids—their own share of plunder must always be clearly the largest share of any such arrangement.

Solitary Lairs. They haunt dark and lonely places, such as deep caves, dense forests, and shadowy ruins. They are long-lived for drakes, often reaching 250 years of age, and mate rarely, abandoning their eggs shortly before hatching.

Fade Into Shadows. An elder shadow drake naturally fades from view in areas of dim light or darkness. Darkvision doesn't overcome this, because the shadow drake doesn't simply blend into shadows; it magically becomes invisible in them.

ELDER SHADOW DRAKE

Large dragon, chaotic evil

Armor Class 16 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	13 (+1)	18 (+4)	8 (–1)	9 (–1)	13 (+1)

Saving Throws Dex +4, Con +7, Cha +4

Skills Perception +5, Stealth +7

Damage Vulnerabilities radiant

Damage Immunities cold

Condition Immunities paralyzed, unconscious

Senses darkvision 120 ft., passive Perception 15

Languages Common, Draconic, Umbral

Challenge 7 (2,900 XP)

Shadow Blend. In areas of dim light or darkness, an elder shadow drake is treated as invisible. Artificial illumination, such as a lantern or a *light* or *continual flame* spell, does not negate this ability; nothing less than true sunlight or a *daylight* spell does. The drake cannot use its Speed Surge or its Stygian Breath while invisible. An elder shadow drake can suspend or resume this ability at will, so long as the drake is in dim light or darkness.

Shadow Jump (3/Day). An elder shadow drake can travel between shadows as if by means of a *dimension door* spell. This magical transport must begin and end in an area of dim light or darkness, and the distance must be no more than 60 feet.

Speed Surge (3/Day). The elder shadow drake takes one additional move action on its turn. It can use only one speed surge per round.

Actions

Multiattack. The drake makes one bite attack and one tail slap attack.

Bite. *Melee Weapon Attack*: +9 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage.

Tail Slap. *Melee Weapon Attack*: +9 to hit, reach 10 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Stygian Breath (Recharge 5–6). The elder shadow drake exhales a ball of black liquid that travels up to 60 feet before exploding into a cloud of frigid black mist with a 20-foot radius. Each creature in that sphere takes 42 (12d6) cold damage, or half damage with a successful DC 15 Constitution saving throw. Within the area of effect, the mist snuffs out nonmagical light sources and dispels magical light of 1st level or lower.

WHAT IS UMBRAL?

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

Drake, Paper

With its sharp angles and translucent skin, this draconic creature looks as if it were carefully folded from a massive sheet of paper, including its razor-sharp claws and teeth.

Book and Map Erasers. These drakes originated in exotic lands far away, where paper is as common as parchment and vellum. They now inhabit wide stretches of the world, and they seem to have edited their origins out of history.

Paper drakes are a bane to historians and spellcasters because they can erase ink and pigments, and they often do so at random simply for aesthetic purposes. They adore the possibility of a blank page, but they also sometimes erase one selectively to make beautiful patterns in the remaining ink.

Correcting Errors. Some paper drakes have a compulsion to correct errors in text or speech, and in these cases their strange ability isn't a nuisance. Indeed, these paper drakes help scribes correct mistakes, update outdated text, or erase entire volumes so they can be hand-lettered again with different text.

Tattoo Magicians. Paper drakes are sometimes subjected to strange magical rituals in which wizards tattoo powerful runes and symbols onto their skin. Those who survive this process gain even stranger, esoteric abilities, such as the ability to "stamp" text or images with their feet, the ability to make illustrations move as if alive, or even the ability to erase the memory of written words from a person's mind, much as they erase text from a page.

In their regular form, paper drakes reach just over four feet in length and weight around 30 lb. They are usually white or tan, but develop a brown or yellow tone as they age.

PAPER DRAKE

Small dragon, neutral

Armor Class 13

Hit Points 78 (12d6 + 36)

Speed 40 ft., fly 100 ft.

STR	DEX	CON	INT	WIS	CHA
7 (–2)	17 (+3)	16 (+3)	10 (+0)	12 (+1)	13 (+1)

Condition Immunities paralysis, unconscious

Senses darkvision 60 ft., passive Perception 11

Languages Common, Draconic, Dwarvish, Elvish

Challenge 2 (450 XP)

Shelve. A paper drake can fold itself into a small, almost flat form, perfect for hiding on bookshelves. The drake can still be recognized as something other than a book by someone who handles it (doesn't just glance at it on the shelf) and makes a successful DC 11 Intelligence (Nature or Investigation) check. The drake can hop or fly (clumsily, by flapping its pages) 5 feet per turn in this form.

Refold (Recharge 5–6). A paper drake can fold its body into different sizes and shapes. The drake can adjust its size by one step in either direction, but can't be smaller than Tiny or larger than Medium size. Changes in size or shape don't affect the paper drake's stats.

Actions

Multiattack. The drake makes one bite attack, one claw attack, and one tail attack.

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

Claws. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 13 (3d6 + 3) slashing damage.

Tail (Recharge 5–6). *Melee Weapon Attack*: +6 to hit, reach 10 ft., one target. *Hit:* 16 (5d6 + 3) slashing damage, and the target must succeed on a DC 13 Constitution saving throw or be incapacitated for 1 round.

Drake, Rust

A motionless rust drake is easily mistaken for a pile of scrap metal.

Shedding Rust. Aside from fangs and claws like iron spikes, this dragon-like creature seems to be nothing more than a collection of rust. Each beating of its wings brings a shower of flakes.

Warped Metallics. Many sages claim that rust dragons are a perversion of nature's order obtained either by the corruption of a metallic dragon's egg or the transformation of such a dragon by way of a ritual. Others disagree and propose another theory about a malady that affects the skin of young metallic dragons and ferrous drakes alike. So far, no one has discovered the truth about their origins.

Filthy Scrap Metal Eaters. These foul creatures feed on rust and are known as disease carriers.

RUST DRAKE

Medium dragon, chaotic evil

Armor Class 17 (natural armor)
Hit Points 161 (19d8 + 76)
Speed 30 ft., burrow 5 ft., fly 100 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	19 (+4)	12 (+1)	8 (-1)	8 (–1)

Skills Perception +3, Stealth +5
Damage Immunities poison
Damage Vulnerabilities acid
Condition Immunities paralyzed, poisoned
Senses darkvision 60 ft., passive Perception 13
Languages Common, Draconic
Challenge 8 (3,900 XP)

Actions

Multiattack. The drake makes one bite attack and one tail swipe attack.

Bite. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) piercing damage, and the target must succeed on a DC 16 Constitution save or contract Rust Drake Lockjaw.

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

Vomits Scrap (Recharge 5–6). A rust drake can vomit forth a 15-foot cone of rusted metal. Targets in the affected area take 55 (10d10) slashing damage, or half damage with a successful DC 15 Dexterity saving throw. In addition, affected creatures must also make a successful DC 15 Constitution saving throw or contract Rust Drake Tetanus.

Rust Drake Lockjaw. This disease manifests symptoms in 1d4 days, when the affected creature experiences painful muscle spasms, particularly in the jaw. After each long rest, the creature must repeat the saving throw. If it fails, the victim takes 1d3 Dexterity damage and is paralyzed for 24 hours; if the saving throw succeeds, the creature takes no damage and feels well enough to act normally for the day. This continues until the creature dies from Dexterity loss, recovers naturally by making successful saving throws after two consecutive long rests, or is cured with *lesser restoration* or comparable magic. After the disease ends, the victim recovers 1d3 lost Dexterity with each long rest; *greater restoration* or comparable magic can restore it all at once.

Drake, Star

Twinkling motes of light move around this draconic creature's body like stars, their reflections twinkling across its metallic scales.

Returned Travelers. A drake's curiosity sometimes drives it to seek experiences beyond its plane, and it finds companions with which it travels the multiverse. Such drakes return quite clearly changed in appearance, demeanor, and ability. Regardless of which type of drake embarked on the journey, the creature always returns as a star drake.

Mortal Protectors. Star drakes consider themselves protectors of the Material Plane. They view those from other planes as meddlers in the affairs of humanoid races, regarding fiends and celestials as equally threatening. Star drakes might negotiate with, drive off, or destroy such meddlers. Occasionally, they lead extraplanar incursions to make it clear outsiders are unwelcome.

Glimmering Lights. A star drake differs in appearance from dragons primarily by its mottled metallic scales and the nimbus of tiny stars surrounding its body. A star drake measures 10 feet long and weighs roughly 500 lb.

STAR DRAKE

Large dragon, neutral

Armor Class 19 (natural armor)

Hit Points 189 (18d10 + 90)

Speed 40 ft., fly 100 ft.

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

Saving Throws Dex +8, Con +10, Int +8, Wis +12, Cha +10

Skills Arcana +8, History +8, Insight +12, Perception +12, Religion +8

Damage Immunities cold, fire; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, frightened, paralyzed, unconscious

Senses truesight 120 ft., passive Perception 22

Languages Celestial, Common, Draconic, Dwarvish, Elvish, Infernal, Primordial

Challenge 15 (13,000 XP)

Legendary Resistance (2/day). If the star drake fails a saving throw, it can choose to succeed instead.

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

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

Nimbus of Stars. The drake is surrounded by a whirling nimbus of tiny motes of starlight. A sighted creature that starts its turn within 10 feet of the drake must make a successful DC 18 Constitution saving throw or become incapacitated. At the start of a character's turn, a character can choose to avert its eyes and gain immunity against this effect until the start of its next turn, but it must treat the drake as invisible while the character's eyes are averted.

Innate Spellcasting. The drake's innate spellcasting ability is Wisdom (spell save DC 20). It can innately cast the following spells, requiring no material components:

At will: *faerie fire, moonbeam*

3/day: *plane shift*

1/day each: *gate, planar binding*

Actions

Multiattack. The drake makes one bite attack and two claw attacks.

Bite. *Melee Weapon Attack*: +10 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

Claw. *Melee Weapon Attack*: +10 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) slashing damage.

Breath Weapon (Recharge 5–6). The drake exhales either fire or frigid air in a 40-foot cone. Each creature in that area takes 78 (12d12) fire or cold damage, whichever the drake wishes, or half damage with a successful DC 18 Dexterity saving throw.

Searing Star (1/Day). *Ranged Spell Attack:* +12 to hit, range 120 ft., one target. *Hit:* 65 (10d12) force damage, and the target must succeed on a DC 18 Constitution saving throw or be permanently blinded.

Legendary Actions

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

Bite Attack. The drake makes one bite attack.

Nova (Costs 2 Actions). The drake momentarily doubles the radius and intensity of its nimbus of stars. Every sighted creature within 20 feet of the drake must make a successful DC 18 Constitution saving throw or become blinded until the end of its next turn. Characters who are averting their eyes are immune to the nova.

Pale Sparks. The drake casts *faerie fire* or *moonbeam*.

Drakon

These winged snakes are coastal beasts and sometimes confused with true dragons or wyverns. They are neither, but quite deadly in their own right.

Searing Acid. Drakon fangs do not deliver venom; volatile acid constantly burbles up from a drakon's stomach and enhances its attacks. A caustic drool clings to creatures they bite, and drakons can also belch clouds of searing vapor. Their lairs reek with acidic vapors and droplets of searing liquid.

Dissolving Gaze. The gaze of a drakon can paralyze creatures and dissolve them.

Coastal Beasts. Drakons lair along warm, largely uninhabited coasts, where they explore the shores and the coastal shelf, spending as much time above the waves as under them. Fortunately, they rarely travel far inland.

DRAKON

Large beast, unaligned

Armor Class 16 (natural armor)
Hit Points 105 (14d10 + 28)
Speed 30 ft., fly 60 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	19 (+4)	15 (+2)	2 (−4)	12 (+1)	10 (+0)

Skills Perception +4, Stealth +7
Damage Resistances acid
Condition Immunities paralyzed
Senses darkvision 60 ft., passive Perception 14
Languages —
Challenge 5 (1,800 XP)

Dissolving Gaze. When a creature that can see the drakon's eyes starts its turn within 30 feet of the drakon, the drakon can force it to make a DC 13 Constitution saving throw if the drakon isn't incapacitated and can see the creature. On a failed saving throw, the creature takes 3 (1d6) acid damage, its hit point maximum is reduced by an amount equal to the acid damage it takes (which ends after a long rest), and it's paralyzed until the start of its next turn. Unless surprised, a creature can avert its eyes at the start of its turn to avoid the saving throw. If the creature does so, it can't see the drakon until the start of its next turn, when it chooses again whether to avert its eyes. If the creature looks at the drakon before then, it must immediately make the saving throw.

Actions

Multiattack. The drakon makes one bite attack and one tail attack.

Bite. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage plus 10 (4d4) acid damage.

Tail. *Melee Weapon Attack*: +7 to hit, reach 10 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage.

Acid Breath (Recharge 5–6). The drakon exhales acidic vapors in a 15-foot cone. Each creature in that area takes 28 (8d6) acid damage, or half damage with a successful DC 13 Constitution saving throw.

Dream Eater

This tattered skeletal humanoid resembles a monster from a nightmare. A dream eater's natural form is mostly human in appearance, though with vestigial skeletal wings with a few feathers, small horns, sharp teeth, and cloven hooves. Most often they use magic to disguise themselves as attractive members of a humanoid race.

Drawn to Sin. Dream eaters are dedicated to lust, gluttony, and greed, and they make their lairs in casinos, brothels, thieves' dens, and other locations where gambling, food, and other pleasures are readily available. Sometimes dream eaters work together to create such a place, especially near large towns or cities. Some band together to create traveling shows, offering all the oddities, whimsies, and flights of fantasy customary for such entertainers.

Devouring Hopes. Dream eaters lure people into their lairs, enticing them with promises of pleasure or wealth, but they make sure the odds are stacked in their favor. Eventually, their victims are left with nothing. Worse than the loss of physical treasures, though, dream eaters leave their victims stripped of all hopes and aspirations. Dream eaters feed on their emotions, leaving helpless thralls willing to sell their souls for their vices.

Lords of Confusion. When confronted, dream eaters are dangerous opponents. Using their innate abilities, they can drive enemies into a dream state, using the resulting confusion to make their escape while their foes destroy themselves.

DREAM EATER

Medium fiend, lawful evil

Armor Class 15 (natural armor)

Hit Points 75 (10d8 + 30)

Speed 30 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	17 (+3)	16 (+3)	13 (+1)	20 (+5)

Skills Deception +8, Insight +4, Persuasion +8

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

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 11

Languages Celestial, Common, Draconic, Infernal, telepathy 100 ft.

Challenge 5 (1,800 XP)

Shapechanger. The dream eater can use its turn to polymorph into a Small or Medium humanoid it has seen, or back into its true form. Its statistics, other than its size, are the same in all forms. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Innate Spellcasting. The dream eater's innate spellcasting ability is Charisma (spell save DC 16). It can innately cast the following spells, requiring no material components:

At will: *command*

3/day: *suggestion*

Actions

Multiattack. The dream eater makes one bite attack and one claw attack.

Bite. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage, and the target is grappled (escape DC 12).

Claw. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 24 (4d10 + 2) slashing damage.

Dream Eater's Caress. A creature that ends its turn grappled by a dream eater is restrained until the end of its next turn, it takes 5 (1d4 + 3) psychic damage, and the dream eater gains the same number of temporary hit points.

Lotus Scent (Recharge 6). The dream eater secretes an oily chemical that most creatures find intoxicating. All living creatures within 30 feet must succeed on a DC 14 Constitution saving throw against poison or be poisoned for 2d4 rounds. While poisoned this way, the creature is stunned. Creatures that successfully save are immune to that dream eater's lotus scent for 24 hours.

Waking Dreams (1/Day). Every creature within 20 feet of the dream eater must make a DC 16 Charisma saving throw. Those that fail enter waking dreams and are confused (as the spell) for 6 rounds. On turns when the creature can act normally (rolls 9 or 10 for the confusion effect), it can repeat the saving throw at the end of its turn, and the effect ends early on a successful save.

Drowned Maiden

The drowned maiden is usually found as the corpse of a women floating in the water, her long hair drifting with the current. Occasionally, these are drowned lads rather than maidens, though this is rare.

Raging Romantics. Drowned maidens are piteous but terrifying undead, created when a woman dies in water due to a doomed romance, whether from unrequited love or whether drowned by a philandering partner. Either way, the drowned maiden awakens from death seeking vengeance. Even as she dishes out retribution, a drowned maiden often anguishes over her doomed existence and tragic fate.

Beckoning for Help. The maiden lurks in the silent depths where she died—usually deserted docks, bridges, or coastal cliffs. She waits to pull the living to the same watery grave in which she is now condemned. A drowned maiden uses her *disguise self* ability to appear as in life. She silently beckons victims from afar, as if in danger of drowning. When within range, the maiden uses her hair to pull her victim close enough to kiss it. Victims soon weaken and drown. The victim's final vision is the drowned maiden's tearful lament over the loss of life.

Death to Betrayers. Desperate individuals may bargain with drowned maidens, and they will release pleading victims who promise to return to their lair with the person who caused the maiden's death. Embracing and drowning her betrayer releases the maiden from undeath.

DROWNED MAIDEN

Medium undead, neutral evil

Armor Class 15 (natural armor)

Hit Points 90 (20d8)

Speed 30 ft., swim 40 ft.

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

Saving Throws Dex +6, Cha +7

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 11

Languages Common

Challenge 5 (1,800 XP)

Grasping Hair. The drowned maiden's hair attacks as though it were three separate limbs, each of which can be attacked (AC 19; 15 hit points; immunity to necrotic, poison, and psychic damage; resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered). A lock of hair can be broken if a creature takes an action and succeeds on a DC 15 Strength check against it.

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

At will: *disguise self, silence*

Actions

Multiattack. The drowned maiden makes two claw attacks and one hair attack, each of which it can replace with one kiss attack.

Claw. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 3) slashing damage.

Hair. *Melee Weapon Attack*: +6 to hit, reach 20 ft., one target. *Hit:* 14 (2d10 + 3) slashing damage, and the target is grappled (escape DC 16). Three creatures can be grappled at a time.

Kiss. The drowned maiden can kiss one target that is grappled and adjacent to her. The target must succeed on a DC 15 Charisma saving throw or take 1d6 Strength damage.

Reel. The drowned maiden pulls a grappled creature of Large size or smaller up to 15 feet straight toward herself.

DRYAD, DUSKTHORN

A duskthorn dryad is a striking woman with obvious fey features and skin the color of slate, often found in the shade of an ancient tree. Clothed in vines and leaves, it can be difficult to tell where one leaves off and the other begins.

CREEPER VINE SPIRITS. Duskthorn dryads are spirits tied to thorn-bearing creeper vines. They seek out dead trees and use them as a home for their vines to cling to. They can travel through trees to escape their foes but must stay near their vines.

CREATE GUARDIANS. Duskthorn dryads use their vines and the plants in their glades to defend themselves, animating enormously strong vine troll skeletons as well as ordinary skeletons, children of the briar, and other horrors. These defenders are linked to the tree and vines that animated them, are controlled by hearts within the tree. If the hearts are destroyed, the servants wither or scatter.

DUSKTHORN DRYAD

Medium fey, chaotic

Armor Class 17 (natural armor)

Hit Points 77 (14d8 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	13 (+1)	14 (+2)	15 (+2)	24 (+7)

Saving Throws Con +3, Wis +4

Skills Animal Handling +4, Deception +9, Nature +6, Perception +4, Persuasion +9, Stealth +7

Senses darkvision 60 ft., passive Perception 15

Languages Common, Elvish, Sylvan, Umbral

Challenge 3 (700 XP)

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

At will: *dancing lights, druidcraft*

3/day each: *charm person, entangle, invisibility, magic missile*

1/day each: *barkskin, counterspell, dispel magic, fog cloud, shillelagh, suggestion, wall of thorns*

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

Speak with Beasts and Plants. The dryad can communicate with beasts and plants as if they shared a language.

Tree Stride. Once on her turn, the dryad can use 10 feet of her movement to step magically into one dead tree within her reach and emerge from a second dead tree within 60 feet of the first tree, appearing in an unoccupied space within 5 feet of the second tree. Both trees must be Large or bigger.

Tree Dependent. The dryad is mystically bonded to her duskthorn vines and must remain within 300 yards of them or become poisoned. If she remains out of range of her vines for 24 hours, she suffers 1d6 Constitution damage, and another 1d6 points of Constitution damage every day that follows—eventually, this separation kills the dryad. A dryad can bond with new vines by performing a 24-hour ritual.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack*: +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d4 + 5) piercing damage.

Longbow. *Ranged Weapon Attack*: +7 to hit, range 150/600 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

DUSKTHORN DRYADS IN MIDGARD

These dryads are commonly found near the ruins of Thorn, in the Arbonesse Forest, and in the Shadow Realms. They are close friends there to the darker fey, and are thought by some to be created from ordinary dryads drawn into the corruption of the Shadow world. Certainly their mastery of the shadow language Umbral shows their close ties to this darker world.

Dullahan

The black horse strides out of the shadows with its nostrils huffing steam. Its rider, swathed in black leather, raises his arm to reveal not a lantern but its own severed, grinning head.

Though it appears to be a headless rider astride a black horse, the dullahan is a single creature. The fey spirit takes the shape of the rider holding its own head aloft like a lantern, or (more rarely) the form of an ogre cradling its head in one arm.

Harbingers of Death. Hailing from the darkest of fey courts, the dullahan are macabre creatures that walk hand in hand with death. They sometimes serve powerful fey lords and ladies, riding far and wide in the capacity of a herald, bard, or ambassador. More often than not they carry doom to a wretch who roused their lord's ire.

Relentless Nature. The dullahan doesn't require food, drink, or sleep.

DULLAHAN

Large fey, lawful evil

Armor Class 17 (natural armor)

Hit Points 178 (17d10 + 85)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	18 (+4)	20 (+5)	13 (+1)	15 (+2)	17 (+3)

Skills Intimidation +7, Perception +6, Persuasion +7, Survival +6

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons

Damage Immunities necrotic

Condition Immunities charmed, frightened, exhaustion

Senses blindsight 60 ft., passive Perception 16

Languages Common, Elvish, Sylvan

Challenge 11 (7,200 XP)

Baleful Glare. When a creature that can see the eyes of the dullahan's severed head starts its turn within 30 feet of the dullahan, the dullahan can force it to make a DC 15 Wisdom saving throw if the dullahan isn't incapacitated and can see the creature. On a failed save, the creature is frightened until the start of its next turn. While frightened in this way the creature must move away from the dullahan, and can only use its action to Dash. If the creature is affected by the dullahan's Deathly Doom trait, it is restrained while frightened instead.

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

Deathly Doom (1/Day). As a bonus action, the dullahan magically dooms a creature. The dullahan knows the direction to the doomed creature as long as it is on the same plane.

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

At will: *bane, chill touch, hex, knock*

3/day each: *false life, see invisibility*

1/day: *blight*

Relentless Advance. The dullahan is unaffected by difficult terrain, and can ride over water and other liquid surfaces.

Actions

Multiattack. The dullahan makes two attacks with its spine whip.

Spine Whip. *Melee Weapon Attack*: +8 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) slashing damage plus 10 (3d10) necrotic damage. If the target is a creature it must make a DC 15 Constitution saving throw or be wracked with pain and fall prone.

Seal the Doom. The dullahan points at a creature marked by Deathly Doom within 40 feet than it can see. The creature must succeed at a DC 15 Constitution saving throw against this magic or immediately drop to 0 hit points. A creature that successfully saves is immune to this effect for 24 hours.

Reactions

Interposing Glare. When the dullahan is hit by a melee attack it can move its severed head in front of the attacker's face. The attacker is affected by the dullahan's Baleful Glare immediately. If the creature is averting its eyes this turn, it must still make the save, but does so with advantage.

Dune Mimic

When a dune mimic strikes, the sand surges and shifts, a sinkhole opens, and sandy tendrils snatch at nearby creatures.

Enormous Forms. Though most commonly seen as dunes, a dune mimic can take the form of a date palm grove, a riverbank, an enormous boulder, or other large shapes in the landscape.

A King's Guardians. Dune mimics were created by a forgotten king as guardians for his desert tomb. Somewhere, dozens of them guard vast wealth.

Spread by Spores. Although not intended to reproduce, they began producing spores spontaneously and replicating themselves, so that now they're spread across the deserts. Luckily for the other inhabitants, dune mimics reproduce just once per century.

DUNE MIMIC

Huge monstrosity (shapechanger), neutral

Armor Class 13 (natural armor)

Hit Points 168 (16d12 + 64)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (–1)	18 (+4)	9 (–1)	13 (+1)	10 (+0)

Skills Perception +4

Damage Immunities acid

Condition Immunities prone

Senses darkvision 60 ft., tremorsense 30 ft., passive Perception 14

Languages —

Challenge 8 (5,900 XP)

Shapechanger. The dune mimic can use its action to polymorph into a Huge object or terrain feature (maximum area 25 x 25 feet) or back into its true, amorphous form. Since its coating of dust, sand, and gravel can't be hidden, it usually disguises itself as a terrain feature or eroded ruin. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Adhesive (Object or Terrain Form Only). The dune mimic adheres to anything that touches it. A creature adhered to the dune mimic is also grappled by it (escape DC 15). Ability checks made to escape this grapple have disadvantage. The dune mimic can harden its outer surface, so only the creatures it chooses are affected by this trait.

False Appearance (Object or Terrain Form Only). While the dune mimic remains motionless, it is indistinguishable from an ordinary object or terrain feature.

Grappler. The dune mimic has advantage on attack rolls against a creature grappled by it.

Actions

Multiattack. The dune mimic makes four pseudopod attacks.

Pseudopod. *Melee Weapon Attack*: +8 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage. If the dune mimic is in object or terrain form, the target is subjected to the mimic's Adhesive trait.

Engulf. The dune mimic engulfs all creatures it has grappled. An engulfed creature can't breathe, is restrained, is no longer grappled, has total cover against attacks and other effects outside the dune mimic, and takes 18 (4d8) acid damage at the start of each of the dune mimic's turns. When the dune mimic moves, the engulfed creature moves with it. An engulfed creature can try to escape by taking an action to make a DC 15 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the dune mimic.

Eala

This swanlike creature's feathers are made of shining metal. When it inhales, the feathers on its chest glow red hot.

Eala are beautiful but deadly creatures native to the plane of Shadow. They grow feathers like their Material Plane counterparts, but their feathers are made of gleaming, razor-sharp metal.

Metallic Diet. Eala plumage displays a stunning mixture of metallic colors, which vary depending on their diet. An eala uses its fire breath to melt metals with low melting points such as gold, silver, lead, copper, and bronze. The eala consumes the molten metal, some of which migrates into the creature's deadly feathers. Eala that display primarily or entirely a single color are highly prized.

EALA

Small monstrosity, unaligned

Armor Class 15 (natural)
Hit Points 40 (9d6 + 9)
Speed 10 ft., fly, 60 ft.

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

Saving Throws Dex +5
Damage Immunities fire
Senses darkvision 60 ft., passive Perception 11
Languages —
Challenge 2 (450 XP)

Actions

Multiattack. The eala makes two attacks with its wing blades.

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

Fire Breath (recharge 5-6). The eala breathes fire in a 20-foot cone. Every creature in the area must make a DC 11 Dexterity saving throw, taking 10 (3d6) fire damage on a failed save or half as much on a successful one. The eala's fire breath ignites flammable objects and melts soft metals in the area that aren't being worn or carried.

Reactions

Swan Song. When the eala is reduced to 0 hit points, it can use its last breath sing a plaintive and beautiful melody. Creatures within 20 feet that can hear the eala must succeed on a DC 13 Charisma saving throw or be incapacitated for 1 round. A creature incapacitated in this way has its speed reduced to 0.

Eala in Midgard

Eala are favorites of Sarastra, the Queen of Night and Magic, a ruler of the shadow fey. She is partial to jet black eala; all such specimens are brought to her flock at the Winter Palace, and those who bring them rewarded with a magical dagger and the title and status of "Honored Eala Catcher" or (for multiples) "Lord or Lady of Black Feathers."

Eater of Dust

This terrible creature resembles an imposing knight wearing baroque plate armor made of calcified resin. Its helm is a blank gray oval without eye slots or mouthpiece, and it carries a glistening greatsword with one or more slavering, fanged mouths.

Eaters of dust can consume just about anything with their horrible animate mawblades, including most gems and metals, but they prefer the flesh and souls of mortals to any other form of payment.

Mercenary Companies. Eaters of dust—or yakat-shi as they are sometimes called in ancient planar texts—roam the lower planes selling their services to arch-devils, demon lords, and other fiendish rulers for the chance to sample new flavors and devour interesting morsels. Eaters of dust often operate in small but deadly military units led by a powerful leader, styled the yakat-norog.

Armor Shell. While many sages confuse eaters of dust for some obscure variety of fiend, they are aberrations escaped from a far-flung dimension of madness and nightmares. Indeed, their armor is not armor at all, but a secreted resin that hardens into a shell as strong as steel. When cracked, it exudes a nacreous blood, and the resulting scar resembles mother-of-pearl. Heavily scarred eaters of dust seem to have a huge number of such mother-of-pearl inlays, but these are all marks of wounds they have survived.

Destroy Magic. Eaters of dust take particular delight in destroying and devouring powerful magical weapons and armor, especially intelligent or holy weapons, and charge recklessly into battle against opponents wielding such delicious viands. They are have nothing but contempt for most other life forms, attacking and eating their allies at the first sign of weakness.

A typical eater of dust is 7 feet tall and weighs more than 350 lb. While an eater of dust cannot speak, it can telepathically communicate with almost any creature.

EATER OF DUST (YAKAT-SHI)

Medium aberration, neutral evil

Armor Class 17 (natural armor)

Hit Points 114 (12d8 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	20 (+5)	10 (+0)	15 (+2)	17 (+3)

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

Skills Athletics +9, Intimidate +7, Perception +6

Damage Resistances acid, cold

Damage Immunities bludgeoning, piercing, poison and slashing from nonmagical weapons

Condition Immunities blindness, lightning, poisoned

Senses blindsight 60 ft, passive Perception 16

Languages understands Abyssal, Common, Infernal, Void Speech, but cannot speak; telepathy 100 ft.

Challenge 9 (5,000 XP)

Innate Spellcasting. The eater of dust's innate spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

3/day each: *freedom of movement, inflict wounds, true strike*

1/day each: *cure wounds* (as 3rd level), *magic weapon* (as 6th level), *misty step*

Regeneration. The eater of dust regains 5 hit points at the start of its turn. If it takes fire damage, this trait does not function at the start of its next turn. The eater of dust dies only if it starts its turn with 0 hit points and does not regenerate.

Unending Hunger. An eater of dust can devour any substance with its mawblade, regardless of composition, and never get full. It can even gain nourishment from eating dust or soil (hence the name given to the race by various fiends). If an eater of dust's mawblade is ever stolen, lost, or destroyed, it slowly starves to death.

Weapon Bond. A mawblade is part of the eater of dust. It can strike any creature as if it were magically enchanted and made of silver, iron, or other materials required to overcome immunities or resistances. An eater of dust always knows the location of its mawblade as if using the locate creature spell.

Actions

Multiattack. The eater of dust makes two mawblade attacks, or makes one mawblade attack and casts inflict wounds.

Mawblade. *Melee Weapon Attack*: +9 to hit, one target. *Hit:* 19 (4d6 + 5) piercing damage, and the target must make a successful DC 17 Constitution saving throw or gain one level of exhaustion.

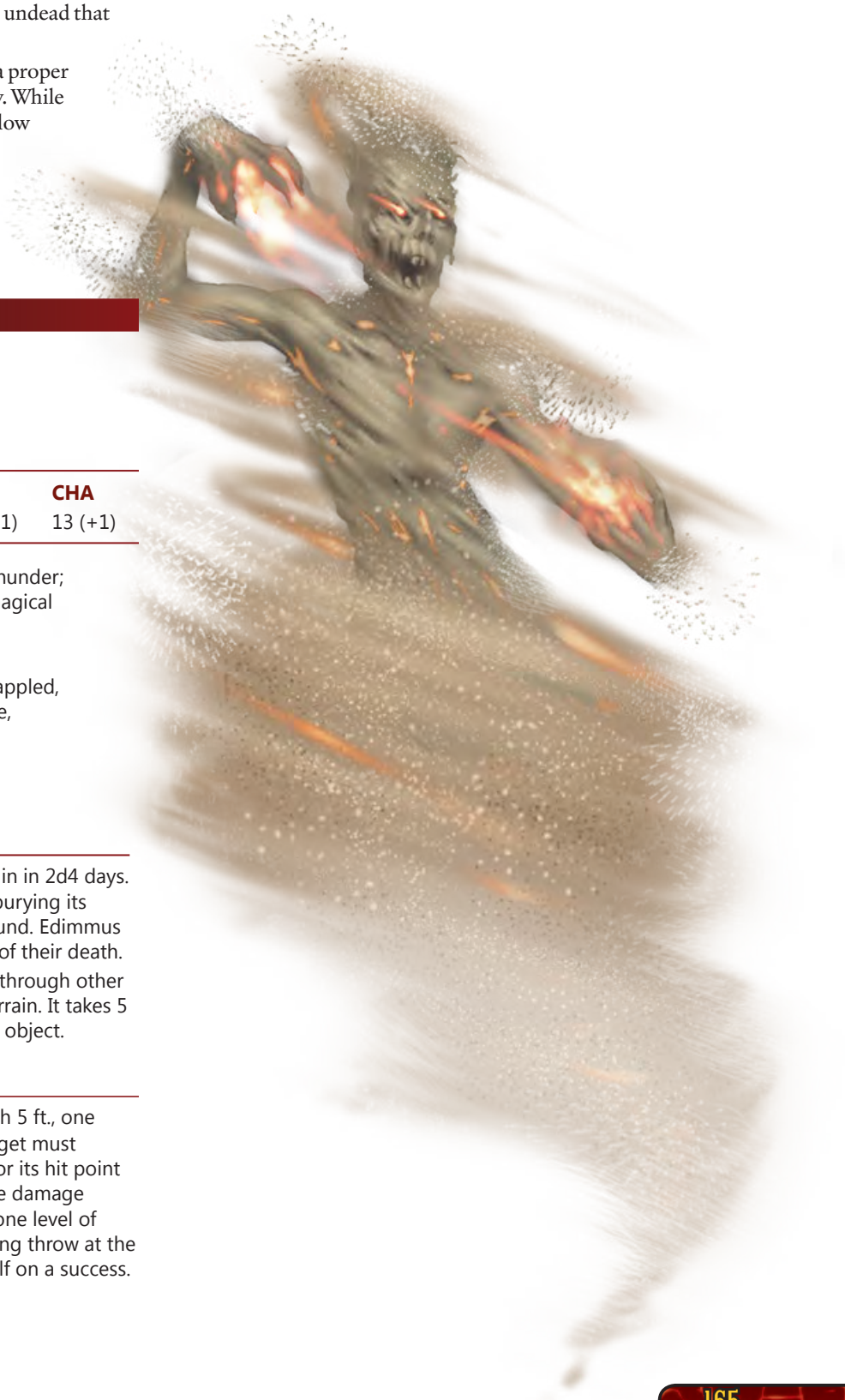
EDIMMU

An evil wind swirls out of the desert, parching those it touches, whispering evil plans. These winds are the edimmus.

Bitter Exiles. Desert and plains tribes often exile their criminals to wander as outcasts. A banished criminal who dies of thirst sometimes rises as an edimmu, a hateful undead that blames all sentient living beings for its fate.

Rise Again. Unless its body is found and given a proper burial, an edimmu is nearly impossible to destroy. While edimmus linger near their corpses, they often follow prey they have cursed to seal the creature's fate. Once that creature is slain, they return to the site of their demise.

Undead Nature. An edimmu doesn't require air, food, drink, or sleep.



EDIMMU

Medium undead, chaotic evil

Armor Class 15

Hit Points 75 (10d8 + 30)

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

STR	DEX	CON	INT	WIS	CHA
1 (–5)	19 (+4)	16 (+3)	12 (+1)	13 (+1)	13 (+1)

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

Damage Immunities necrotic, poison

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

Senses blindsight 60 ft., passive Perception 11

Languages Common but can't speak

Challenge 4 (1,100 XP)

Rejuvenation. If destroyed, an edimmu rises again in 2d4 days. Permanently destroying one requires properly burying its mortal remains in consecrated or hallowed ground. Edimmus rarely venture more than a mile from the place of their death.

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

ACTIONS

Water Siphon. *Melee Spell Attack*: +7 to hit, reach 5 ft., one creature. *Hit:* 21 (6d6) necrotic damage. The target must succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken and it is stunned for 1 minute and gains one level of exhaustion. A stunned creature repeats the saving throw at the end of each of its turns, ending the stun on itself on a success. The hit point reduction lasts until the creature finishes a long rest and drinks abundant water or until it is affected by *greater restoration* or comparable magic. The target dies if this effect reduces its hit point maximum to 0.

EEL HOUND

A grotesque beast with the muscular tail, bulbous head, and the rubbery, slime-covered flesh of a hideous eel, the torso and webbed paws of this amphibious predator resemble those of a misshapen canine. Needle-sharp teeth fill the creature's menacing jaws.

Hounds of the River Fey. Ferocious aquatic fey, these amphibious menaces often serve such masters as lake and river trolls, lorelei, and nixies. Predatory beasts as dangerous on land as they are in the water, they share their masters' capricious cruelty. The hounds' chilling hunting cries inspire their masters to a killing frenzy as they pursue foes. Few other creatures appreciate eel hounds' lithe power and cruel grace, instead noting only their grotesque form and unnerving savagery.

Slippery Ambushers. Eel hounds are ambush predators, preferring to hide among the muck and algae of riverbanks, only to suddenly burst forth as a pack. They surround their prey, latching on with their powerful jaws. Non-aquatic prey are dragged into the depths to drown. Similarly, eel hounds often force aquatic prey up onto dry land to die of suffocation.

Possessed of a low cunning, they prepare ambushes by vomiting forth their slippery spittle where land animals come to drink or along game trails. They surge out of the water to snatch prey while it is off balance.

Liquid Speech. Eel hounds understand Sylvan, and those dwelling near humans or other races pick up a few words in other tongues.

EEL HOUND

Medium fey, neutral

Armor Class 14 (natural armor)

Hit Points 77 (14d8 + 14)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	13 (+1)	6 (–2)	13 (+1)	16 (+3)

Skills Perception +3, Stealth +5

Senses darkvision 60 ft., passive Perception 13

Languages Sylvan

Challenge 2 (450 XP)

Amphibious. The eel hound can breathe air and water.

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

Slick Spittle. By spending 2 rounds dribbling spittle on an area, an eel hound can cover a 5-foot square with its slippery saliva. This area is treated as if under the effects of a *grease* spell, but it lasts for 1 hour.

Slithering Bite. A creature an eel hound attacks can't make opportunity attacks against it until the start of the creature's next turn.

ACTIONS

Bite. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage, and the target is grappled (escape DC 14).

EINHERJAR

Stout bearded warriors with golden auras, the einherjar wear chain mail and carry two-handed battle axes and oaken shields—their badges and symbols are all different, and it is said no two braid their beards quite alike.

As the spirits of warriors chosen by the valkyries and brought to Valhalla to fight for the gods against the giants, the einherjar are great warriors who eat and drink their fill of boar and mead each night, then spend their days preparing for Ragnarok. Some of this is combat training, and other portions are raids against the Jotun giants and thursir giants, to try their strength. Regardless of how often they are slain, the einherjar reappear each morning in Odin's hall, so they have no fear of death, and their courage shames others into greater bravery.

Defenders of the Mortal World. From time to time, the ravenfolk guide a troop of the einherjar against some of Loki's minions or the servants of Boreas. These raids are often small battles, but the einherjar know they are only delaying the inevitable rise of the world serpent and its many evil spawn. This drives them to greater efforts against giants, demons, lindwurms, and other evil creatures, but the einherjar themselves are not exactly saintly. They drink, they carouse, they slap and tickle and brag and boast and fart with the loudest and most boastful of Asgardians. Unlike most extraplanar creatures, they are very human, if somewhat larger than life.

Fear Dragons. The einherjar have a notable soft spot for the ratatosk and the ravenfolk, but they are superstitiously fearful of dragons of all kinds. They sometimes hunt or ride or carouse with the fey lords and ladies, especially the Bear King, the Snow Queen, and the Lord of the Hunt.

Never Speak to the Living. In theory, the einherjar are forbidden from speaking with the living: they must pass their words through a valkyrie, a ratatosk, one of the ravenfolk, or other races allied with Asgard. In practice, this rule is often flouted, though if Loki's servants notice it, they can dismiss any einherjar back to Valhalla for a day.

EINHERJAR

Medium humanoid, chaotic neutral

Armor Class 18 (chain mail and shield)

Hit Points 119 (14d8 + 56)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	19 (+4)	10 (+0)	14 (+2)	11 (+0)

Skills Animal Handling +5, Intimidation +6, Perception +5

Damage Resistances piercing weapons that are nonmagical

Senses darkvision 60 ft., truesight 60 ft., passive Perception 15

Languages Celestial, Common

Challenge 7 (2,900 XP)

Asgardian Battleaxes. Made in Valhalla and kept keen with runic magic, Asgardian axes have a +2 enchantment and add a second die of weapon damage. Their magic must be renewed each week by a valkyrie or Odin's own hand.

Battle Loving. Einherjars relish combat and never turn down a challenge to single combat or shirk a fight, even if the odds are hopeless. After all, Valhalla awaits them.

Battle Frenzy. Once reduced to 30 hp or less, einherjar make all attacks with advantage.

Fearsome Gaze. The stare of an einherjar is especially piercing and intimidating. They make Intimidation checks with advantage.

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

At will—*bless, spare the dying*

1/day each—*death ward, spirit guardians*

ACTIONS

Multiattack. An einherjar makes three attacks with its Asgardian battleaxe or one with its handaxe.

Asgardian Battleaxe. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) slashing damage when used one handed or 17 (2d10 + 6) when used two-handed.

Handaxe. *Melee or Ranged Weapon Attack*: +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

ELEINOMAE

Eleinomae, or marsh nymphs, are beautiful fey who hold sway over many wetlands, from the chill to the tropical. They wear distinctive dresses fashioned from reeds and water lilies.

Nets for Travelers. Eleinomae are cruel and depraved creatures that seduce travelers with charms and illusions, then lead them to a watery grave. To capture their victims, eleinomae weave a net from swamp reeds and grasses, and decorate it with beautiful blossoms that release an intoxicating, bewitching aroma.

Aquatic Cemeteries. They are known to keep the most handsome captives as companions—for a time, at least, but they invariably grow weary of their company and drown them. Many eleinomae preserve the bodies of previous mates in aquatic cemeteries where the corpses float among fields of water lilies, and they spend much time singing to the dead. Such watery graveyards are often guarded by charmed allies of the eleinomae or other caretakers.

Vain Singers. While eleinomae have few weaknesses, their vanity and overconfidence can be exploited to vanquish them. They are proud of their sweet voices and clever creation of songs and harmonies.

ELEINOMAE

Medium fey, chaotic evil

Armor Class 18

Hit Points 112 (15d8 + 45)

Speed 30 ft., swim 30 ft.

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

Saving Throws Str +4, Dex +7, Con +6, Int +5, Wis +5, Cha +7

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

Senses passive Perception 15

Languages Aquan, Common, Elvish, Sylvan

Challenge 5 (1,800 XP)

Unearthly Grace. The eleinomae's Charisma modifier is added to its armor class (included above).

Reed Walk. The eleinomae can move across undergrowth or rivers without making an ability check. Additionally, difficult terrain of this kind doesn't cost it extra moment.

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

At will: *dancing lights*

3/day each: *charm person, suggestion*

2/day each: *hallucinatory terrain, major image*

ACTIONS

Multiattack: The eleinomae makes three dagger attacks and one reed flower net attack.

Dagger. *Melee or Ranged Weapon Attack*: +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) slashing damage plus 3 (1d6) poison damage.

Reed Flower Net. *Ranged Weapon Attack*: +7 to hit, range 5/15 ft., one Large or smaller creature. *Hit:* The target has disadvantage on Wisdom saving throws for 1 minute, and is restrained. A creature can free itself or another creature within reach from restraint by using an action to make a successful DC 15 Strength check or by doing 5 slashing damage to the net (AC 10).

ELEINOMAE IN MIDGARD

They are most prevalent in Verrayne, the Garden of Carnessa, and the Southlands. They are venerated by some tribes of goblins and are trade partners with blood hags and the alchemists of Maillon.

Elemental Locus

The ground ripples and tears as rocks fall, jets of flame erupt, and howling winds rage around an elemental locus. The land is angry.

Spirit of the Land. Elemental loci are living spirits inhabiting or embodying tracts of land and geographical features. They are the ultimate personification of nature—the land itself come to life—varying in size from small hills to entire ridge lines, with no discernible pattern to where they take root.

Stubborn Nature. Elemental loci are fiercely protective of their chosen location. They tolerate no interference in the natural order and challenge all who despoil the land, be they mortal, monster, or god.

Elemental Nature. An elemental locus doesn't require air, food, drink, or sleep.

ELEMENTAL LOCUS

Gargantuan elemental, neutral

Armor Class 16 (natural armor)

Hit Points 290 (20d20 + 80)

Speed 5 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	1 (–5)	18 (+4)	10 (+0)	11 (+0)	11 (+0)

Saving Throws Int +6, Wis +6, Cha +6

Skills Nature +6, Perception +6

Damage Resistances bludgeoning, piercing, and slashing

Damage Immunities acid, cold, fire, lightning, poison, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

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

Senses darkvision 120 ft., tremorsense 120 ft., passive Perception 16

Languages Primordial

Challenge 17 (18,000 XP)

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

Immortal. The elemental locus does not age and does not die when it drops to 0 hit points. If the elemental locus drops to 0 hit points, it falls into a quiescent state for 25 weeks before returning to activity with full hit points. Its spawned elementals continue fighting whatever enemies attacked the elemental locus; if no enemies are present, they defend the locus's area.

Massive. The elemental locus is larger than most Gargantuan creatures, occupying a space of 60 by 60 feet. Its movement is not affected by difficult terrain or by Huge or smaller creatures. Other creatures can enter and move through the elemental locus's space, but they must make a successful DC 20 Strength (Athletics) check after each 10 feet of movement. Failure indicates they fall prone and can move no farther that turn.

Spawn Elementals. As a bonus action, the elemental locus loses 82 hit points and spawns an air, earth, fire, or water elemental to serve it. Spawned elementals answer to their creator's will and are not fully independent. The types of elementals the locus can spawn depend on the terrain it embodies; for example, an elemental locus of the desert can spawn earth, fire, and air elementals, but not water.

Siege Monster. The elemental locus deals double damage to objects and structures.

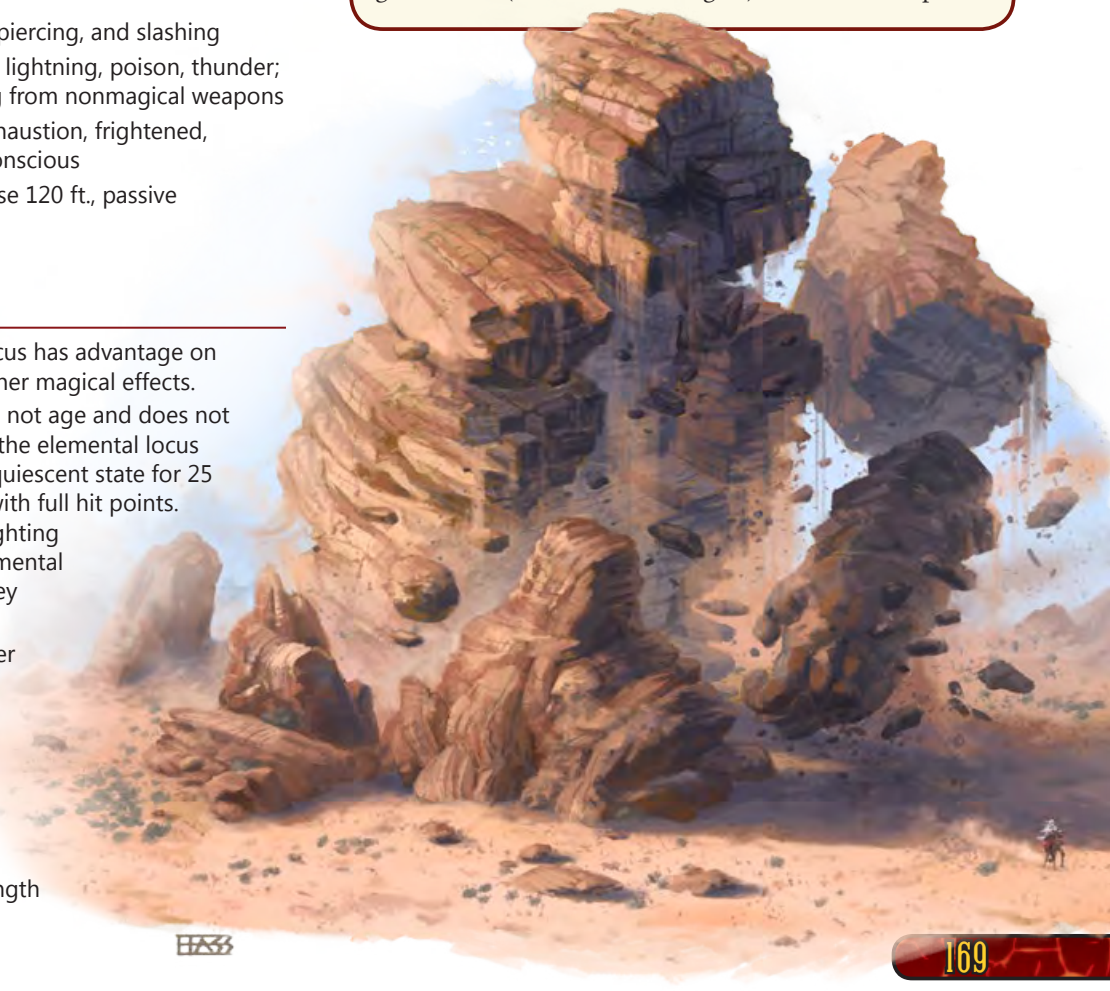
ACTIONS

Multiattack: The elemental locus makes two slam attacks.

Slam. *Melee Weapon Attack*: +15 to hit, reach 15 ft., one target. *Hit:* 36 (6d8 + 9) bludgeoning damage. If the target is a creature, it must succeed on a DC 23 Strength saving throw or be knocked prone.

ELEMENTAL LOCI IN MIDGARD

Among the Tamasheq, the elemental loci are cherished as minor deities, nearly as powerful as the Wind Lords themselves. The sorcerers of Kush have tried to capture and enslave loci for decades; thus far without success, but they grow bolder (and closer to their goal) with each attempt.



Elves, Shadow Fey

"Kind words open even iron doors."

—Twilight, a courtier to the shadow fey

To most, the shadow fey are little more than a dancing shadow among the leaves. To savants, they are the creatures that taught the shadowdancers all they know, and kept many secrets to themselves. They were once elves like all others, dwelling in mortal lands beneath the sun. An ancient catastrophe drove them to darkness, and now they are creatures of the shadow. Though they can be found on the Material Plane, they are inextricably tied to the plane of Shadows, and that is the seat of their power and culture.

Shadow fey superficially resemble other elves, but they're rarely mistaken for their lighted cousins. Skin tones among the shadow fey range from alabaster white to ebony black, with varying shades of gray in between, but they are otherwise lacking in color. A few have a scintillating shimmer to their skin. Many shadow fey grow horns that sweep out from their hair, varying in size from subtle nubs to obvious spikes. Others have shocking sets of teeth.

Dual Natured. The shadow fey are contradictory beings. They boast some of the best features of elves, tempered by aspects of a fouler nature. They can be deliberate and purposeful, but they're also given to perplexing whimsy. Mortal creatures trying to fathom shadow fey motivations are in for a maddening experience; they are often illogical, capricious, and seemingly thrive on annoying others.

Split Rulership. The Summer Court and Winter Court each rule the shadow fey in the appropriate season. The turning of these seasons follows no clear calendar or schedule, though it is skewed toward summer. The Queen of Night and Magic and the Moonlit King each claim dominion in turn, ruling over the Summer and Winter courts respectively.

Other fey call them the Scáthsidhe (pronounced scAH-shee), or shadow faeries, and they are usually counted among the unseelie, though they would dispute that characterization. They simply call themselves part of the sidhe, and consider themselves an extension of the Seelie Court.

The Reach of Darkness. Their bond with darkness allows the shadow fey to slip through distant spaces, traversing darkness itself from one place to another. Not only can every shadow fey slip from a shadow or patch of darkness to instantly appear elsewhere, they also control the mysterious and powerful shadow roads. Shadow roads are magical pathways that connect points on the Material Plane by dipping through the plane of shadow, allowing rapid and completely secret travel for the fey—and more importantly, for their weapons of war, their trade goods, and their allies.

The shadow fey all have an instinctive understanding of how a shadow road functions, and they are adept at both operating the entrance portals and navigating any hazards on the road. This bond with darkness has a price, of course, and the shadow fey shun the sun's light.

Duelist

The pale-skinned elf wears a gleaming breastplate and tight-fitting clothing. He moves like the wind, evading blows with effortless skill. When he stops and smiles, his blade is slick with crimson.

Shadow fey duelists are elite warriors, often of noble lineage. Swift and sure beyond compare, duelists are often taller and more wiry than others of their kind. Their armor, clothing, and weapons are of exquisite make, fashioned from only the finest materials, as befits their station.

A nobleman or woman of the shadow fey is not to be taken lightly—many courtiers or politicians are deadly with their slim blades, and they are known to distill virulent poisons. Often a skilled duelist serves as a champion for her liege, standing in the noble's stead in challenges or serving as an elite bodyguard.

Enchantress

This ravishing shadow fey woman moves with alluring grace. Her voice rings like a bell, and in her hearing worldly cares and sorrows melt away.

Beyond even great physical beauty, the sheer presence of a shadow fey enchantress can lay the most stalwart foes low. Enchantresses live up to their name; almost universally female, they are beautiful beyond compare. Only if they wish it could they ever be mistaken for common shadow fey.

Enchantresses are also powerful spellcasters who infuse their words and manner with the beguiling power of shadow to turn enemies against one another with a few words and a deadly smile. They augment the force of their minds with fey-wrought blades, infusing their weapons with power that shreds their victims' psyche as well as their flesh.

Forest Hunter

The shadows flicker slightly, and that's the only warning before a hail of arrows erupts from the concealed, black-skinned elf hidden in the gloom.

Dressed in exquisitely wrought mail and leather jerkins, forest hunters are even more lithe and graceful than most shadow fey. Physically, only their mannerisms and skills setting them apart from other shadow fey—usually too late.

Forest hunters roam the deep woods connected to shadow roads, as well as the dark reflections within the plane of Shadows. They are skilled trackers and stalkers, hunting animals and more dangerous game. Many forest hunters serve in the Wild Hunt, and a hunter that has at one time ridden at the Lord of the Hunt's side is afforded great respect, even fear, because of the common belief that such a hunter can implore the Lord of the Hunt to notice an enemy.

Guardian

A hulking brute, this shadow fey towers over his fellows and wields massive weapons. Patches of his body are swallowed by inky blackness that writhes and crawls, distorting his form in places, and his eyes are hollow black pits.

Shadow fey guardians are massive creatures trained and bred for battle. They appear as massive versions of shadow fey, but the

stuff of shadow corrupts them even more than their brethren, expanding their size and power to an ogrish strength. Patches of pitch black shadow swallow parts of their body and crawl about, revealing and obscuring more by inches at a time. They stand nearly 10 feet tall and weigh over 700 pounds.

Guardians are fanatically loyal to their superiors. Employed as house guards or even personal bodyguards for important shadow fey, guardians are unshakable in their duty. The shadow corruption reaches into their minds and souls, so that not even powerful magic can bend their hearts or break their resolve. Guardians aren't independent thinkers, but they discharge their duty with single-minded dedication.

Shadow Fey

Medium humanoid (elf), lawful evil

Armor Class 15 (chain shirt)

Hit Points 31 (7d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	11 (+0)	11 (+0)	13 (+1)

Skills Arcana +2, Perception +2

Senses darkvision 60 ft., passive Perception 12

Languages Common, Elvish, Umbral

Challenge 1/4 (50 XP)

Fey Ancestry. The shadow fey has advantage on saving throws against being charmed, and magic can't put it to sleep.

Innate Spellcasting. The shadow fey's innate spellcasting ability is Charisma. It can cast the following spells innately, requiring no material components.

1/day: *misty step* (when in shadows, dim light, or darkness only)

Sunlight Sensitivity. While in sunlight, the shadow fey has disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight.

Traveler in Darkness. The shadow fey has advantage on Intelligence (Arcana) checks made to know about shadow roads and shadow magic spells or items.

Actions

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

Shortbow. *Ranged Weapon Attack*: +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Duelist

Medium humanoid (elf), lawful evil

Armor Class 17 (studded leather)

Hit Points 117 (18d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	20 (+5)	14 (+2)	13 (+1)	12 (+1)	16 (+3)

Saving Throws Dex +8, Con + 5, Wis + 4, Cha +6

Skills Arcana +4, Deception +6, Perception +4, Stealth +8

Senses darkvision 60 ft., passive Perception 14

Languages Common, Elvish, Umbral

Challenge 6 (2,300 XP)

Fey Ancestry. The shadow fey has advantage on saving throws against being charmed, and magic can't put it to sleep.

Innate Spellcasting. The shadow fey's innate spellcasting ability is Charisma. It can cast the following spells innately, requiring no material components.

3/day: *misty step* (when in shadows, dim light, or darkness only)

Sunlight Sensitivity. While in sunlight, the shadow fey has disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight.

Traveler in Darkness. The shadow fey has advantage on Intelligence (Arcana) checks made to know about shadow roads and shadow magic spells or items.

ACTIONS

Multiattack. The shadow fey makes two rapier attacks. If it has a dagger drawn, it can also make one dagger attack.

Dagger. *Melee or Ranged Weapon Attack*: +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d4 + 5) piercing damage, and a target creature must succeed on a DC 15 Constitution saving throw or become poisoned for 1 minute. A poisoned creature repeats the save at the end of each of its turns, ending the effect on a success.

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

REACTIONS

Parry. The shadow fey duelist adds 3 to its AC against one melee attack that would hit it. To do so, the duelist must see the attacker and be wielding a melee weapon.

ENCHANTRESS

Medium humanoid (shadow fey), lawful evil

Armor Class 16 (breastplate)

Hit Points 123 (19d8 + 38)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	14 (+2)	12 (+1)	17 (+3)	18 (+4)

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

Skills Arcana +4, Deception +7, Perception +6, Persuasion +7, Stealth +5

Senses darkvision 60 ft., passive Perception 16

Languages Common, Elvish, Umbral

Challenge 7 (2,900 XP)

Fey Ancestry. The shadow fey has advantage on saving throws against being charmed, and magic can't put her to sleep.

Innate Spellcasting. The shadow fey's innate spellcasting ability is Charisma. She can cast the following spells innately, requiring no material components.

4/day: *misty step* (when in shadows, dim light, or darkness only)

Spellcasting. The shadow fey is a 10th-level spellcaster. Her spellcasting ability is Charisma (save DC 15, +7 to hit with spell attacks). She knows the following bard spells.

Cantrips (at will): *blade ward, friends, message, vicious mockery*

1st level (4 slots): *bane, charm person, faerie fire*

2nd level (3 slots): *enthrall, hold person*

3rd level (3 slots): *conjure fey, fear, hypnotic pattern*

4th level (3 slots): *confusion, greater invisibility, phantasmal killer*

5th level (2 slots): *animate objects, dominate person, hold monster*

Sunlight Sensitivity. While in sunlight, the shadow fey has disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight.

Traveler in Darkness. The shadow fey has advantage on Intelligence (Arcana) checks made to know about shadow roads and shadow magic spells or items.

ACTIONS

Multiattack. The shadow fey makes two rapier attacks.

Rapier. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage plus 17 (5d6) psychic damage.

Beguiling Whispers (recharge 5-6). The shadow fey speaks sweet words to a creature she can see within 60 feet, that can hear the enchantress. The creature must succeed on a DC 15 Charisma saving throw or be charmed for 1 minute. While charmed in this way, the creature has disadvantage on Wisdom and Charisma saving throws made to resist spells cast by the enchantress.

Leadership (recharges after a Short or Long Rest). The enchantress can utter a special command or warning to a creature she can see within 30 feet of her. The creature must not be hostile to the enchantress and it must be able to hear (the command is inaudible to all but the target creature). For 1 minute, the creature adds a d4 to its attack rolls and saving throws. A creature can benefit from only one enchantress's Leadership at a time. This effect ends if the enchantress is incapacitated.

Forest Hunter

Medium humanoid (elf), lawful evil

Armor Class 15 (chain shirt)

Hit Points 104 (19d8 + 19)

Speed 30 ft.

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

Saving Throws Dex +7, Con +4, Cha +6

Skills Arcana +3, Perception +4, Stealth +10, Survival +4

Senses darkvision 60 ft., passive Perception 14

Languages Common, Elvish, Umbral

Challenge 5 (1,800 XP)

Fey Ancestry. The shadow fey has advantage on saving throws against being charmed, and magic can't put it to sleep.

Innate Spellcasting. The shadow fey's innate spellcasting ability is Charisma. It can cast the following spells innately, requiring no material components.

3/day: *misty step* (when in shadows, dim light, or darkness only)

Sneak Attack (1/turn). The shadow fey forest hunter does an extra 7 (2d6) damage when it hits a target with a weapon attack that had advantage, or when the target is within 5 feet of an ally of the forest hunter that isn't incapacitated and the forest hunter doesn't have disadvantage on the attack roll.

Sunlight Sensitivity. While in sunlight, the shadow fey has disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight.

Traveler in Darkness. The shadow fey has advantage on Intelligence (Arcana) checks made to know about shadow roads and shadow magic spells or items.

ACTIONS

Multiattack. The shadow fey makes two ranged attacks.

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

Longbow. *Ranged Weapon Attack*: +7 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 7 (2d6) poison damage.

GUARDIAN

Large humanoid (elf), neutral evil

Armor Class 15 (chain shirt)

Hit Points 110 (13d10 + 39)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	6 (-2)	14 (+2)	8 (-1)

Saving Throws Str +6, Con +5

Skills Athletics +6, Perception +4

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 14

Languages Common, Elvish, Umbral

Challenge 4 (1,100 XP)

Fey Ancestry. The shadow fey guardian has advantage on saving throws against being charmed, and magic can't put it to sleep.

Innate Spellcasting. The shadow fey's innate spellcasting ability is Charisma. It can cast the following spells innately, requiring no material components.

1/day: *misty step* (when in shadows, dim light, or darkness only)

Shadow's Vigil. The shadow fey has advantage on Wisdom (Perception) checks, and magical darkness does not inhibit its darkvision.

Sunlight Sensitivity. While in sunlight, the shadow fey has disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight.

Traveler in Darkness. The shadow fey has advantage on Intelligence (Arcana) checks made to know about shadow roads and shadow magic spells or items.

ACTIONS

Multiattack. The shadow fey makes two pike attacks.

Pike. *Melee Weapon Attack*: +6 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

Javelin. *Ranged Weapon Attack*: +6 to hit, range 30/120 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

REACTIONS

Protect. The shadow fey guardian imposes disadvantage on an attack roll against an ally within 5 feet. The guardian must be wielding a melee weapon to use this reaction.

Emerald Eye

Witches and ioun mages know how to craft a speaking crystal. Its primary use is as a debating companion and ally—but many turn to treachery and hatred. These are the emerald eyes.

Servants of Logic. A mystic or psion will debate logic with a speaking crystal based on his rational mind, or discuss morality with a speaking crystal based on his conscience. Chaotic psions create speaking crystals based on their primal urges, and such crystals sometimes abandon or even kill their creators. Once free, they revel in the world's pleasures.

Trapped Manipulators. Most speaking crystals are pink or purple when created, but those that betray their creators turn a dark shade of green. These floating oval-shaped crystals are physically weak, but they retain considerable magical powers to manipulate those around them. This becomes critically important when the emerald eye discovers that killing its creator frees it from the creator's control but doesn't free it from the need to remain within 25 feet of some creature it is bound to. This is often the dead body of its creator if no other creature is available.

Shifting Goals. An emerald eye's motivations change over time. One may be purposeful, using its powers to drive its bound creature toward some specific goal. Another might feign cooperativeness, offering to share its defensive abilities in exchange for the creature's mobility. Still another might be a manipulative trickster, pretending to be an *ioun stone*, floating in circles around an ally's or victim's head while sparkling brightly to inspire jealousy and theft among its viewers.

Smaller than a clenched fist, an emerald eye weighs at most half a pound.

Constructed Nature. An emerald eye doesn't require air, food, drink, or sleep.

EMERALD EYE

Tiny construct, chaotic evil

Armor Class 14

Hit Points 54 (12d4 + 24)

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

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

Saving Throws Dex +4, Con +4, Int +4

Skills Acrobatics +4, Arcana +4, Deception +5, History +4, Perception +3, Persuasion +5, Religion +4

Damage Resistances cold, fire; piercing damage

Damage Immunities poison

Condition Immunities blinded, deafened, exhausted, paralyzed, petrified, poisoned, prone, unconscious

Senses blindsight 60 ft.

Languages Common, Draconic, telepathy 250 ft.

Challenge 1 (200 XP)

Bound. An emerald eye cannot move more than 25 feet away from the creature that it is psychically linked to. It begins existence bound to its creator, but a free emerald eye can bind itself to another creature as in the Bind action.

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

Actions

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

Attraction (Recharge 5–6). An emerald eye can compel one creature to move toward a particular person or object. If the creature fails a DC 13 Charisma saving throw, it feels a powerful compulsion to move toward whatever the emerald eye chooses. The target creature must be within 25 feet of the emerald eye when attraction is triggered, but the creature is then free to move beyond this range while remaining under the effect. Nothing seems out of the ordinary to the creature, but it does not knowingly put itself or its allies in harm's way to reach the object. The creature may attempt another DC 13 Charisma saving throw at the start of each of its turns; a success ends the effect.

Bind (3/Day). The emerald eye can bind itself psychically to a creature with an Intelligence of 6 or greater. The attempt fails if the target succeeds on a DC 13 Charisma saving throw. The attempt is unnoticed by the target, regardless of the result.

Telepathic Lash (3/Day). An emerald eye can overwhelm one humanoid creature within 25 feet with emotions and impulses the creature is hard-pressed to control. If the target fails a DC 13 Wisdom saving throw, it is stunned for 1 round.

Empty Cloak

Dark cloth of black and purple, stitched with silver and golden threads, this resembles a garment of elvish make. Smoke sometimes billows under the hood.

Silent Motion. A billowing empty cloak glides through the air, either under its own power or on the shoulders of its master. Its movement appears odd somehow, as though it moves slightly out of step with the frame bearing it.

Guards. Created by the shadow fey as unobtrusive guardians, empty cloaks are often paired with animated armor such as a monolith footman, and made to look like a display piece.

Shadow Servants. Shadow fey nobles sometimes wear an empty cloak as their own clothing; they use it to cover a hasty retreat or to assist in a kidnapping.

Constructed Nature. An empty cloak doesn't require air, food, drink, or sleep.

EMPTY CLOAK

Medium construct, unaligned

Armor Class 13 (natural armor)

Hit Points 45 (10d8)

Speed 0 ft., fly 40 ft.

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

Saving Throws Dex +4, Con +2

Skills Stealth +4

Damage Vulnerabilities fire

Damage Resistances bludgeoning

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 10

Languages understands Elvish and Umbral but can't speak

Challenge 1/2 (100 XP)

Diligent Sentinel. Empty cloaks are designed to watch for intruders. They gain advantage on Wisdom (Perception) checks.

Shadow Construction. Empty cloaks are designed with a delicate shadow construction. They burst into pieces, then dissipate into shadow, on a critical hit.

Wrapping Embrace. Empty cloaks can share the same space as one Medium or smaller creature. The empty cloak has advantage on attack rolls against any creature in the same space with it.

ACTIONS

Razor Cloak. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

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

Shadow Snare. *Ranged Weapon Attack*: +4 to hit, range 20/60 ft., one target. *Hit:* Large or smaller creatures are restrained. To escape, the restrained creature or an adjacent ally must use an action to make a successful DC 14 Strength check. The shadow snare has 15 hit points and AC 12.

Eonic Drifter

The air crackles and lights flicker in the ruins. In a whirl of colorful robes, the drifter materializes from the unfathomable maelstroms of time. His eyes scan the hall in panic, anticipating the terrible revelations of yet another era.

Adrift in Time. Not much is known about the time traveling eonic drifters other than that they left a dying civilization to look for help not available in their own age. To their misfortune, returning to their own time proved much more difficult than leaving it, so the eonic drifters found themselves adrift in the river of time. As the decades passed, their chance of returning home withered, along with the flesh of their bodies. They have been become mummified by the passing ages.

Crystal Belts. A drifter carries an odd assembly of gear gathered in countless centuries, proof of its tragic journey. The more eclectic the collection, the more jumps it has performed on its odyssey.

Belts of crystals around its body store the energy that fuels a drifter's travels. After each large jump through time, the reservoirs are exhausted and can be used only for very short jumps.

Jittery and Paranoid. Visiting countless eras in which mankind has all but forgotten this once-great civilization has robbed most eonic drifters of their sanity. Their greatest fear is being robbed of their crystal belts. They plead or fight for them as if their lives depended on them—which, in a sense, they do.

Adventurers who convince a drifter of their good intentions may be asked for aid. In exchange, a drifter can offer long-lost artifacts gathered from many forays through time.

Drifters can appear at any time or place, but they often frequent the sites of their people's past (or future) cities. There they are comforted by knowing that they're at least in the right place, if not the right time.

EONIC DRIFTER

Medium humanoid (human), chaotic neutral

Armor Class 13 (leather armor)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	14 (+2)	18 (+4)	11 (+0)	13 (+1)

Skills Arcana +6, History +6

Senses passive Perception 10

Languages Common, Eonic, Giant, Sylvan

Challenge 1 (200 XP)

Actions

Multiattack. The eonic drifter can either use Drift Backward or make two attacks with its time warping staff. The eonic drifter's future self (if present) can only use Drift Forward.

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

Drift Backward (1/Day). A future self of the eonic drifter materializes in an unoccupied space within 30 feet of the drifter. The future self has the eonic drifter's stats and its full hit points, and it takes its turn immediately after its present self. Killing the original eonic drifter makes its future self disappear. If the present self sees its future self die, the eonic drifter must make a DC 13 Wisdom saving throw. There is no effect if the save succeeds. If the saving throw fails, roll 1d6 to determine the effect on the eonic drifter: 1 = frightened, 2 = incapacitated, 3 = paralyzed, 4 = unconscious, 5 or 6 = has disadvantage on attack rolls and ability checks. These effects last 1d4 rounds.

Drift Forward (2/Day). The future self makes a time warping staff attack against a target. If the attack hits, instead of causing bludgeoning damage, both the target and the attacker jump forward through time, effectively ceasing to exist in the present time. They reappear in the same locations 1d4 rounds later, at the end of the present self's turn. Creatures occupying those locations at that moment are pushed 5 feet in a direction of their own choosing. The target of the drift (but not the future self) must then make a DC 13 Wisdom saving throw, with effects identical to those for the eonic drifter witnessing the death of its future self (see Drift Backward). The future self doesn't reappear after using this ability the second time; only the target of the drift reappears from the second use. This does not trigger a saving throw for the present self.

ERINA

This small humanoid has a slightly pointed face with bright, brown eyes and a black, snout-like nose. Its skin is covered in short, tan fur, and its head, shoulders, and back have smoothed-down quills.

Erinas, or hedgehog folk, are a small, communal race.

Burrowed Villages. Natural diggers at heart, erinas live in shallow networks of tunnels and chambers they excavate themselves. Enemies who attack the peaceful erinas easily become confused and lost in the mazelike tunnels. On their own ground, the erinas can easily evade, outmaneuver, or surround invaders. They often lure them onto choke points where the enemy can be delayed endlessly while noncombatants and valuables are hustled to safety through other tunnels.

Scroungers and Gatherers. Erinas are naturally curious. They tend to explore an area by tunneling beneath it and popping up at interesting points. They dislike farming, but subsist mainly on the bounty of the land surrounding their homes. In cities, they still subsist on what they can find, and they have a knack for finding whatever they need. Sometimes they are called thieves, but they aren't greedy or malicious. They take only what they need, and seldom take anything from the poor. Some humans even consider it lucky to have a family of erinas nearby.

ERINA SCROUNGER

Small humanoid (erina), neutral

Armor Class 12 (leather armor)
Hit Points 22 (4d6 + 8)
Speed 20 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	12 (+1)	14 (+2)	13 (+1)	10 (+0)	11 (+1)

Damage Resistances poison
Senses darkvision 60 ft., passive Perception 10
Languages Common, Erina
Challenge 1/4 (50 XP)

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

Hardy. The erina has advantage on saving throws against poison.

Spines. An enemy who hits the erina with a melee attack while within 5 feet of it takes 2 (1d4) piercing damage.

ACTIONS

Dagger. *Melee Weapon Attack*: +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

Sling. *Ranged Weapon Attack*: +3 to hit, range 30/120 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

ERINA DEFENDER

As the largest and hardiest of their kind, erina defenders take the defense of their home tunnels very seriously, and are quite suspicious of outsiders. Once an outsider proves himself a friend, they warm considerably, but until then defenders are quite spiky.

ERINA DEFENDER

Small humanoid (erina), neutral

Armor Class 15 (chain shirt)
Hit Points 44 (8d6 + 16)
Speed 20 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	14 (+2)	13 (+1)	12 (+1)	11 (+1)

Skills Athletics +4, Perception +3
Damage Resistances poison
Senses darkvision 60 ft., passive Perception 13
Languages Common, Erina
Challenge 1 (200 XP)

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

Hardy. The erina has advantage on saving throws against poison.

Spines. An enemy who hits the erina with a melee attack while within 5 feet of it takes 5 (2d4) piercing damage.

ACTIONS

Multiattack. The erina defender makes two attacks.

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

Shortbow. *Ranged Weapon Attack*: +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

REACTIONS

Protect. The erina imposes disadvantage on an attack roll made against an ally within 5 feet of the erina defender.

Far Darrig

These shy fairies dress as small fey herdsmen wearing tan hide armor, hide boots, cloaks, and cowls, all trimmed in fox fur and often with a red sash or tunic. They often ride woodland creatures, such as dire weasels or snowy owls.

Hunters & Herders. The far darrig were the hunters, herders, and equerry of the elven nobility—some still serve in this capacity in planes where the elves rule. Some stayed behind after the many of the fey retreated to wilder lands in the face of expanding human kingdoms.

Far darrig carry glaives made from fey antlers; each remains enchanted only as long as a far darrig holds it. Their leaders ride on fey elk the color of foxes, with gleaming green eyes; it is believed that their antlers are the ones used to make far darrig antler glaives.

Hate Arcanists. While not inherently evil, far darrig are hostile to all humans and will often attack human wizards, warlocks, and sorcerers on sight. If they can be moved to a friendly attitude through Persuasion or a charm spell or effect, they make very good guides, scouts, and hunters.

Serve Hags and Worse. They are sometimes found as thralls or scouts serving hags, trollkin, and shadow fey, but they are unwilling and distrustful allies at best.

FAR DARRIG

Small fey, neutral

Armor Class 14 (hide armor)

Hit Points 104 (16d6 + 48)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	17 (+3)	11 (+0)	15 (+2)	17 (+3)

Saving Throws Dex +5, Con +7, Cha +7

Skills Nature +4, Animal Handling +6, Medicine +6, Perception +6, Survival +6

Senses darkvision 60 ft., passive Perception 16

Languages Common, Elvish, Sylvan

Challenge 3 (700 XP)

Innate Spellcasting. The far darrig's innate spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

Constant: *magic weapon* (antler glaive only), *speak with animals*

At will: *calm emotions, charm animal* (as *charm person* but affects beasts only), *cure wounds, detect poison and disease, water breathing, water walk*

3/day each: *barkskin, conjure woodland beings, hold animal* (as *hold person* but affects beasts only), *jump, longstrider*

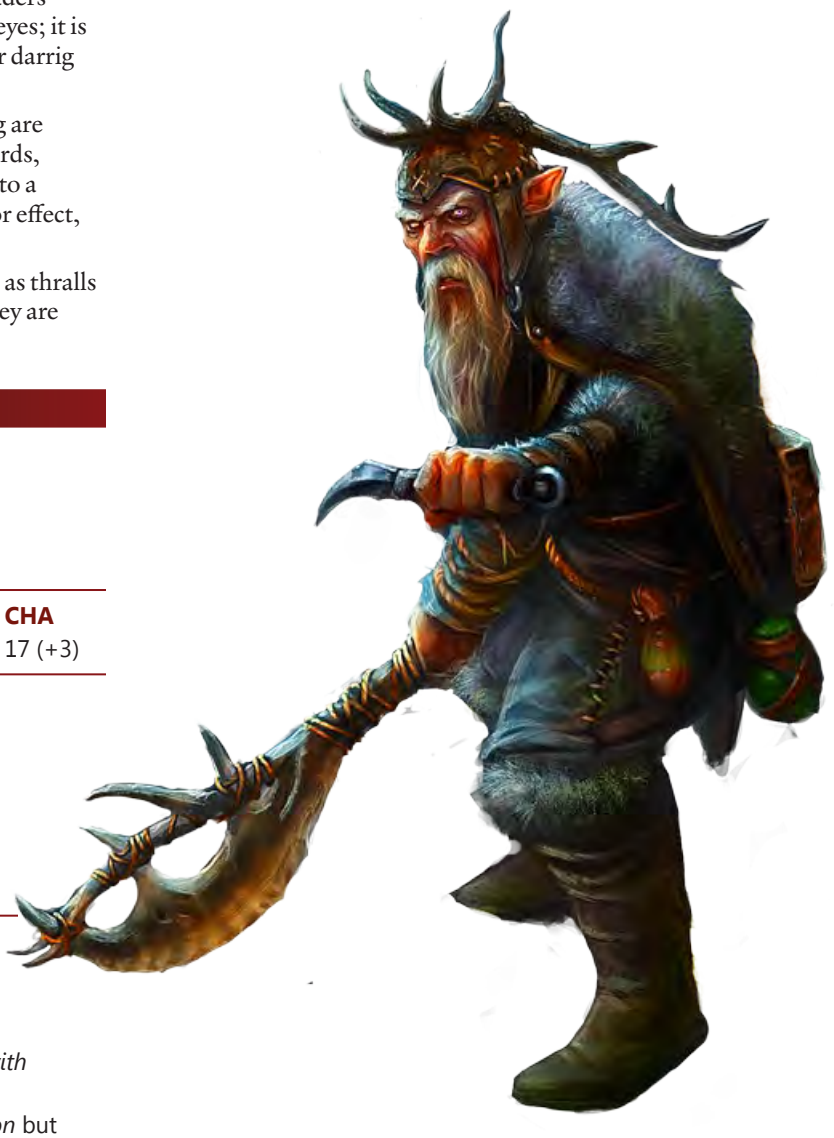
1/day each: *commune with nature, freedom of movement, nondetection, tree stride*

Actions

Multiattack. The far darrig makes four antler glaive attacks.

Antler Glaive. *Melee Weapon Attack*: +4 to hit, reach 5 ft. or 10 ft., one target. *Hit:* 7 (1d10 + 2) slashing damage and the target must make a successful DC 13 Strength saving throw or either be disarmed or fall prone; the attacking far darrig chooses which effect occurs.

Enchanted Glaive Maneuvers. A far darrig can magically extend or shrink its antler glaive as a bonus action to give it either a 10-foot or 5-foot reach.



Far Darrig in Midgard

The far darrig thrive in forests such as the Arbonesse and Margreve, and they are close allies to the druids in those woodlands. Some believe they also serve in a hidden fey court, somewhere in or near the Green Duchy of Verrayne.

Fate Eater

These human-sized parasites resemble ghostly centipedes surrounded in erratic violet radiance. Their flesh is translucent and their jaws are crystalline—they are clearly creatures of strange planes indeed.

Destiny Destroyers. Fate eaters infest remote areas of the planes, where they consume the threads of Fate itself. The Norns view them as vermin and sometimes engage particularly canny planar travelers either to hunt them or to help repair the damage they have done. This can be a deadly job as the fate eaters consider the destiny of a mortal to be the tastiest of delicacies, rich in savory possibilities.

Planar Gossips. Fate eaters can and do trade information about various dooms, fates, and outcomes, but one must have something rich in destiny to trade—or at least, juicy gossip about gods and demons.

Visionary Flesh. Eating the properly-prepared flesh of a fate eater grants insight into the fate of another.

FATE EATER

Medium aberration, neutral

Armor Class 16 (natural armor)

Hit Points 182 (28d8 + 56)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	14 (+2)	18 (+4)	16 (+3)	9 (–1)

Saving Throws Con +5

Skills Arcana +7, History +7, Insight +6, Religion +7

Condition Immunities charmed, unconscious

Senses truesight 60 ft., passive Perception 13

Languages telepathy 100 ft.

Challenge 6 (2,300 XP)

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

1/day each: *blink, hallucinatory terrain*

Visionary Flesh. Eating the flesh of a fate eater requires a DC 15 Constitution saving throw. If successful, the eater gains a *divination* spell. If failed, the victim vomits blood and fails the next saving throw made in combat.

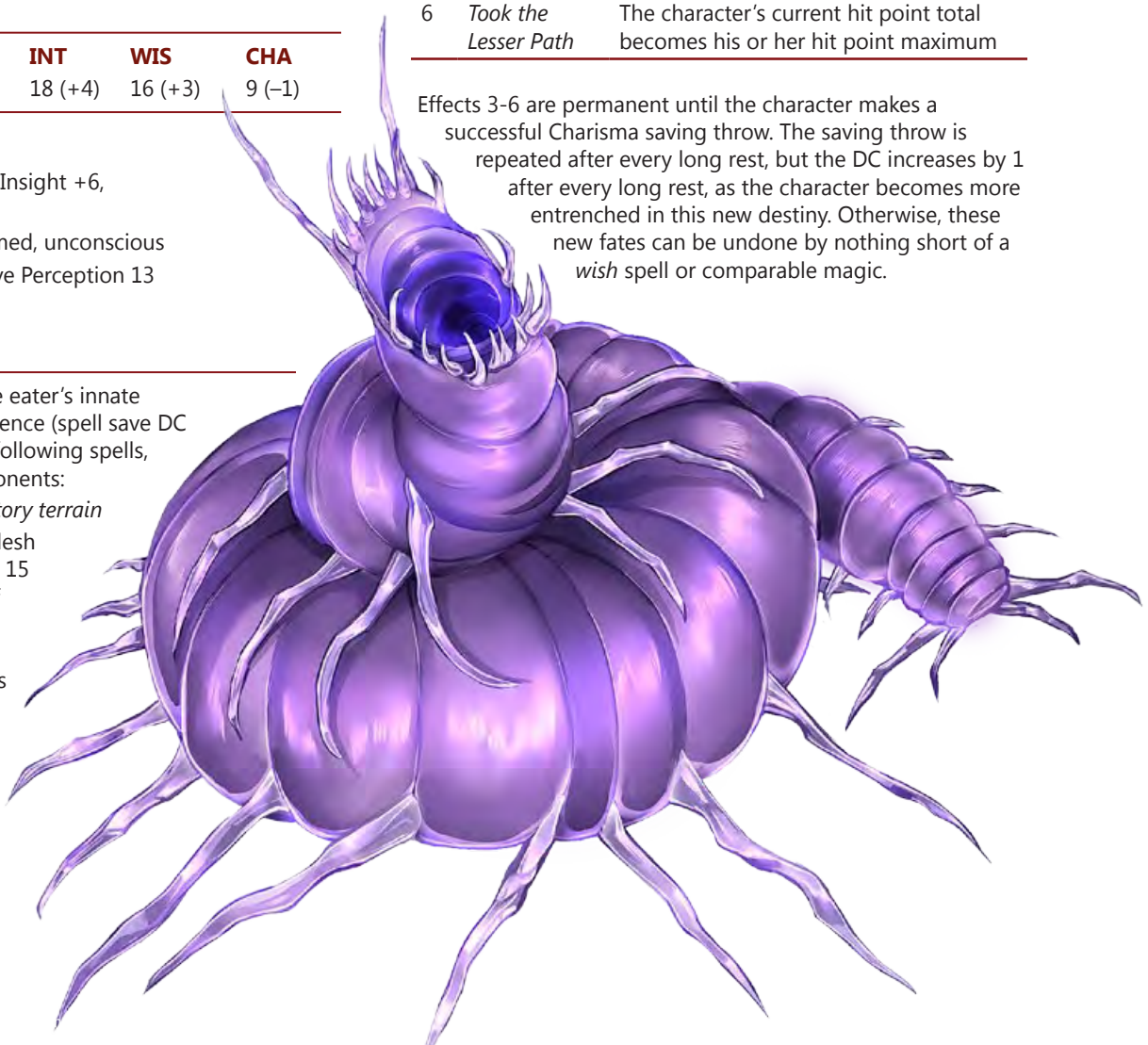
Actions

Bite. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 26 (5d8 + 4) slashing damage plus 11 (2d10) necrotic damage.

Spectral Bite. When a fate eater scores a critical hit against a target, it damages not only the creature but also the threads of its fate, changing the character's past or future. The target must roll 1d6 on the chart below for each critical hit that isn't negated by a successful DC 15 Charisma saving throw:

1	*Seeing the Alternates*	Suffers the effects of the *confusion* spell for 1d4 rounds
2	*Untied from the Loom*	Character's speed is randomized for four rounds. Roll 3d20 at the start of each of the character's turns to determine his or her speed in feet that turn
3	*Shifting Memories*	Permanently loses proficiency in a random proficient skill and gains proficiency in random unproficient skill
4	*Not So Fast*	Loses the use of one class ability, chosen at random
5	*Lost Potential*	Loses 1 point from one randomly chosen ability score
6	*Took the Lesser Path*	The character's current hit point total becomes his or her hit point maximum

Effects 3-6 are permanent until the character makes a successful Charisma saving throw. The saving throw is repeated after every long rest, but the DC increases by 1 after every long rest, as the character becomes more entrenched in this new destiny. Otherwise, these new fates can be undone by nothing short of a *wish* spell or comparable magic.



Fear Smith (Fiarsídhe)

Apart from their taloned hands and blank face, fear smiths appear elven. While its mouth is closed, a fear smith's face is featureless save for rows of deep wrinkles. Opening the large mouth in the center of its face reveals long needlelike teeth surrounding a single massive eye.

Known as a fiarsídhe among themselves, fear smiths are servants of the Court of the Shadow Fey and similar dark fey courts of such as those of Queen Mab and the Snow Queen.

Icy-Cold Eyes. Fear smiths often serve as torturers or are dispatched to demoralize the court's enemies. Their stare stops enemies cold, making it easy for heavily-armed warriors to trap and finish a foe.

Devour Fear. As their nickname suggests, fear smiths feed off strong emotions, and their favorite meal is terror. The fey prefer prolonging the death of victims, and, when free to indulge, a fear smith stalks its victim for days before attacking, hinting at its presence to build dread.

Hoods and Masks. Fear smiths favor fine clothing and high fashion, donning hooded cloaks or masks when discretion is required. Eerily well-mannered and respectful, fear smiths enjoy feigning civility and playing the part of nobility, speaking genteelly but with a thick, unidentifiable accent from within a cowl.

FEAR SMITH

Medium fey, chaotic neutral

Armor Class 17 (natural armor)

Hit Points 123 (19d8 + 38)

Speed 40 ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	14 (+2)	11 (+0)	15 (+2)	18 (+4)

Saving Throws Wis +6

Skills Intimidate +6, Stealth +7

Damage Resistances bludgeoning, piercing, and slashing from weapons that aren't made of cold iron

Condition Immunities charmed, frightened

Senses blindsight 30 ft., passive Perception 12

Languages Common, Elvish, Sylvan

Challenge 10 (5,900)

Distortion Gaze. Those who meet the gaze of the fear smith experience the world seeming to twist at unnatural angles beneath their feet. When a creature that can see the fear smith's eye starts its turn within 30 feet of the fear smith, the creature must make a successful DC 16 Wisdom saving throw or become disoriented. While disoriented, the creature falls prone each time it tries to move or take the Dash or Disengage action. To recover from disorientation, a creature must start its turn outside the fear smith's gaze and make a successful DC 16 Wisdom saving throw.

To use this ability, the fear smith can't be incapacitated and must see the affected creature. A creature that isn't surprised can avert its eyes at the start of its turn to avoid the effect. In that case, no saving throw is necessary but the creature treats the fear smith as invisible until the start of the creature's next turn. If during its turn the creature chooses to look at the fear smith, it must immediately make the saving throw.

Hidden Eye. The fear smith has advantage on saving throws against the blinded condition.

Innate Spellcasting. The fear smith's innate spellcasting ability is Charisma (spell save DC 16). The fear smith can innately cast the following spells, requiring no verbal or material components:

At will: *detect thoughts, fear*

2/day each: *charm person, command, confusion*

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

Actions

Multiattack. The fear smith makes three claw attacks.

Claw. *Melee Weapon Attack*: +7 to hit, reach 5 ft., 1 creature. *Hit:* 16 (2d12 + 3) slashing damage. If the target is disoriented by Distortion Gaze, this attack does an additional 13 (3d8) psychic damage and heals the fear smith by an equal amount.

Heartstopping Stare. The fear smith terrifies a creature within 30 feet with a look. The target must succeed on a DC 16 Wisdom saving throw or be stunned for 1 round and take 13 (3d8) psychic damage and heal the fear smith by an equal amount.

FELLFORGED

A darkly foreboding intelligence glows behind this automaton's eyes, and its joints seep hissing green vapors.

Wraith Constructs. Fellforged are the castoffs of gearforged and clockworks production, given foul sentience when the construct bodies attract wraiths yearning to feel the corporeal world. The clockwork bodies trap the wraiths, which dulls many of their supernatural abilities but gives them physical form. The wraiths twist the bodies to their own use—going so far as to destroy the body to harm the living.

Soldiers for Vampires. Fellforged commonly seek out greater undead as their masters. Vampires and liches are favorite leaders, but banshees and darakhul also make suitable commanders.

Grave Speech. The voice of the fellforged is echoing and sepulchral, a tomb voice that frightens animals and children.

Constructed Nature. A fellforged doesn't require air, food, drink, or sleep.

FELLFORGED

Medium construct, lawful evil

Armor Class 15 (natural armor)

Hit Points 135 (18d8 + 54)

Speed 30 ft.

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

Saving Throws Str +8

Damage Resistances acid, cold, fire, lightning

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages any languages it knew in life

Challenge 5 (1,800 XP)

Expelled Spirit. While the fellforged body was made to bind spirits, the wraith within is vulnerable to turning attempts. Any successful turn attempt exorcises the wraith from its clockwork frame. The expelled wraith retains its current hp total and fights normally. The construct dies without an animating spirit.

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

Unnatural Aura. All animals, whether wild or domesticated, can sense the unnatural presence of fellforged at a distance of 30 feet. They do not willingly approach nearer than that and panic if forced to do so, and they remain panicked as long as they are within that range.

ACTIONS

Multiattack. The fellforged makes two necrotic slam attacks.

Necrotic Slam. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) bludgeoning damage plus 4 (1d8) necrotic damage, and the target must succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the total damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Violent Escapement. With little regard for the clockwork bodies they inhabit, fellforged wraiths can stress and strain their mechanisms in such a violent manner that flywheels become unbalanced, gears shatter, and springs snap. As a bonus action, this violent burst of gears and pulleys deals 7 (2d6) piercing damage to all foes within 5 feet who fail a DC 14 Dexterity saving throw. Each use of this ability imposes a cumulative reduction in movement of 5 feet upon the fellforged. If its speed is reduced to 0 feet, the fellforged becomes paralyzed.

FELLFORGED IN MIDGARD

Dwarves of Grisal canton create the fellforged to fight against undead haunts and spirits, and melt them down afterwards, destroying wraiths, ghosts, and other incorporeal undead. The fellforged are also sometimes created by the Emerald Order and other cults seeking to give their evil masters a body and a shape with which to rule.

Fext

Taut dead skin, adorned entirely with tattooed fish scales, covers this woman's face and hands. She wears scaled armor, sea green like verdigris on copper, and wields a strange sword. Her pale eyes stare, unblinking.

Undead Warlock Slaves. Ancient and powerful beings across the multiverse grant magical knowledge to mortals through dangerous pacts. Those bound to these pacts become warlocks, but the will and force of their patron is borne by more than just those who strike bargains for sorcerous power. A fext is a former warlock who has become wholly dedicated to their patron—mind, body, and soul—and functions as enforcer, bodyguard, and assassin. They are powerful undead slaves to the will of their otherworldly patron.

Linked to a Master. Each fext is a unique servant of their patron and exhibits the physical traits of its master. The eyes of every fext are tied directly to their patron's mind, who can see what the fext sees at any time. The fext also possesses a telepathic link to its patron.

The process a warlock undergoes to become a fext is horrendous. The warlock is emptied of whatever morality and humanity he or she had as wine from a jug, and the patron imbues the empty vessel with its corruption and unearthly will. Whatever life the fext led before is completely gone. They exist only to serve.

Outdoing Rivals. Scholars have debated about how many fext a patron can command. The more powerful and well-established have at least 100, while others have only a handful. Where there is more than one fext, however, they maneuverings amongst themselves to curry favor with their powerful lord. Each fext is bound to obey commands, but they attempt to carry them out to the detriment of their competitors. Scheming is common and rampant among them and they try to work without the aid of other fext as much as possible.

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

FEXT

Medium undead, any alignment

Armor Class 17 (natural armor)

Hit Points 60 (11d8+11)

Speed 30 ft.

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

Saving Throws Dex +6, Wis +4, Cha +7

Skills Perception +4

Damage Resistances bludgeoning, piercing, and slashing damage with nonmagical weapons

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 14

Languages the languages spoken by its patron

Challenge 6 (2,300 XP)

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

At will: *hex*

3/day each: *counterspell, fear, gaseous form*

1/day each: *hold monster, true seeing*

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

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

Patron Blessing. A fext is infused with a portion of their patron's power. They have an Armor Class equal to 10 + their Charisma modifier + their Dexterity modifier.

Actions

Multiattack. The fext makes two melee or ranged attacks.

Eldritch Blade. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 9 (2d6+2) slashing damage plus 16 (3d10) force damage.

Eldritch Fury. *Ranged Weapon Attack*: +6 to hit, range 60/200 ft., one creature. *Hit:* 25 (4d10 + 3) force damage.

Fey Lords and Ladies

Fey are capricious, mischievous, and often dangerous beings, but despite their chaotic reputations, they do follow a certain set of rules. These rules—widely misunderstood by outsiders—are codified and enforced by a cadre of lofty fey nobility. Befitting any courtly structure, the fey bow to lords and ladies: eldritch creatures of immense power who rule the courts.

Heads of State. The fey lords and ladies are beings of high station and prodigious personal power. Each rules over at least a great city if not an entire nation. No matter the scope of a fey noble's rule, in his or eyes, a fey ruler's word is law, and so shall the rest of the world see it! Outsiders may not understand the edicts and interdicts of a fey noble, but that's no protection against the harsh penalties that await any who break them, knowingly or otherwise.

Circles of Power. Each fey noble is supreme in his or her own bailiwick, and the rulers maintain a rigid hierarchy among themselves. The Queen of Night and Magic is undeniably the most powerful of all fey nobles, and she rules cyclically with her embittered husband, the Moonlit King. Together, the Summer and Winter monarchs rule over the entire shadow fey race. The River King is next in power, and he rules over the river elves of the Arbonesse forest. The Snow Queen rules among the ice, snow, and plundering reavers of the far north, as wells as commanding the obedience of the fraughashar and ice maidens. The Bear King, the weakest politically, rules a northerly city-state where werebears are common and mead flows like water.

The odd man out is the Lord of the Hunt. Though he is associated with both the shadow fey and the light elves, no one is certain of his true identity or how he fits into the political structure of fey nobility. Because he seldom concerns himself with politics, few have felt any need to press the question.

Other fey courts and rulers certainly exist, though their rulers are more esoteric than those described here.

Vacant Thrones. When a lord or lady dies, the court does not remain leaderless for long. Ambitious beings among the fey always hunger for more power and covet the station of their superiors. After a traditional month or year of mourning, vicious power struggles winnow the weak and pave the way for the most cunning or the strongest to take the court's vacant throne.

Bear King

Dressed in hunting leathers with a thick bearskin cloak around his shoulders, the bearded king sits upon a throne carved from a whole tree trunk. A crown of holly leaves wreathes his head, and a blackened maul rests near his hand. An ornate clay pot filled with honey hangs at his hip at all times.

Mesikammen the Bear King, called "Old Honey Paws," rules the northern kingdom of Bjeornheim. The Kingdom of the Bear is home to a great population of its namesake. The forests are thick with bears, and werebears are common among its people.

Abuzz with Bees. The country's chief product and export, thanks to the Bear King's insatiable appetite for sweets, is honey. The Bear King's hive-keepers harvest rich, blossom-sweet honey from the hives of giant bees they tend. The land's brewers use the honey to create the finest mead, and the most potent brews are infused with fey glamour.

The Bear King and his court of bear jarls, witches, and oracles spend most of their time hunting in the hills, feasting, brawling, and drinking mead. Old Honey Paws maintains his rulership over this court by besting all rivals in a yearly series of challenges. The challenges are open to anyone, but the Bear King has defeated all comers since he rose to the throne.

Lord of the Hunt

Astride a midnight horse sits a shirtless elven huntsman. His broad chest is thickly muscled and sports tattooed knot work. Great stag antlers crest the huntsman's head, curving above his rich brown hair. The pale green glow that shines from his eyes obscures the elf's strong features, and a massive spear twined with glowing green vines drives forward in his clenched fist.

The baying of shadow hounds; thundering hoof beats; a brassy horn note; the Wild Hunt is coming, and pity its quarry. The Lord of the Hunt is an enigma among the fey nobles. His true identity beyond title and position as master of the Wild Hunt is unknown, but he has some connection to the Black Prince of the shadow fey—while also answering to elvish druids and consorting with powerful blood hags and dryads.

The Wild Hunt. The Lord's court is the Wild Hunt itself, a group of huntsmen, revelers, intelligent hounds, and poor souls they sweep up in their frenzy. His home, if he has any permanent dwelling, is as mysterious as his true identity. He and his Hunt move between the plane of shadow and the most ancient forests, so if he has a hidden seat of power, it is somewhere in one of those two places.

Moonlit King

Dressed in archaic nobleman's finery, this elf lord has wildly unkempt bluish hair and pale, almost luminous skin. His eyes bulge slightly from their sockets as they stare vacantly. The lord's shadow moves slightly out of sync with his body, which appears solid in some portions and nearly transparent in others.

His Lunar and Royal Majesty, Ludomir Imbrium the XVI, is also known as the Moonlit King of the Shadow Fey, Lord of the Shadow Realm, Lord Protector of the Black Elves, Duke of the Elf Ironcrags, Baron of Bratislor, Earl of Zobeck, Master of the Winter Palace, and Count-Palatine of Salzbach. A creature consumed by madness, the Moonlit King is an ephemeral vestige of greatness lost. He barely lives in reality anymore, and is beset by phantoms from his own mind conjured from shadows and regret.

Dwindling Power. The Moonlit King lost the favor of his wife, the Queen of Night and Magic, long ago. When he fell from power, the Queen exiled him, banishing him from his seat in the Courts of the Shadow Fey. Now he endures in the crumbling, far-flung Tower of the Moon. The King has sunk deep into madness during his isolation and has turned to bargains with demons and devils, including Alquam the Demon Lord of Night, in a desperate bid to regain freedom.

Queen of Night and Magic

A fey lady of stunning beauty with hair the color of midnight stands before a shining field of stars. A gown seemingly woven from the night sky drapes her flawless ivory skin. Bright lights glitter like diamonds in her crown and raiment, and some drift about her body and dance near her hand.

Her Celestial and Royal Majesty, Sarastra Aestruum, Queen of Night and Magic, is also Duchess of the Heavens, Countess of Thorn, Mistress of Air and Darkness, Lady of the Summer Palace, and Bride of Shadows. The Queen rules the Court of the shadow fey with grace and majesty—most of the time. Queen Sarastra is the head of the Summer court, which rules the shadow fey in its season. On the rare occasion when the courtly season turns, Sarastra steps aside in favor of her husband and rival, the Moonlit King.

Shadow Sorceress. The Queen of Night and Magic does not bear her moniker lightly. She is a devastatingly potent sorceress, augmented with command over the stuff of shadows. Though her nature is undeniably dark, Queen Sarastra is hardly unreasonable. She is quick to recognize the value in any supplicant, mortal or fey, who manages to catch her royal eye. She is never one to ignore an opportunity to further her agenda or to gain further power over the Moonlit King.

Queen of Witches

This statuesque woman towers over any tall man, and most ogres. Her hair falls in a cascade of curls and looks as if it is spun from copper. Her eyes are the color of moss beds, with no iris or pupil. A billowy robe of forest green enshrouds her body, and she grasps a great ring of etched silver in one massive fist.

Nicnevin the Moon Weaver is the Mountain Ogress, Lady of Copper and Crystal, the Queen of Witches. Nicnevin is not what one usually imagines in a fey lady, but she has an imposing figure of mass and power. Her stature speaks to great physical strength and the stalwart defiance of the mountain itself, but her true power is in her command of magic.

Pact Patron. The Queen of Witches is one of the foremost patrons of those who seek power through a pact. Many hag covens offer her loyalty and tribute. She rules from beneath her mountain, attended by a court of fey witches, hags, and mortal supplicants. Her favor is highly sought after, and it is said that a single hair from her coppery head contains all the power a mortal might ever desire.

River King

This powerfully-muscled elf lord wears a cloak of foam-trimmed dark blue and a vest of woven green reeds and willow branches. His crown shines like the sun on a lake, and his flowing hair curls and moves even when there is no wind. An orb of blue light that ripples like water circles his hand.

His Rippling Majesty, Ulorian the River King, also bears the titles Defender of the Pearl Tower and Master of the Arbonesse. A lean elf noble with whipcord muscles and flowing grace, the River King rules over the Rippling Court and ultimately all the river elves of the Arbonesse Forest. His court resides just beyond the river's reflection, in a realm of fey glamour and silty water.

A Fickle Friend. The River King is a stern ruler with a great love for his people and a quick temper for those who threaten his domain. As much a force of nature as he is a monarch, the River King is known to sometimes forget promises that were made in sincerity, so dealing with him can be perilous at the best of times. "The river may change its course when it wills" is the usual expression among his court when His Rippling Majesty has had a sudden change of heart.

Snow Queen

This severe elf has pale, almost white skin and tightly braided blond hair. Her gown is exquisite, fashioned of luminous blue fabric that catches light and shines from within. Lacy ice crystals accent the gown, and a snow-white mantle cascades from her shoulders. Icicles radiate in a crownlike halo behind her head, drifting gracefully through the air.

Her Crystalline Majesty, Morrinn of Grokeheim, is the cold-hearted Snow Queen, Daughter of Boreas. The Snow Queen rules a northern kingdom in the Frozen Reach. Perpetually shrouded in snow and ice, her domain is inhospitable to outsiders. She rules from Grokeheim, a castle of delicate spires carved entirely out of ice. The dwelling catches and reflects even the faintest glimmer of light, shining like a beacon and enticing travelers to risk the dangerous winter realm.

Queen of Giants. The Snow Queen is proud and cruel to any who cross her. Her daughters, the ice maidens, roam her kingdom with ease. Travelers who can't give a good reason to be moving through the Queen's territory meet a quick end in their chilly embrace.

Morinn commands the loyalty of winter-born tribes of fraughashar, ogres, frost giants, thursir giants, and trollkin. She is said to have mocked both Thor and Loki, and to often lead their priests astray into winter storms.

Touch of Iron

Lords and ladies of the fey courts are timeless creatures, inured to many of the world's threats. A universal exception to this is weapons of cold-wrought iron. This metal undoes the very fabric of a fey creature's life as it blights their ageless flesh. A cold iron weapon is treated as magical when used against any fey creature, and is the only weapon with any hope of harming the most powerful fey lords and ladies.

Cold iron weapons, however, are difficult to construct. The skill and material required to produce such a weapon doubles its price or adds 100 gp to the cost, whichever is more. Finding a smith with the skill to make a durable weapon without the aid of fire is always difficult—and finding one with the courage to anger the fey courts may be even harder.

Bear King

Medium fey (shapechanger), lawful neutral

Armor Class 18 (natural armor)

Hit Points 133 (14d8 + 70)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	20 (+5)	12 (+1)	17 (+3)	16 (+3)

Saving Throws Str +9, Dex +4, Wis +7

Skills Athletics +9, Intimidate +7, Perception +7

Damage Resistances cold

Damage Immunities poison; bludgeoning, slashing, and piercing from nonmagical weapons that aren't made of cold iron

Condition Immunities poisoned

Senses darkvision 60 ft. passive Perception 17

Languages Common, Elvish, Giant, Sylvan

Challenge 12 (8,400 XP)

Alternate Form. As a bonus action, the Bear King can assume the form of a shaggy grizzly bear, or a hybrid of his humanoid and bear forms. In alternate form the Bear King's size increases to Large, and he can make bite and claw attacks. He remains in this form until he returns to human form as a bonus action or he falls unconscious or dies.

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

Legendary Resistance (3/day). If the Bear King fails a saving throw, he can choose to succeed instead.

Regeneration (Alternate Form only). The Bear King regains 10 hit points at the start of his turn if he has at least 1 hit point.

Actions

Multiattack. The bear king makes two ranged attacks or two melee attacks. In hybrid or grizzly bear form he can also make one additional bite attack.

Bite (Grizzly or Hybrid Form Only). *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage. A target creature other than a construct or undead must make a successful DC 17 Constitution saving throw at the start of each of its turns or lose 10 (3d6) hit points from blood loss. Each time the Bear King hits the wounded creature with this attack, the hit point loss increases by 10 (3d6). A creature can take an action to staunch the bleeding on itself or an adjacent ally with a successful DC 12 Wisdom (Medicine) check. The bleeding also stops if the creature receives any magical healing.

Claws (Grizzly or Hybrid Form Only). *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Maul (Human or Hybrid Form Only). *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage. A creature hit by two maul attacks in the same turn must succeed on a DC 17 Strength saving throw or fall prone.

Javelin (Human Form Only). *Ranged Weapon Attack*: +9 to hit, range 30/60 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.

Legendary Actions

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

Melee Attack. The Bear King makes a claw or maul attack.

Honey Toss. The Bear King reaches into the jar he carries at his side and hurls a glob of honey at a target within 30 feet as a ranged weapon attack (+9 to hit). If the attack hits, the creature is restrained (escape DC 17).

Frightful Roar (2 actions). The Bear King lets out a blood-curdling roar. All creatures within 90 feet who can hear the Bear King must succeed on a DC 15 Wisdom saving throw or be frightened for 1 minute. A creature that makes its save, or who the effect ends for, is immune to the Frightful Roar for 24 hours. The bear king's allies are unaffected.

Bear King's Lair

The Bear King lairs in the capital of Bjeornheim, the Gloaming Crag. This fortress thrusts up from the foothills of a mountain range like a petrified wave. The Crag is riddled with caves and tunnels, and there dwells the court of the Bear King.

Lair Actions

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

- The Bear King magically conjures up a swarm of eight giant bees (use giant wasp statistics) to defend his lair. The bees act immediately, and on initiative count 20 in subsequent rounds. The bees remain until they're killed or until the Bear King dismisses them as an action. The Bear King can use this action again, but no more than eight giant bees can be present at a time.
- The Bear King targets a creature within the lair that he can see. The creature must succeed on a DC 15 Constitution saving throw or be magically transformed into a brown bear as if by a *polymorph* spell. At the beginning of its turn, a transformed creature repeats the saving throw. If it fails, the creature must use its action to attack one of the Bear King's foes. If it succeeds, the effect ends and the creature returns to its normal form. The effect lasts until the creature succeeds on the saving throw or until the Bear King uses this lair action again.
- The Bear King causes the ground in a 20-foot radius to tremble and shake. Any creatures in the affected area must succeed on a DC 15 Strength saving throw or suffer 7 (2d6) bludgeoning damage and fall prone. The ground continues to tremble until initiative count 20 on the following round, during which time the area is difficult terrain.

REGIONAL EFFECTS

The region surrounding Gloaming Crag is warped by the Bear King's magic, which creates one or more of the following effects:

- Within 10 miles of the Bear King's lair, creatures have disadvantage on saving throws made to avoid contracting lycanthropy from a werebear.
- Bees within 10 miles of the Bear King's lair are easily agitated and quick to attack. Insect swarms (bees or hornets) are common in the area, but they tend to ignore locals.
- Emotions within 5 miles of the Bear King's lair run high. Arguments quickly descend into physical scuffles and enjoyable get-togethers are likely to become raucous carousing or even brawls.

If the Bear King dies, conditions in the area surrounding the lair return to normal over the course of 1d6 days.

Lord of the Hunt

Medium fey, lawful neutral

Armor Class 18 (natural armor)

Hit Points 229 (27d8 + 108)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	18 (+4)	19 (+4)	14 (+2)	18 (+4)	15 (+2)

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

Skills Athletics +11, Perception +10, Survival +10

Damage Resistances bludgeoning, piercing, and slashing from weapons that aren't made of cold iron

Damage Immunities cold, poison

Condition Immunities exhaustion, charmed, frightened, poisoned

Senses blindsight 10 ft., darkvision 60 ft. passive Perception 20

Languages Common, Draconic, Elvish, Sylvan

Challenge 18 (20,000 XP)

Expert Rider. While the Lord of the Hunt is mounted, any attack directed at his steed targets the rider instead. The steed uses the Lord of the Hunt's saving throws. If the mount succeeds on a saving throw against a damaging effect, it takes no damage.

Innate Spellcasting. The lord of the hunt's innate spellcasting ability score is Charisma (save DC 16). The Lord of the Hunt can innately cast the following spells, requiring no material components.

At will: *druidcraft, hunter's mark, phantom steed*

3/day each: *commune with nature, conjure volley*

1/day: *conjure fey* (conjured creatures vanish if the Lord of the Hunt's concentration is broken)

Legendary Resistance (3/day). If the Lord of the Hunt fails a saving throw, he can choose to succeed instead.

Magic Weapons. The Lord of the Hunt's weapon attacks are magical.

Actions

Multiattack. The Lord of the Hunt makes three melee attacks or three ranged attacks.

Huntsman's Spear. *Melee or Ranged Weapon Attack*: +11 to hit, reach 5 ft. or range 60/120 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage or 14 (2d8 + 5) piercing damage if used in two hands, plus 7 (2d6) poison damage. If the target is a creature, it must succeed on a DC 19 Strength saving throw or be knocked prone. As a bonus action, the Lord of the Hunt can cause his spear to magically appear in his hand, even if it is destroyed.

Howling Longbow. *Ranged Weapon Attack*: +10 to hit, range 150/600 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage plus 7 (2d6) poison damage.

Reactions

Parry. The Lord of the Hunt adds 6 to his AC against one attack that would hit him. To do so, he must see the attacker and must be wielding a melee weapon.

Legendary Actions

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

Strike. The Lord of the Hunt makes a huntsman's spear attack or a howling longbow attack.

Tenacious Stride. The Lord of the Hunt moves half his speed, or half the speed of any steed he rides.

Call the Hunt (2 actions). The Lord of the Hunt blows his hunting horn and chooses one creature he can see within 60 feet. If the creature can hear the horn, it must succeed on a DC 16 Charisma saving throw against this magic or be charmed by the Lord of the Hunt for 8 hours. A charmed creature joins the wild hunt and follows the verbal instructions of the Lord of the Hunt, treating all former allies as enemies. If a charmed creature damages or is damaged by a former ally, it can repeat the saving throw at the end of its turn, ending the effect on itself on a success. Once a creature successfully saves or the effect ends for it, it is immune to Call the Hunt for the next 24 hours.

Lord of the Hunt's Lair

If the Lord of the Hunt has any permanent lair, it is unknown to outsiders. While the Wild Hunt is a thing of beautiful and deadly grace on the move, the Lord's encampment becomes his lair when the Hunt settles for any length of time. Tents and pavilions house the Lord and his Hunt, and great, roaring fires roast the day's kill. The hours pass with revelry, feasting, physical contests, and strong drink.

Lair Actions

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

- The Lord of the Hunt chooses a point he can see within the lair. Plants erupt from the ground in a 20-foot radius surrounding that point, creating difficult terrain. Any creatures in the area at the start of their turn, or who enter the area for the first time on a turn, must make a successful DC 15 Dexterity saving throw or become restrained by the vines and take 13 (3d8) poison damage. A creature can be freed if it or an adjacent ally uses an action to make a successful DC 15 Strength check. This effect lasts until the Lord of the Hunt uses this lair action again, or dies.

- The Lord of the Hunt lets out a war cry. A creature the Lord can see within 120 feet must succeed on a DC 15 Wisdom saving throw or be frightened for 1 minute. A frightened creature repeats the saving throw at the end of its turn, ending the effect on itself on a success.
- The Lord of the Hunt magically marks a target he can see within 120 feet. The Lord has advantage on attack rolls against the marked target. The mark lasts until initiative count 20 on the following turn.

REGIONAL EFFECTS

The region containing Lord of the Hunt's encampment is warped by his magic, which creates one or more of the following effects:

- Game animals become plentiful within 3 miles of the lair. Wisdom (Survival) checks to hunt for food are made with advantage, but patrols from the Wild Hunt don't take kindly to poachers.
- Domesticated animals within 3 miles of the lair become skittish and fearful. They are more difficult to handle and flee the area if left to their own devices.
- Areas of natural terrain within 3 miles of the lair subtly rearrange themselves to create game trails through even the densest wilderness.

When the Lord of the Hunt breaks camp or dies, the area around the previous campsite returns to normal immediately.

Moonlit King

Medium fey, neutral good

Armor Class 17 (half plate)

Hit Points 170 (20d8 + 80)

Speed 50 ft.

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

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

Skills Arcana +11, Perception +10

Damage Resistances acid; bludgeoning, piercing, and slashing from weapons that aren't made of cold iron.

Damage Immunities cold, fire, poison

Condition Immunities charmed, frightened, poisoned

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

Languages Abyssal, Celestial, Common, Draconic, Elvish, Infernal, Umbral; telepathy 100 ft.

Challenge 17 (18,000 XP)

Control Moonlight. As a bonus action, the Moonlit King can cause all areas of moonlight within 100 feet to move up to 10 feet.

Innate Spellcasting. The Moonlit King's innate spellcasting ability score is Charisma (save DC 19, +11 to hit with spell attacks). The Moonlit King can innately cast the following spells, requiring no material components.

At will: *continual flame, detect evil and good, invisibility* (self only), *moonbeam, zone of truth*

3/day each: *blight, dispel evil and good, dispel magic*

1/day each: *demiplane, heal*

Legendary Resistance (3/day). If the Moonlit King fails a saving throw, he can choose to succeed instead.

Magic Weapons. The Moonlit King's weapon attacks are magical, and deal an extra 7 (2d6) radiant damage (included below).

Actions

Multiattack. The Moonlit King makes three attacks with either his crystal staff or his moon bolt.

Crystal Staff. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage plus 7 (2d6) radiant damage. A target that is struck by the staff two or more times in one turn must make a successful DC 17 Constitution saving throw or be stunned until the end of its next turn.

Moon Bolt. *Ranged Spell Attack:* +11 to hit, range 150/600 ft., one target. *Hit:* 22 (4d10) radiant damage. If the target is a creature in a form other than its natural form, it takes an additional 22 (4d10) radiant damage and must succeed on a DC 19 Charisma saving throw or revert to its natural form. When the moon bolt hits a target, moonlight glows in a 10-foot radius from that point, creating dim light. The light is stationary and lasts until the end of the Moonlit King's next turn.

Fearful Shadows (Recharge 5-6). The Moonlit King magically animates the shadows of all foes within 60 feet of himself. The animated shadows attack the creatures who cast them. All affected creatures in the area take 35 (10d6) necrotic damage, or half damage with a successful DC 19 Dexterity saving throw. A creature that fails the saving throw also loses 1d4 points from its Strength score. A creature reduced to 0 Strength is unconscious until it regains at least 1 point of Strength. Strength lost to fearful shadows returns when the creature finishes a short or long rest.

Summon Devil (1/Day). The Moonlit King magically summons a lunar devil. The summoned devil appears in an unoccupied space within 60 feet of its summoner, acts as an ally of its summoner, and can't summon other devils. It remains for 10 minutes, until its summoner dies, or until its summoner dismisses it as an action.

Reactions

Shadow Slip. The Moonlit King takes on the quality of his manifest delusions when he is targeted by an attacker he can see. He becomes nearly insubstantial, so that the attack roll is made with disadvantage. If the attack hits, the Moonlit King takes half damage.

Legendary Actions

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

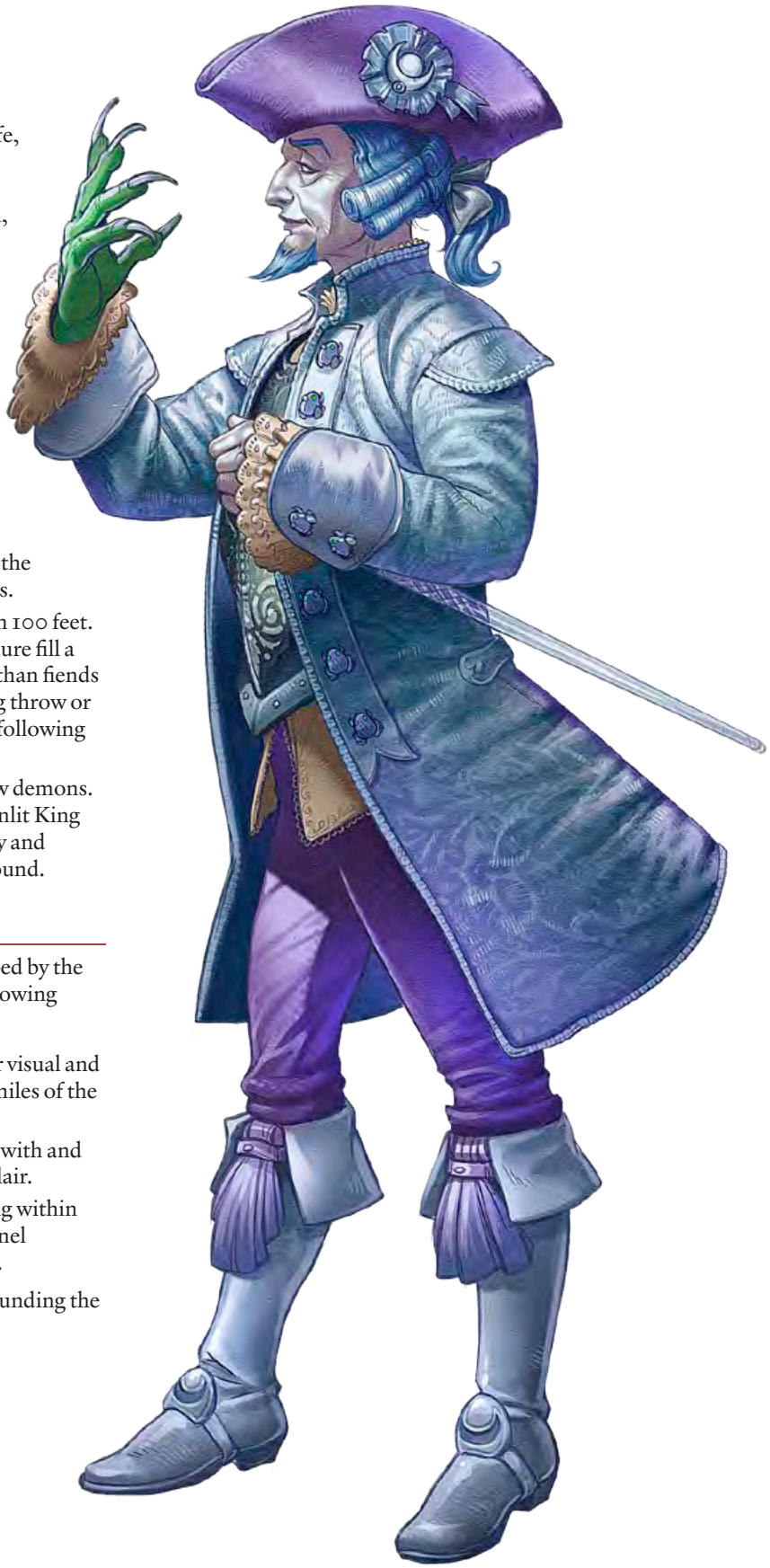
Staff. The Moonlit King makes a crystal staff attack.

Lightwalking. The Moonlit King teleports from one area of moonlight to another within 100 feet.

Aura of Madness (2 actions). While he is standing in an area of moonlight, the Moonlit King can spread his madness to other creatures within 30 feet. A creature other than a fiend that starts its turn in the aura or enters it for the first time on a turn (including when the aura is created) must succeed on a DC 19 Charisma saving throw or be confused (as if affected by the *confusion* spell) until the start of its next turn. The aura lasts until the start of the Moonlit King's next turn.

Moonlit King's Lair

The Moonlit King currently has been exiled by his wife, the Queen of Night and Magic, to the Tower of the Moon, which is hidden in a spiral labyrinth deep within the plane of shadows. The tower is a run-down, forlorn place, filled with false whispers and shadow ghosts of the mad fey lord's own creation.



Lair Actions

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

- The Moonlit King creates four beams of moonlight at four points he can see within 100 feet. The beams each illuminate a 10-foot radius with dim light. These moon beams last until the Moonlit King uses this action again, or until he dies.
- The Moonlit King chooses a point he can see within 100 feet. Disembodied whispers speaking of despair and failure fill a 30-foot radius from that point. All creatures other than fiends in the area must succeed on a DC 15 Wisdom saving throw or become frightened until initiative count 20 on the following round.
- The Moonlit King magically summons four shadow demons. The demons appear in unoccupied spaces the Moonlit King can see within 60 feet. The demons act immediately and remain until initiative count 20 on the following round.

Regional Effects

The region containing the Moonlit King's lair is warped by the fey lord's magic, which creates one or more of the following effects:

- Dreams and fears take on a life of their own. Minor visual and auditory hallucinations plague creatures within 6 miles of the lair.
- The Moonlit King can communicate telepathically with and share the senses of any stryx within 10 miles of his lair.
- Weather conditions don't inhibit moonlight shining within 10 miles of the lair; clouds part, rain seems to channel moonbeams, snow takes on a luminous silver glow.

If the Moonlit King dies, conditions in the area surrounding the lair return to normal over the course of 1d10 days.

Queen of Night and Magic

Medium fey, neutral evil

Armor Class 15 (18 with mage armor)

Hit Points 180 (24d8 + 72)

Speed 30 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	17 (+3)	20 (+5)	18 (+4)	26 (+8)

Saving Throws Con +10, Wis +11

Skills Arcana +12, Deception +15, Intimidation +15, Perception +11, Stealth +12

Damage Resistances fire, lightning

Damage Immunities cold; bludgeoning, piercing, and slashing from weapons that aren't made of cold iron

Condition Immunities charmed, frightened

Senses truesight 120 ft., passive Perception 21

Languages Celestial, Common, Elvish, Sylvan, Umbral; telepathy 120 ft.

Challenge 21 (33,000 XP)

Legendary Resistance (3/day). If the Queen of Night and Magic fails a saving throw, she can choose to succeed instead.

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

Shadowborn. When in lighting other than bright light, the Queen of Night and Magic has advantage on Dexterity (Stealth) checks made to hide, and she can hide even while being observed.

Spellcasting. The Queen of Night and Magic is an 18th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 23, +15 to hit with spell attacks). The Queen knows the following sorcerer spells:

Cantrips (at will): *blade ward, chill touch, dancing lights, mage hand, prestidigitation, ray of frost*

1st level (4 slots): *mage armor, magic missile, shield*

2nd level (3 slots): *darkness, mirror image*

3rd level (3 slots): *blink, fear*

4th level (3 slots): *confusion, greater invisibility*

5th level (3 slots): *cone of cold, teleportation circle*

6th level (1 slot): *circle of death*

7th level (1 slot): *plane shift, prismatic spray*

8th level (1 slot): *dominate monster*

9th level (1 slot): *meteor swarm*

Actions

Multiattack. The Queen of Night and Magic makes three attacks with her rapier or with star strike.

Rapier. *Melee Weapon Attack*: +12 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage plus 10 (3d6) cold damage.

Shadow Rift (Recharge 5-6). The Queen of Night and Magic creates a shadowy rift in a 20-foot sphere centered on a point she can see within 150 feet. Any creature within the rift takes 72 (16d8) cold damage, or half damage with a successful DC 23 Constitution saving throw. Creatures that fail the saving throw are also restrained by icy wisps of shadow. A restrained creature repeats the saving throw at the end of its turn, ending the restrained condition on a success.

Star Strike. *Ranged Spell Attack:* +15 to hit, range 120 ft., one target. *Hit:* 9 (2d8) fire damage plus 9 (2d8) radiant damage.

Teleport. The Queen of Night and Magic teleports to an unoccupied space up to 60 feet away.

Unravel. The Queen of Night and Magic targets a creature, object, or magical effect that she can see. For every spell affecting the target, the Queen makes a Charisma check; the DC equals 10 + the spell's level. On a success, the spell is dispelled.

Reactions

Sudden Fraying. When the Queen of Night and Magic is targeted by a spell or included in a spell's area, she can use her Unravel ability on it. The Queen does not need to see a spell to target it with this reaction, but she must be able to see at least some portion of an area or object affected by the spell.

Legendary Actions

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

Cantrip. The Queen of Night and Magic casts a cantrip.

Swirling Stars. The Queen of Night and Magic makes one star strike attack. Having a foe within 5 feet of the Queen doesn't cause this attack to be made with disadvantage.

Teleport. The Queen of Night and Magic uses her Teleport ability.

Spell (2 actions). The Queen of Night and Magic casts a spell.

Queen of Night and Magic's Lair

Queen Sarastra makes her home in the Shadow Realm (plane of shadows), in the ancient halls of the Courts of the Shadow Fey. A great castle of delicate spires and graceful bridges, the Courts of the Shadow Fey contain the Royal Halls, the Queen's abode proper, and the Winter Palace, the home of her husband (when he's present).

When the Summer Court holds sway and the Queen of Night and Magic rules, her lair is all of the Courts of the Shadow Fey, with the exception of the Winter Palace. When the Winter Court rules, the Queen's lair is confined to the Royal Halls.

LAIR ACTIONS

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

- The Queen wills darkness to overpower the light. All bright light sources in the lair shed only dim light to their normal bright light radius, and dim light sources are extinguished. This lasts until the Queen dismisses the effect or dies.
- An opaque wall of writhing shadows springs up from a solid surface within 120 feet of the Queen. The wall is up to 60 feet long, 10 feet high, and 5 feet thick. Each creature in the area must make a successful DC 15 Dexterity saving throw or take 18 (4d8) necrotic damage. Creatures in the wall's space are pushed 5 feet out of the wall's space, appearing on whichever side of the wall they choose. A creature can move through the wall, but the semi-material shadow resists intrusion. For every foot a creature travels through the wall, it must spend 4 feet of movement. Furthermore, any creature that, during its own turn, occupies any part of the wall's space takes 18 (4d8) necrotic damage, or half damage with a successful DC 15 Constitution saving throw. Each 10-foot section of wall has AC 5, 15 hit points, vulnerability to radiant damage, resistance to bludgeoning and piercing damage, and immunity to cold, poison, and psychic damage. The wall lasts until the Queen uses this lair action again, or until she dies.
- The Queen targets one creature within 60 feet of her and assails its mind with visions of hopelessness and despair. The creature must succeed on a DC 15 Wisdom saving throw or be stunned until initiative count 20 on the next round.

REGIONAL EFFECTS

The region containing the Queen of Night and Magic's lair is warped by her magic, which creates one or more of the following effects:

- Shadows come to life within 6 miles of the Queen's lair. Most of the time these living shadows are unnerving and nothing more, but when a creature acts against the interests of the Queen, the shadows can interfere and cause any relevant die roll to be made with disadvantage.
- Magic saturates the area within 6 miles of the lair, causing minor random effects similar to a *prestidigitation* cantrip.
- The Queen of Night and Magic can cast her senses to any area containing darkness, dim light, or shadows within 6 miles of her lair, similar to a *clairvoyance* spell.

While the Summer Court rules, the regional effects of the Queen's lair extend into the Winter Palace, but they are diminished and weaker than normal. During the Winter Court's reign, the Winter Palace is not subject to the regional effects.

If the Queen of Night and Magic dies, conditions in the area surrounding the lair gradually return to normal over the course of 2d10 days.

Queen of Witches

Large fey, neutral

Armor Class 18 (natural armor)

Hit Points 123 (13d10 + 52)

Speed 40 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	19 (+4)	16 (+3)	18 (+4)	22 (+6)

Saving Throws Dex +6, Wis +10, Cha +12

Skills Arcana +9, Deception +12, History +9, Insight +10, Perception +10

Damage Resistances fire, cold; bludgeoning, piercing, and slashing damage from weapons that aren't cold iron

Damage Immunities radiant

Condition Immunities blinded, charmed, frightened

Senses truesight 60 ft., passive Perception 19

Languages Celestial, Common, Draconic, Elvish, Sylvan, Umbral

Challenge 17 (18,000 XP)

Absorb the Weave. When Nicnevin counters or dispels a spell, she heals damage equal to twice the spell level.

Innate Spellcasting. Nicnevin's spellcasting attribute is Charisma (save DC 19, +12 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

At will: *faerie fire, hex, misty step, silent image, tongues*

3/day each: *chain lightning, counterspell, dispel magic, hypnotic pattern, teleportation circle*

2/day each: *bestow curse, feeblemind, mass suggestion, flesh to stone*

1/day each: *power word kill, sleep* (9th level), *true polymorph*

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

Legendary Resistance (3/day). If Nicnevin fails a saving throw she can choose to succeed instead.

Token of Favor. As an action, Nicnevin can cut a lock of her copper hair and twist it into a token for a creature she chooses. As long as that creature carries the token, it gains the magic resistance trait (see above). Nicnevin can revoke her favor at any time as a bonus action. When that happens, the creature loses the benefit of the token and, if Nicnevin wishes, the creature also has disadvantage on saving throws against spells and other magical effects for 24 hours.

Actions

Multiattack. Nicnevin makes two attacks, or makes one attack and casts a spell.

Moonsilver Ring. *Melee Weapon Attack*: +12 to hit, reach 10 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage plus 10 (3d6) radiant damage. The moonsilver ring is a magical weapon.

Blast. *Ranged Spell Attack:* +12 to hit, range 120 ft., one target. *Hit:* 11 (1d10 + 6) force damage. A creature hit by a blast must succeed on a DC 19 Strength saving throw or be pushed 10 feet directly away from Nicnevin.

Legendary Actions

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

Attack. Nicnevin makes one attack.

Spell (2 actions). Nicnevin casts a spell.

Teleport. Nicnevin magically teleports to an unoccupied space she can see within 40 feet.

Nicnevin's Lair

The Queen of Witches makes her lair in a cavern deep beneath a windswept, rocky mountain. Near the mountain's peak is an enormous quartz crystal that grows down to the lair. This crystal channels the light of the moon into Nicnevin's home on nights when she doesn't emerge into the night sky. Her hags and attendant witches perform powerful rites in this magic-saturated sanctum.

Lair Actions

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

- Nicnevin causes a searing flare of moonlight to burst from a point she can see within 100 feet. All creatures Nicnevin chooses within 30 feet of that point take 13 (3d8) radiant damage, or half damage with a successful DC 15 Wisdom saving throw. Creatures not in their natural form have disadvantage on the saving throw, and if they fail, they revert to their natural form immediately (this does not affect any shape-changing effect created by Nicnevin).
- A wall of softly glowing crystal springs up from a solid surface in the lair. The wall is 60 feet long, 10 feet high, 5 feet thick, blocks line of sight, and sheds dim light out to 10 feet. Creatures within the wall's area when it appears must succeed on a DC 15 Dexterity saving throw or take 14 (4d6) radiant damage. The creature is pushed out of the wall's space to whichever side it chooses. Each 5-foot section of the wall has AC 15, 10 hit points, resistance to fire, slashing, and piercing damage, immunity to poison and psychic damage, and vulnerability to thunder. The wall lasts until Nicnevin uses this action again or dies.
- Until initiative count 20 on the following round, any creatures other than fey who attempt to cast a spell must succeed on a DC 15 Constitution saving throw or the spell fails and the spell slot is expended. A creature becomes aware of this effect the moment it begins casting a spell, and it can choose to take a different action instead.

Regional Effects

The region containing Nicnevin's lair is warped by the queen's magic, which creates one or more of the following effects:

- Calling Nicnevin's name under the light of the moon within 10 miles of her lair draws Nicnevin's attention (as if she cast a *scrying* spell). She may visit the supplicant and hear a request, especially if the request is repeated on multiple nights. For 24 hours after the invocation, Nicenvin has a connection to the area that allows her to target it with teleportation circle.
- Despite the weather, the moon is always visible for most of the night within 10 miles of the lair. Cloud cover has many breaks, or the moon's light sharply penetrates the clouds.
- Silvery fog is common within 10 miles of the lair, and strange whispers are heard within the mist.

If Nicnevin dies, conditions in the area surrounding the lair return to normal over the course of 1d10 days.

River King

Medium fey, chaotic neutral

Armor Class 18 (natural armor)

Hit Points 152 (16d8 + 80)

Speed 30 ft., swim 40 ft.

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

Saving Throws Dex +8, Con +10, Wis +6

Skills Intimidation +8, Nature +7, Perception +6, Stealth +8

Damage Resistances fire, cold, thunder; bludgeoning, piercing, and slashing damage from weapons that aren't cold iron

Damage Immunities lightning

Condition Immunities exhaustion

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 16

Languages Common, Elemental, Elvish, Giant

Challenge 16 (15,000 XP)

Amphibious. The River King can breathe air and water.

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

At will: *create or destroy water, shocking grasp, water breathing*

3/day each: *freedom of movement, control water*

1/day: *chain lightning*

Legendary Resistance (3/day). If the River King fails a saving throw, he can choose to succeed instead.

Magic Weapons. The River King's weapon attacks are magical and do an extra 10 (3d6) lightning damage (included below).

Actions

Multiattack. The River King makes three attacks with his longsword and/or flood blast, in any combination.

Longsword. *Melee Weapon Attack*: +10 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage or 10 (1d10 + 5) slashing damage if used with two hands, plus 10 (3d6) lightning damage.

Flood Blast. *Ranged Spell Attack:* +8 to hit, range 120 ft., one target. *Hit:* 18 (4d8) bludgeoning damage. A target creature must succeed on a DC 16 Strength saving throw or be knocked prone and pushed up to 60 feet at the River King's choosing.

Grasping Whirlpool (Recharge 5-6). The River King magically creates a swirling vortex of water centered on a point he can see within 60 feet. The vortex fills a cylinder with a 10-foot radius and 15 feet high. Creatures in the area must make a successful DC 16 Strength saving throw or take 11 (2d10) bludgeoning damage and be restrained and unable to breathe. On a successful save, the creature is pushed to the edge of the area. A restrained creature can escape from the whirlpool by using an action to make a successful DC 16 Strength check. A creature that's in the whirlpool at the end of its turn takes 11 (2d10) bludgeoning damage in addition to any effects from being unable to breathe. Creatures with a swim speed have advantage on the saving throw and the Strength check to escape. The whirlpool lasts for 1 minute or until the River King uses this ability again.

Reactions

Blade Current. When a creature within the River King's melee reach stands up from prone, the River King can make a longsword attack on that creature with advantage.

Legendary Actions

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

Longsword. The River King makes a longsword attack.

Flow. The River King moves half his speed without provoking opportunity attacks.

Ripple (2 Actions). The River King magically ripples like sunlight on the surface of water. Until the start of his next turn, all attacks against him have disadvantage.

River King's Lair

The Court of the River King is a pair of small islands in the middle of a wide, swift river that flows from the mortal realm through a dimension of fey magic. The western keep houses servants, and the eastern is built above the Great Rippling Hall. The Great Rippling Hall is a bubble whose walls and ceiling are the river itself. A driftwood throne dominates the main hall.

Lair Actions

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

- The fey river swells and rushes over the land, or the walls of the Hall buckle and allow the torrent in. The River King chooses a 10-foot-wide path up to 60 feet long. Each creature in the path of the water must make a DC 15 Strength saving throw. Creatures that fail the save are swept 20 feet down the path of the water and take 9 (2d8) bludgeoning damage.
- The River King targets a creature he can see within 60 feet. That creature's mouth and throat fill with river water. The creature must make a DC 15 Constitution saving throw. On a success, the creature manages to hold its breath, but on a failure, it begins to suffocate. A suffocating but conscious creature repeats the saving throw at the end of its turn, ending the effect on itself on a success. Another creature within 5 feet can use an action to make a DC 15 Wisdom (Medicine) check. On a success, the suffocating creature coughs up the water and the effect ends. Otherwise the effect lasts until the River King uses this action again or dies.

- The River King targets a creature he can see within 120 feet. His commanding presence overwhelms the creature, who must make a DC 15 Charisma saving throw. On a failure, the creature is charmed by the River King until initiative count 20 on the following round.

REGIONAL EFFECTS

The region containing the River King's lair is warped by its magic, which creates one or more of the following effects:

- The current of rivers and streams within 6 miles of the lair becomes strong and erratic. Creatures without a swim speed who start their turns in running water must succeed on a DC 15 Strength (Athletics) check or be swept 60 feet downriver.
- Lakes, ponds, rivers, and streams within 6 miles of the lair teem with fish and other wildlife.
- Rain and thunderstorms are common within 6 miles of the lair, and often build to torrential downpours that create heavy obscurement and cause waterways to overflow their banks.

If the River King dies, conditions in the area surrounding the lair return to normal over the course of 1d10 days.

Snow Queen

Medium fey, neutral evil

Armor Class 17 (natural armor)

Hit Points 123 (19d8 + 38)

Speed 40 ft.

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

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

Skills Perception +10, Stealth +9

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't cold iron

Damage Immunities cold

Condition Immunities charmed, frightened, exhaustion

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 20

Languages Common, Elvish, Giant, Sylvan

Challenge 16 (15,000 XP)

Innate Spellcasting. The Snow Queen's innate spellcasting ability score is Charisma (save DC 17, +9 to hit with spell attacks). The Snow Queen can innately cast the following spells, requiring no material components.

At will: *fog cloud, magic missile, ray of frost*

3/day each: *chill metal* (as *heat metal*, but does cold damage), *freezing sphere*

1/day: *cone of cold*

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

Magic Weapons. The Snow Queen's weapon attacks are magical and do an extra 7 (2d6) cold damage (included below).

Winter Step. The Snow Queen ignores difficult terrain caused by ice and snow. She can walk on vertical and horizontal surfaces that are covered by ice or snow.

Actions

Multiattack. The Snow Queen makes two attacks in any combination of her claws and her ice crown.

Claws. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage plus 7 (2d6) cold damage.

Ice Crown. *Ranged Weapon Attack*: +9 to hit, range 80/320ft., one target. *Hit:* 13 (2d8 + 4) piercing damage plus 7 (2d6) cold damage. The target's speed is reduced by 10 feet until the end of its next turn.

Cold Snap (Recharge 5-6). The Snow Queen causes the temperature around her to drop dramatically. Every creature within 30 feet of the Snow Queen must make a successful DC 17 Constitution saving throw or gain 1 level of exhaustion. Immunity to cold grants immunity to Cold Snap.

Reactions

Frozen Shards. When the Snow Queen is hit by a melee attack, she can strike her attacker with shards from her icy crown. The attacker takes 11 (2d10) piercing damage and 11 (2d10) cold damage, or no damage with a successful DC 17 Dexterity saving throw.

Legendary Actions

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

Ice Crown. The Snow Queen makes an ice crown attack.

Snowblind. One target that the Snow Queen can see within 100 feet must succeed on a DC 17 Constitution saving throw or be blinded by swirling snow until the end of its next turn.

Snowfall Mantle (2 Actions). The Snow Queen throws her mantle of snow at a point she can see within 60 feet. An area within 30 feet of that point instantly becomes covered in deep snow. Creatures in the area must succeed on a DC 17 Strength saving throw or be restrained. The area becomes difficult terrain, costing 2 feet of movement for every 1 foot moved. The difficult terrain lasts until the end of the Snow Queen's next turn, at which time her mantle returns to her shoulders.

Snow Queen's Lair

The ice castle of Grokeheim is the Snow Queen's lair. Sunlight and moonlight flash through the delicate spires and translucent walls, setting the palace agleam even in the deepest night. The castle reflects its mistress: beautiful, cold, and unforgivingly deadly.

Lair Actions

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

- A wall of dense snow springs into existence within 120 feet of the Snow Queen. The wall is up to 60 feet long, 10 feet high, and 5 feet thick, and it blocks line of sight. When the wall appears, each creature in the wall's area must make a DC 15 Dexterity saving throw. A creature that fails the saving throw takes 18 (4d8) cold damage and is pushed 5 feet out of the wall's space, on whichever side of the wall it chooses. A creature that touches the wall at any time takes the same damage. Each 10-foot section of the wall has AC 5, 15 hit points, vulnerability to fire damage, resistance to bludgeoning and piercing damage, and immunity to cold, poison, and psychic damage. The wall lasts until the Snow Queen uses this action again, or she dies.

- Icy wind and stinging snow swirls around the Snow Queen. All creatures that aren't immune to cold damage have disadvantage when making saving throws against cold damage or cold-based effects while within 60 feet of the Snow Queen. This effect lasts until initiative count 20 on the following round.
- The snow and ice of the lair shimmer and gleam, catching the light and flashing it into the eyes of the Snow Queen's foes. Attack rolls against the Snow Queen and her allies within the lair have disadvantage until initiative count 20 on the following round.

REGIONAL EFFECTS

The region containing the Snow Queen's lair is warped by the fey lady's magic, which creates one or more of the following effects:

- Within 10 miles of the lair, snow and ice resist melting. Snow and ice can be melted only with prolonged contact with fire.
- The sky is overcast most of the time within 10 miles of the lair, and snowfall is common. The area is difficult terrain for Tiny, Small, and Medium creatures because of deep snow.
- Light snowfall or swirling powder blown by the wind lightly obscures the area within 5 miles of the lair.

If the Snow Queen dies, conditions in the area surrounding the lair return to normal over the course of 1d10 days.

Feyward Tree

Dark, bark-like rust encrusts the trunk of this cold-forged metal tree, and its dull metallic leaves rustle with the sound of sharp metal.

Cold Iron Trees. These ferrous constructs are cold-forged in a process taking several years, as bits of rust and other oxidation are cultivated one layer at a time into bark and branches. In this way, the artificers create massive, twisted trunks resembling real, gnarled trees. Green-tinged leaves of beaten cold iron are welded in place by the master craftsmen, and trained warmages bring the construct to life through intense magical rituals rumored to take a full turn of seasons.

Fey Destroyers. The tree unswervingly obeys the commands of its creators, guarding key points of entry across fey rivers and streams, abandoned sacred groves deep in the forest, suspected faerie rings, or possible elf encampments. Many are released deep in the deep elvish woods with orders to attack any fey on sight. These feyward trees are rarely, if ever, heard from again and whether they leave a bloody trail of flayed elves in their wake after rampages lasting for decades or some fey counter-measure neutralizes them is unknown.

Growing Numbers. Each year, the feywardens order their construction and release, trusting in the destructive nature of the constructs. A half-dozen might guard a single ring of toppled elven standing stones. The feywardens leave nothing to chance.

Constructed Nature. A feyward tree doesn't require air, food, drink, or sleep.

FEYWARD TREE

Huge construct, unaligned

Armor Class 17 (natural armor)

Hit Points 94 (9d12 + 36)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	10 (+0)	18 (+4)	2 (–4)	11 (+0)	6 (–2)

Saving Throws Con +7, Wis +3, Cha +1

Skills Perception +3

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantine

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

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 8 (3,900 XP)

Magic Resistance. A feyward tree has advantage on saving throws against spells and other magical effects.

Contractibility and Conductivity. Certain spells and effects function differently against feyward trees:

- A magical attack that deals cold damage slows a feyward tree (as the *slow* spell) for 3 rounds.
- A magical attack that deals lightning damage breaks any slow effect on the feyward tree and heals 1 hit point for each 3 damage the attack would otherwise deal. If the amount of healing would cause the tree to exceed its full normal hp, it gains any excess as temporary hp. The tree gets no saving throw against lightning effects.

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

Magic Weapons. The feyward tree's weapon attacks are magical.

Warden's Reach. Creatures within 15 feet of a feyward tree provoke opportunity attacks even if they take the Disengage action before leaving its reach.

Actions

Multiattack. The tree makes two razor-leafed branch attacks, and may use a bonus action to make a razor-leafed branch attack against any creature standing next to it.

Razor-Leafed Branch. *Melee Weapon Attack*: +11 to hit, reach 15 ft., one target. *Hit:* 21 (3d8 + 8) slashing damage.

Flaying Leaves (Recharge 5–6). The tree can launch a barrage of razor-sharp cold iron leaves from its branches in a 20-foot-radius burst. All creatures caught within this area must make a successful DC 16 Dexterity saving throw or take 21 (6d6) slashing damage, or half as much damage on a successful one.

Firebird

This proud bird struts like a peacock, made all the more majestic by its flaming fan of feathers, which shift through the color spectrum.

Guides and Helpers. Firebirds are welcome sights to those in need of warmth and safety. They primarily work at night or in underground areas, where their abilities are most needed. Friendly to all creatures, they become aggressive only upon witnessing obviously evil acts.

Firebirds enjoy working with good adventuring parties, providing light and healing, though their wanderlust prevents them from staying for long. Well-traveled parties may encounter the same firebird more than once, however.

Redeemers. Firebirds enjoy acting as reformers. They find mercenary creatures they perceive as potential "light bringers" to whom they grant boons in exchange for a *geas* to perform a specific good deed, in the hope such acts will redeem them.

Magical Feathers. Firebird feathers are prized throughout the mortal world; occasionally, the creatures bestow feathers upon those they favor. Firebirds also seed hidden locations with specialized feathers, which burst into full-grown firebirds after a year. As the creatures age, their feathers' light dims, but this occurs gradually, as the creatures live over 100 years. Firebirds stand three feet tall and weigh 20 lb.

FIREBIRD

Small celestial, neutral good

Armor Class 16 (natural armor)

Hit Points 99 (18d6 + 36)

Speed 20 ft., fly 100 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	19 (+4)	14 (+2)	16 (+3)	15 (+2)	21 (+5)

Saving Throws Dex +6, Con +4, Int +5, Wis +4, Cha +7

Skills Acrobatics +6, Arcana +5, Insight +4, Medicine +4, Nature +5, Perception +7, Religion +5

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

Damage Immunities fire

Condition Immunities charmed, frightened, invisible

Senses truesight 60 ft., passive Perception 17

Languages Celestial, Common, Elvish, Primordial, Sylvan

Challenge 4 (1,100 XP)

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

At will: *guidance, purify food and drink, speak with animals*

3/day each: *charm person, cure wounds* (2d8 + 5), *daylight, faerie fire, heat metal, hypnotic pattern, tongues*

1/day each: *geas, heal, reincarnate*

Light of the World. The firebird's feathers glow with a warm light. The creature sheds light as dim as a candle or as bright as a lantern. It always sheds light, and any feathers plucked from the creature continue to shed light as a torch.

Warming Presence. The firebird and any creatures within a 5-foot radius are immune to the effects of natural, environmental cold. Invited into a home or building, a firebird can expand this warming presence to its inhabitants no matter how close they are to the creature.

Actions

Multiattack. The firebird makes one bite attack and two claw attacks.

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

Claw. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d8 + 4) slashing damage.

Blinding Ray (Recharge 5–6). The firebird can fire a burning ray of light from its tail feathers in a line 5 feet wide and up to 50 feet long. Targets in the line must succeed on a DC 15 Dexterity saving throw or take 24 (7d6) fire damage and become blinded for 1d4 rounds. A successful saving throw negates the blindness and reduces the damage by half.

FIREGEIST

Made of fiery smoke coalescing into a vaguely humanoid shape, a firegeist is little more than wisps of black smoke and spots of brighter flame.

Elemental Echoes. When a fire elemental meets its destruction in a particularly humiliating fashion while summoned away from its home plane, what returns is a firegeist. Malevolent and resentful, less than their former prideful selves, they exist for revenge.

Indiscrimate Arsonists. Firegeists are not adept at telling one humanoid from another, and so burning any similar creature will do, providing it is flammable.

Brighter Light, Darker Smoke. A firegeist can shine brightly or be primarily smoky and dark, as it wishes. It always sheds a little light, like a hooded lantern.

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

FIREGEIST

Small elemental, neutral evil

Armor Class 14

Hit Points 87 (25d6)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
7 (–2)	18 (+4)	10 (+0)	4 (–3)	16 (+3)	6 (–2)

Skills Perception +5

Damage Immunities fire, poison

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

Senses darkvision 60 ft., passive Perception 15

Languages Primordial

Challenge 2 (450 XP)

Hide By Firelight. In an area lit only by nonmagical flame, a firegeist gains a +2 bonus on Stealth checks. This becomes +4 when hiding within the fire.

Illumination. The firegeist sheds dim light in a 30-foot radius.

Magical Light Sensitivity. While in magical light, the firegeist has disadvantage on attack rolls and ability checks.

Water Susceptibility. For every 5 feet the firegeist moves in water, or for every gallon of water splashed on it, it takes 3 cold damage.

ACTIONS

Multiattack. The firegeist makes two slam attacks.

Slam. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage.

Combustion Touch (Recharge 5–6). The firegeist may ignite a target when making a slam attack. The target must immediately succeed at a DC 13 Dexterity saving throw or catch fire, taking an additional 5 (1d10) fire damage at the beginning of its next turn. Until someone takes an action to douse the fire, the creature takes 5 (1d10) fire damage at the start of each of its turns.

Flutterflesh

This mass of fused corpses resembles a butterfly with wings of skin, limbs of bone, and a head formed of several different skulls. The dark magic that formed this abomination swirls around it hungrily.

Bound by Necromancy. Flutterflesh result from a terrible necromantic ritual. Cultists gather in the name of a dark god, powerful lich, or crazed madman, and forever bind themselves body and soul into a single evil being. Flutterflesh take recently severed limbs and fuse these new pieces to themselves in accordance with some unknowable aesthetic.

Dilemma of Flesh. The most horrifying thing about a flutterflesh, however, is its devious nature. A flutterflesh offers its prey the choice to either die or lose a limb. One can always tell where a flutterflesh resides because so many of the locals are missing appendages.

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

FLUTTERFLESH

Large undead, chaotic evil

Armor Class 16 (natural armor)

Hit Points 187 (22d10 + 66)

Speed 10 ft., Fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	17 (+3)	12 (+1)	13 (+1)	10 (+0)

Saving Throws Str +4, Dex +8

Skills Deception +4, Perception +5, Stealth +8

Damage Vulnerabilities radiant

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

Damage Immunities necrotic, poison

Condition Immunities charmed, paralyzed, exhaustion, poison, stunned, unconscious

Senses darkvision 240 ft., passive Perception 15

Languages Common, Darakhul

Challenge 12 (8,400 XP)

Magic Weapons. The flutterflesh's attacks are magical.

Turn Resistance. The flutterflesh has advantage on saving throws against any effect that turns undead.

Creeping Death. A creature that starts its turn within 30 feet of the flutterflesh must make a successful DC 15 Constitution saving throw or take 14 (4d6) necrotic damage.

Regeneration. The flutterflesh regains 10 hit points at the start of its turn. If the flutterflesh takes radiant or fire damage, this trait doesn't function at the start of its next turn. The flutterflesh dies only if it starts its turn with 0 hit points and doesn't regenerate.

Actions

Multiattack. The flutterflesh makes two bone spur attacks or two tormenting gaze attacks.

Bone Spur. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit:* 17 (2d12 + 4) slashing damage plus 11 (2d10) necrotic damage. If both attacks hit a single creature in the same turn, it is grappled (escape DC 10). As a bonus action, the flutterflesh can choose whether this attack does bludgeoning, piercing, or slashing damage.

Tormenting Gaze. A target creature within 120 feet and able to see the flutterflesh takes 18 (4d8) psychic damage and is paralyzed for 1d4 rounds, or takes half damage and isn't paralyzed with a successful DC 15 Wisdom saving throw. Tormenting gaze can't be used against the same target twice in a single turn.

Slash. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage. On a critical hit, the target takes an additional 27 (5d10) slashing damage and must make a DC 12 Constitution saving throw. On a failure, the flutterflesh lops off and absorbs one of the target's limbs (chosen randomly) and heals hit points equal to the additional slashing damage it inflicted.

Folk of Leng

The people of Leng are hideous and malevolent, with goatlike legs and small horns they keep concealed beneath turbans, and mouths full of rows of serrated teeth, somewhat akin to sharks. They have a fondness for combining heavy leathers and bright silks in their robes, and they always go forth masked when leaving their mysterious, chilled cities.

Dimensional Merchants. The folk of Leng are interplanar merchants and avid slavers, trading silks, rubies, and the mana-encrusted stones of Leng for humanoid slaves. They sail between worlds in peculiar ships with split, lateen-rigged masts and rigging that howls like the damned in high winds. They tend a few pyramids in the deep deserts and are said to befriend void dragons, heralds of darkness, and other servants of the void.

A High Plateau. Leng is a forbidding plateau surrounded by hills and peaks. Its greatest city is Sarkomand, a place which some claim has fallen into ruin, and which others claim to have visited in living memory.

Love of Nets. When in combat, the folk of Leng use nets woven from the silk of their racial enemies, the spiders of Leng. They summon these nets from interdimensional storage spaces.

FOLK OF LENG

Medium humanoid, neutral evil

Armor Class 14 (studded leather)

Hit Points 68 (8d8 + 32)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	18 (+4)	14 (+2)	16 (+3)	22 (+6)

Saving Throws Dex +4, Wis +5

Skills Arcana +4, Deception +8, Perception +5

Damage Resistances cold

Damage Immunities necrotic

Condition Immunities frightened

Senses passive Perception 15

Languages Common, Void Speech

Challenge 2 (450 XP)

Innate Spellcasting. The folk of Leng's innate spellcasting ability is Charisma (spell save DC 16). It can innately cast the following spells, requiring no material components:

At will: *comprehend languages, minor illusion*

3/day each: *disguise self, suggestion*

1/day each: *dream, etherealness*

Regeneration. The folk of Leng regains 5 hit points at the start of its turn. If the folk of Leng takes fire or radiant damage, this trait does not function at the start of its next turn. The folk of Leng dies only if it starts its turn with 0 hit points and does not regenerate. Even if slain, their bodies reform in a crypt of Leng and go on about their business.

Void Stare. The folk of Leng can see through doors and around corners as a bonus action. As a result, they are very rarely surprised.

Void Sailors. The folk of Leng can travel the airless void without harm.

Actions

Etheric Harpoon. *Ranged Weapon Attack*: +8 to hit, range 30 ft., one target. *Hit:* 10 (1d8 + 6) necrotic damage, and the target must make a successful DC 13 Wisdom saving throw or be grappled (escape DC 13). In addition, armor has no effect against the attack roll of an etheric harpoon; only the Dexterity modifier factored into the target's AC is considered.

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

Hooked Spider Net (Recharge 5-6). *Ranged Weapon Attack*. +4 to hit, range 20/50 ft., one target. *Hit:* 3 (1d6) piercing damage plus 19 (3d12) poison damage, and the target is restrained. A successful DC 14 Constitution saving throw halves the poison damage.

Forest Marauder

A primitive and relatively diminutive form of giant, forest marauders claim the wilderness areas farthest from civilization when they can.

Painted Skin. Roughly the size and shape of an ogre, this brutish thing is covered in paint or colored mud. An exaggerated brow ridge juts out over piggish, close-set eyes, and corded muscle stands out all over the creature.

Keep to the Wilderness. Cruel and savage when encountered, their demeanor has worked against them and they have nearly been driven to extinction in places where they can be easily tracked. They have since learned to raid far from their hidden homes, leading to sightings in unexpected places.

Orc Friends. Forest marauders get along well with orcs and goblins, who appreciate their brute strength and their skill at night raids.

FOREST MARAUDER

Large giant, chaotic evil

Armor Class 15 (natural armor)

Hit Points 114 (12d10 +48)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	18 (+4)	6 (–2)	10 (+0)	7 (–2)

Saving Throws Con +6

Senses darkvision 120 ft., passive Perception 10

Languages Giant, Orcish, Sylvan

Challenge 4 (1,100 XP)

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

Actions

Multiattack. The forest marauder makes two boar spear attacks.

Boar Spear. *Melee Weapon Attack*: +7 to hit, reach 10 ft., one target. *Hit:*16 (2d10 + 5) piercing damage, and the forest marauder can choose to push the target 10 feet away if it fails a DC 16 Strength saving throw.

Rock. *Ranged Weapon Attack*: +5 to hit, range 30/120 ft., one target. *Hit:* 19 (3d8 + 5) bludgeoning damage.

FRAUGHASHAR

This slight creature resembles a goblin, but its blue skin and the icicles hanging from the tip of its long nose speak to the chilling truth.

The fraughashar are a race of short, tricky, and cruel fey who inhabit cold mountainous regions. Fraughashar have light blue skin, short pointed ears, and needlelike teeth. Delighting in mayhem, they always seem to have devilish grins on their faces.

Sacred Rivers. They view cold rivers and river gorges as sacred places in which their wicked god Fraugh dwells, and they likewise revere the snowy peaks where the Snow Queen holds sway. Fraughashar are fiercely protective of their territory, and their easy mobility over frozen and rocky terrain lets them make short work of intruders.

Chilling Tales. The origin of the strange and deadly fraughashar is unclear. Some druidic legends claim the fraughashar were born out of a winter so cold and cruel that the spirits of the river itself froze. Bardic tales claim that the fraughashar are a tribe of corrupted goblins, and that they were permanently disfigured during a botched attempt at summoning an ice devil. Whatever the truth of their beginnings, the fraughashar are cruel and merciless, and they will kill anyone who enters their land.

FRAUGHASHAR

Small fey, neutral evil

Armor Class 15 (leather armor, shield)
Hit Points 18 (4d6 + 4)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	12 (+1)	10 (+0)	11 (+0)	7 (-2)

Skills Stealth +4
Damage Immunities cold
Senses passive Perception 10
Languages Sylvan
Challenge 1/2 (50 XP)

Frost Walker. The fraughashar's speed is unimpeded by rocky, snowy, or icy terrain. It never needs to make Dexterity checks to move or avoid falling prone because of icy or snowy ground.

ACTIONS

Multiattack. The fraughashar makes one bite attack and one dagger attack.

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

Dagger. *Melee or Ranged Weapon Attack*: +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Sling. *Ranged Weapon Attack*: +4 to hit, range 30/120 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

FROSTVEIL

"They took the sled dogs first, and later the seal-skinner set to guard them. We'd hear a confused, muffled cry in the wind and then we'd find them—a raven harvest, cold and stiff on the ice. Next time, we hid ourselves and watched, and saw them floating through the air like kites. A wisp of blowing snow that never dispersed, a billowing, snowflake sail moving with sinister purpose. The 'cloak of death' our skraeling guide called it."

Whipped through the air by snowstorms and resembling a spider's web dangling with delicate ice crystals, these silently gliding, beautiful killers are semi-sentient plants adapted to the merciless cold of the North.

Cloak of Death. Flat nodes shaped like large snowflakes connect their net-like bodies and trailing tails of transparent fibers. Gossamer tendrils stream behind and between the flying snowflakes, ready to grab and entangle any warm-blooded creature it detects.

Seek Warmth. Each star-like node contains crude sensory organs, able to detect warmth as meager as a living creature's breath and steer the gliding web toward it.

Spirit Spores. Northern shamans say the dance of the frostveils is beautiful when lit by the northern lights, and a powerful omen. With great care, shamans sometimes harvest frostveils for their frozen spore-shards, which grant potent visions of the spirit world when melted on the tongue.

FROSTVEIL

Medium plant, unaligned

Armor Class 16

Hit Points 67 (9d8 + 27)

Speed 10 ft., fly (varies; see Windborne ability)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	20 (+5)	16 (+3)	1 (–5)	11 (+0)	1 (–5)

Skills Stealth +7

Damage Vulnerability fire

Damage Resistances bludgeoning and piercing from nonmagical weapons

Damage Immunities cold

Condition Immunities blinded, charmed, deafened, frightened, prone

Senses blindsight 100 ft., passive Perception 10

Languages —

Challenge 4 (1,100 XP)

Chilling Acid. The frostveil's frozen acidic mist breaks down flesh and organic materials into useable nutrients. Creatures who strike the frostveil with a non-reach melee weapon or an unarmed strike take 4 (1d8) acid damage.

False Appearance. While the frostveil remains motionless, it is indistinguishable from a formation of frost and ice.

Windborne. While in blowing wind, the frostveil can fly with a speed of 30 feet. In a strong wind this speed increases to 60 feet.

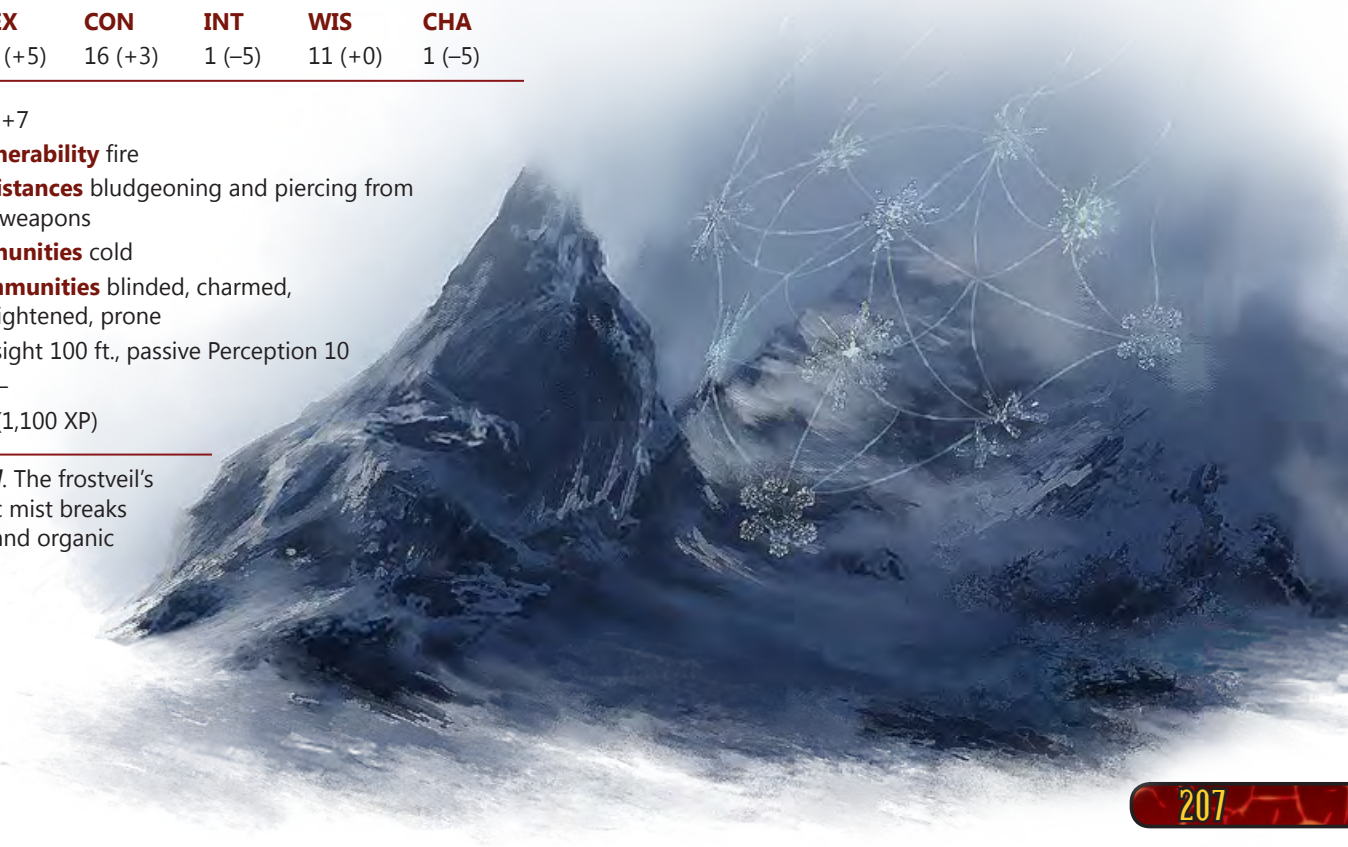
ACTIONS

Multiattack. The frostveil makes three tendril attacks.

Tendril. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage. If two tendrils hit the same target in a single turn, the target is engulfed.

Engulf. When a frostveil wraps itself around a Medium or smaller creature, the target takes 14 (2d8 + 5) bludgeoning damage plus 13 (3d8) acid damage and is grappled (escape DC 15). The target takes another 9 (2d8) bludgeoning damage plus 13 (3d8) acid damage at the end of each of its turns when it's still grappled by the frostveil. A frostveil can't attack while it has a creature engulfed. Damage from attacks against the frostveil is split evenly between the frostveil and the engulfed creature; the only exceptions are slashing and psychic damage, which affect only the frostveil.

Spirit Spores (recharge 6). In distress, frostveils release a puff of psychotropic spores in a 10-foot cloud around themselves. Creatures within the cloud of spores must succeed on a DC 13 Constitution saving throw against poison or suffer hallucinations, as per a *confusion* spell, for 1d3 rounds.



Garroter Crab

These aggressive, blue-black freshwater crabs inhabit rivers and streams, scuttling along the muddy terrain in search of prey.

Strangling Claws. Garroter crabs are named for their abnormal right claws, which have evolved over time to strangle prey like a barbed whip.

Clacking Hordes. Their long whip-claw is lined with powerful muscles and joints at the beginning, middle, and end that give it great flexibility. During mating season, thousands of garroter crabs congregate in remote riverbanks and marshes, and the males whip their shells with a clacking sound to attract a mate.

Small Prey. Garroter crabs prey on rodents, cats, and other small animals caught by the riverbank.

Garrotter Crabs in Midgard

Common to the Argental upriver from the Free City of Zobeck, garroter crabs are used by the Kariv gypsies and crab diviners in their divinations. The Kariv greatly respect the garroter crabs for their divine abilities and treat them as sacred creatures, and never eat them. However, local Zobeckers hold no such notions and find them quite delectable, especially the males.

Much larger garroter crabs exist, and the Kariv believe that these incredibly rare crabs can shape the future, as well as divine it.

Garroter Crab

Tiny beast, unaligned

Armor Class 13 (natural armor)
Hit Points 18 (4d4 + 8)
Speed 30 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
7 (–2)	14 (+2)	14 (+2)	1 (–5)	10 (+0)	2 (–4)

Damage Immunities psychic
Condition Immunities charmed, frightened
Senses darkvision 60 ft., passive Perception 10
Languages —
Challenge 1/4 (50 XP)

Amphibious. The crab can breathe air and water.

Actions

Whip-claw. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage, and the target is grappled (escape DC 8). While grappled, the target cannot speak or cast spells with verbal components.

GBAHALI

A large reptile with a dagger-like teeth and a scaly hide of shifting colors, the gbahali often strikes from close range.

Chameleon Crocodiles. While distantly related to crocodiles, gbahali have adapted to life away from the water. To make up for the lack of cover, gbahali developed chameleon powers. Gbahali hide changes color to match its surroundings so perfectly that it becomes nearly invisible. Any lonely rock on the grassland might be a gbahali waiting along a trail, caravan route, or watering hole. Their thick hide can be made into hide or leather armor, and with the proper alchemical techniques it retains some of its color-shifting properties.

Strong Hunters. Gbahalis are powerful predators, challenged only by rivals too large for a gbahali to grapple or by predators that hunt in packs and prides, such as lions and gnolls. Gbahalis live solitary lives except during the fall, when males seek out females in their territory. Females lay eggs in the spring and guard the nest until the eggs hatch, but the young gbahali are abandoned to their own devices. Killing an adult gbahali is a sign of bravery and skill for plains hunters.

Sentries and Stragglers. In combat, a gbahali relies on its chameleon power to ambush prey. It may wait quietly for hours, but its speed and stealth mean it strikes quickly, especially against weak or solitary prey. Its onslaught is strong enough to scatter a herd and leave behind the slowest for the gbahali to bring down.

GBAHALI (POSTOSUCHUS)

Huge beast, unaligned

Armor Class 15 (natural armor)
Hit Points 126 (12d12 + 48)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	19 (+4)	2 (−4)	13 (+1)	7 (−2)

Skills Perception +4, Stealth +8
Senses passive Perception 14
Languages —
Challenge 6 (2,300 XP)

Chameleon Hide. The gbahali has advantage on Dexterity (Stealth) checks. If the gbahali moves one-half its speed or less, attacks made against it before the start of the gbahali's next turn have disadvantage.

ACTIONS

Multiattack. The gbahali makes one bite attack and two claw attacks.

Bite. *Melee Weapon Attack*: +8 to hit, reach 10 ft., one target. *Hit:* 24 (3d12 + 5) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 15). Until this grapple ends, the target is restrained, and the gbahali can't bite another target.

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

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Gearforged Templar

The bronze and mithral figure advances with heavy movements. Its eye lenses glare dark blue, and gears click when it swings its glaive.

An intricate construction of bronze, steel, copper, and mithral, the gearforged templar is an imposing sight. A humanoid spirit contained in a soulgem animates the heavy body of gears and springs. Gearforged are relatively rare, and the champion is a paragon among them.

Tireless Defender. The gearforged templar is relentless in pursuit of its duty. More so then other gearforged, the champion's mindset becomes fixed on its charge to the exclusion of distractions and even magical coercion. Gearforged templars serve as commanders of military or guard units, bodyguards for important individuals, or personal champions for nobility.

Constructed Nature. The gearforged templar doesn't require food, drink, air, or sleep.

GEARFORGED TEMPLAR

Medium humanoid (gearforged), lawful neutral

Armor Class 18 (plate armor)

Hit Points 71 (11d8 + 22)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (-1)	15 (+2)	12 (+1)	16 (+3)	10 (+0)

Saving Throws Dex +2, Con +5

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons

Damage Immunities poison

Condition Immunities charmed, frightened, exhaustion, poisoned

Senses passive Perception 13

Languages Common

Challenge 6 (2,300 XP)

Defensive Zone. The gearforged templar can make an opportunity attack when a creature enters its reach.

Onslaught. As a bonus action, the gearforged can make a Shove attack.

Actions

Multiattack. The gearforged templar makes three attacks with its glaive.

Glaive. *Melee Weapon Attack*: +8 to hit, reach 10 ft., one target. *Hit:* 10 (1d10 + 5) slashing damage.

Javelin. *Ranged Weapon Attack*: +8 to hit, range 30/120 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.

Whirlwind (recharge 5-6). The gearforged templar whirls its glaive in a great arc. Every creature within 10 feet of the gearforged takes 16 (3d10) slashing damage, or half damage with a successful DC 16 Dexterity saving throw.

Reactions

Parry. The gearforged templar raises its AC by 3 against one melee attack that would hit it. To do so, the gearforged must be able to see the attacker and must be wielding a melee weapon.

Genie, Al-Aeshma

A savage parody of a djinni, an al-Aeshma's lower half is composed of scorching winds and desert sand.

Sand Djinnis. The al-Aeshma are former djinn and share the same powers, albeit in a darker style. Their skin is black as pitch, and their whirlwind form includes much dust and sand. Only radiant or fire damage can slay them entirely—otherwise the desert sand flows to seal their wounds and reattach severed limbs.

Obligation of Wishes. Granting three wishes to a mortal is a sacred and serious obligation among the genies, referred to as being wishbound. The Lords of Air mandate this as celestial law, and many believe that a djinni cannot refuse to grant a wish. Certainly the consequences of disobedience are dire.

Those djinn who decline to grant a wish, for any reason, are stripped of their wish power and handed to efreeti for 1,001 years of torture and debasement. Those that survive are banished to wander the Material Plane.

Unforgiven. No al-Aeshma has ever been forgiven. Their punishment drives them mad, and makes them anything but contrite. Al-Aeshma are a feral, mocking scourge to all other genies, even efreeti, for they know many secrets and their hearts lust for revenge.

AL-AESHMA GENIE

Large elemental, chaotic evil

Armor Class 17 (natural armor)

Hit Points 172 (15d10 + 90)

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

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

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

Damage Immunities lightning, thunder

Senses darkvision 120 ft., passive Perception 13

Languages Auran, Common, Ignan

Challenge 9 (5,000 XP)

Air Hatred. The al-Aeshma has advantage on attack rolls against airborne opponents.

Bound. The al-Aeshma must always be anchored to the earth. Even in *gaseous form* or sandstorm form, part of it must always touch the ground. The al-Aeshma's maximum altitude while flying is 50 ft. If it is not touching, it loses its immunities and gains vulnerability to lightning and thunder.

Elemental Demise. When an al-Aeshma dies, its body disintegrates into a swirling spray of coarse sand, leaving behind equipment it was wearing or carrying.

Ill Wind. As a bonus action when in *gaseous form*, the al-Aeshma can befoul its space with a choking scent. When the al-Aeshma moves through another creature's space in *gaseous form*, the creature must succeed on a DC 18 Constitution saving throw or be incapacitated until the end of its next turn. Ill Wind lasts until the al-Aeshma leaves *gaseous form* or chooses to end the ability as a bonus action.

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

At will: *detect evil and good, detect magic, thunderwave*

3/day each: *destroy food and water* (as *create food and water*, but makes food and drink unpalatable), *tongues, wind walk*

1/day each: *creation, gaseous form, insect plague, invisibility, major image*

Regeneration. The al-Aeshma regains 10 hit points at the start of its turn. If it takes fire or radiant damage, this trait doesn't function at the start of its next turn. The al-Aeshma dies only if it starts its turn at 0 hit points and doesn't regenerate.

Actions

Multiattack. The al-Aeshma makes three scimitar attacks.

Scimitar. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage, plus 3 (1d6) necrotic damage.

Dust Devil. A 5-foot-radius, 30-foot-tall cylinder of sand magically forms on a point the al-Aeshma can see within 120 feet of it. The dust devil lasts as long as the al-Aeshma maintains concentration (as if a spell). Any creature but the al-Aeshma that enters the dust devil must succeed on a DC 18 Strength saving throw or be restrained by it; any number of creatures may be restrained this way. At the start of a restrained creature's turn, it takes 7 (2d6) slashing damage plus 7 (2d6) necrotic damage. The al-Aeshma can move the dust devil up to 60 feet as an action; restrained creatures move with it. The dust devil ends if the al-Aeshma loses sight of it. A creature can use its action to free a creature restrained by the dust devil, including itself, by making a DC 18 Strength check. If the check succeeds, it moves to the nearest space outside the dust devil.

GERRIDAE

These large water-striding insects resemble a strange cross between camels and wingless, long-legged locusts. A rider can comfortably sit in the large hollow in the small of their backs, even at high speeds or on choppy water. Riders use the gerridae's long, looping antennae to steer.

Elvish Water Steeds. Known by their Elvish name, these large fey water striders were enchanted and bred by the elves in ages past, when their explorers roamed the world. Elven mages started with normal water striders and—through elaborate magical procedures and complex cross-breeding programs—transformed the mundane water striders into large, docile mounts. They can cross large bodies of water quickly while carrying a humanoid rider, even in windy conditions.

Sturdy Mounts. A gerridae can carry up to 300 pounds of rider and gear before being encumbered, or 600 while encumbered.

Fond of Sweet Scents. Gerridae can sometimes be distracted by appealing scents, such as apple blossom or fresh hay. They are also fond of raw duck and swan.

GERRIDAE IN MIDGARD

Since the elven retreat from Midgard almost 500 years ago, many of the gerridae have gone feral, and while normally shy and docile, they can attack in furious swarms if hunted or surprised in their claimed territories. Some enterprising elfmarked Barsellan pirates have domesticated them and use the water striders as chasers and boarding craft when taking on Bemmean and Septime ships.

GERRIDAE

Large fey, neutral

Armor Class 14

Hit Points 77 (9d10 + 27)

Speed 10 ft., climb 10 ft., swim 80 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	17 (+3)	2 (–4)	13 (+1)	7 (–2)

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 1 (200 XP)

Bred to the Saddle. Gerridae do not take any penalties to their movement or speed due to encumbrance or carrying a single rider.

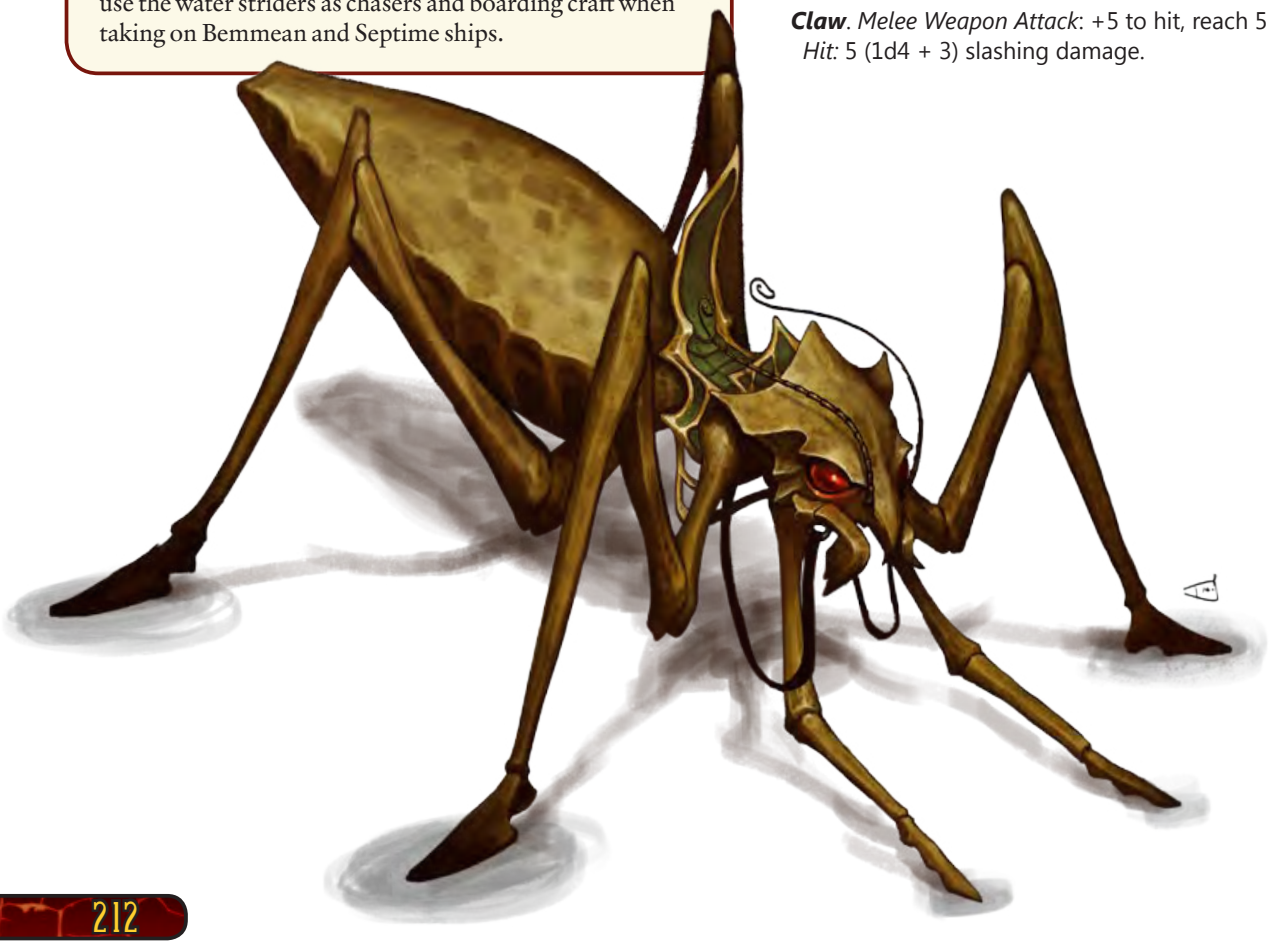
Waterborne. Any gerridae can run while on the surface of water, but not while on land or climbing. They treat stormy water as normal rather than difficult terrain. A gerridae takes one point of damage for every hour spent on dry land.

ACTIONS

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

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

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



Ghoul, Beggar

This emaciated, gray husk of a creature wears rags and picks hungrily at a sliver of bone. It moves in a crouch so low that it's almost crawling, but its eyes glow like flickering coals and it exudes a desperate ferocity with each raspy, rot-fouled breath.

Lesser Ghouls. Most citizens of the ghoul empire are not darakhul but lesser strains of ghouls and ghasts. Beggar ghouls are by far the weakest of these. Though they make up the majority of any military action involving the legions, they are employed as fodder, and the most wretched of them are barely suitable even for that. They eke out miserable livings by scrounging for food near the surface or by begging in the ghoul cities.

Withered and Deprived. Thin and emaciated even for undead, beggar ghouls are shriveled versions of their standard cousins—little more than flesh-covered skeletons. While some beggar ghouls spend their entire existence in undeath as this weak strain, at least a few were once stronger ghouls who withered when they were trapped far from sources of flesh. Others were exiled from the empire without the resources to fend for themselves.

BEGGAR GHOUL

Medium undead, chaotic evil

Armor Class 12

Hit Points 13 (3d8)

Speed 30 ft.

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

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Undercommon

Challenge 1/2 (100 XP)

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

Savage Hunger. A beggar ghoul that hits with its bite attack against a creature that hasn't acted yet in this combat scores a critical hit.

Actions

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

Claws. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage. If the target is a creature other than an elf or undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. A paralyzed target repeats the saving throw at the end of each of its turns, ending the effect on itself on a success.

Ghoul, Bonepowder

Distilled to nothing but dry, whispering sand and a full set of teeth, a bonepowder ghoul still hungers for flesh and blood. Its dusty mass is perfected corruption, entirely animated by foul energy.

Starved Into Dust. The bonepowder ghoul is small and unassuming, a pile of dust and bone fragments that resemble a pile of mummy dust or the remnants of a vampire burned by sunlight. Ghouls can achieve this powdery form through long starvation. The process invariably takes decades, which is why so few bonepowder ghouls exist—few ghouls can show such self-restraint. Even among imperial ghouls, using hunger as a form of torture is considered offensive and is quite rare. A bonepowder ghoul may rise from the remnants of a starved prisoner or a ghoul trapped in a sealed-off cavern, leaving behind its remnant flesh and becoming animated almost purely by hunger, hatred, and the bitter wisdom of long centuries.

Mocking and Hateful. Bonepowder ghouls are creatures of pure evil, seeking to devour, corrupt, and destroy all living things. The only creatures they treat with some affinity are ghouls. Even in that case, their attitude is often mocking, hateful, or condescending. They have some mild respect for darakhul nobles.

Whispering Voices. Most bonepowder ghouls speak at least 4 languages, but their voices are very faint. Just to hear one speaking normally requires a DC 15 Perception check. Undead gain a +8 competence bonus to this check.

BONEPOWDER GHOUL

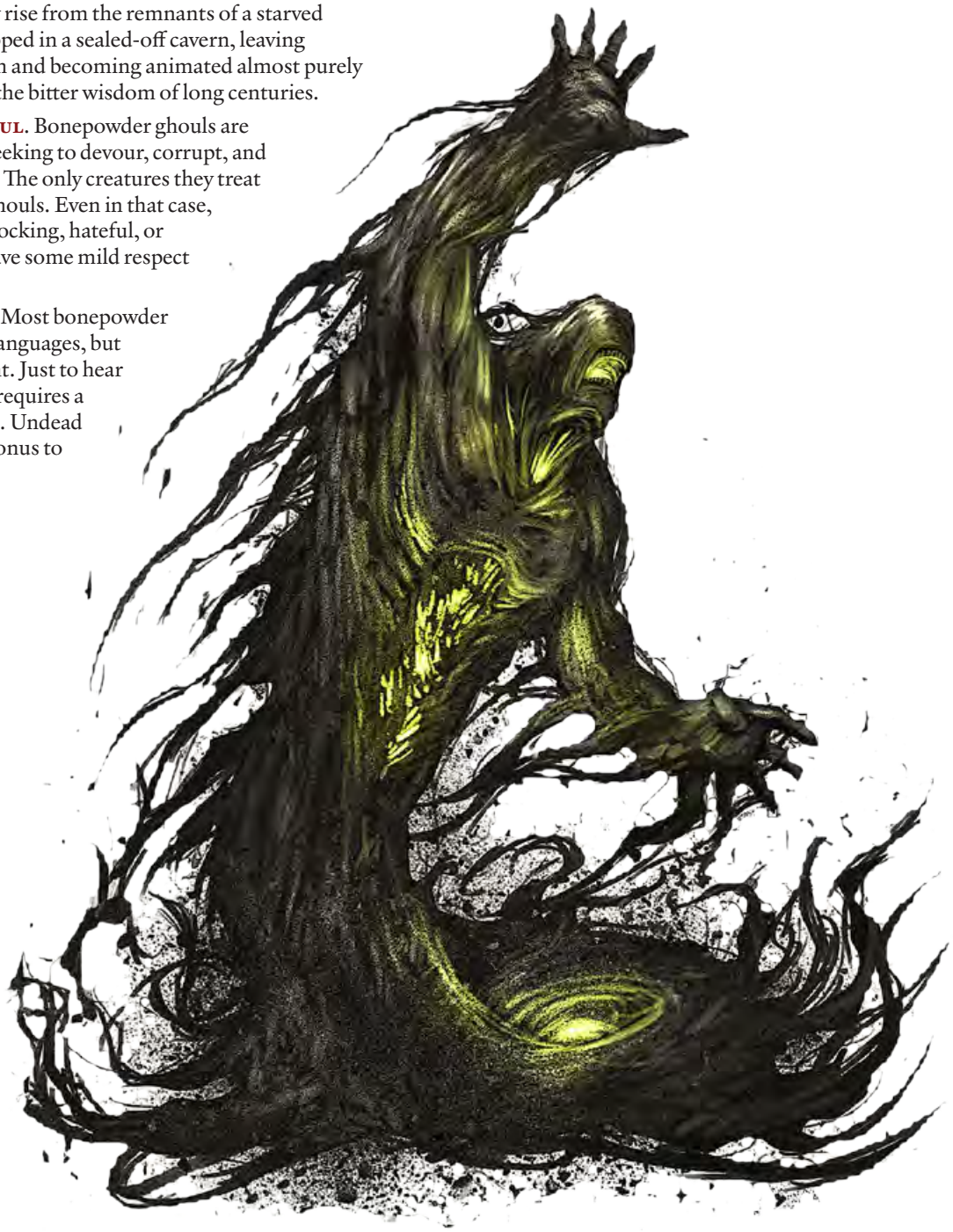
Small undead, neutral evil

Armor Class 18 (natural armor)

Hit Points 195 (26d6 + 104)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	18 (+4)	19 (+4)	15 (+2)	18 (+4)



Saving Throws Dex +9, Con +8, Wis +6, Cha +8
Skills Perception +6, Stealth +9
Damage Resistances cold, lightning; bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities necrotic, poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Senses darkvision 60 ft., passive Perception 16
Languages Common, Darakhul, Draconic, Dwarvish
Challenge 12 (8,400 XP)

Amorphous. The bonepowder ghoul can move through a space as narrow as 1 inch wide without squeezing.

Coalesce. Whenever a bonepowder ghoul drains life force from victims with Gravedust, it can use that energy transform its shape into a more solid form and maintain it. The new form is Small and semi-transparent but roughly the shape of a normal ghoul. In this form, the ghoul isn't amorphous and can't form a whirlwind, but it can speak normally and manipulate objects. The altered form lasts for 1 minute for every point of necrotic damage it delivered against living foes.

Turning Defiance. The bonepowder ghoul and any other ghouls within 30 feet of it have advantage on saving throws against effects that turn undead.

Innate Spellcasting. The bonepowder ghoul's innate spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *chill touch, darkness, dispel magic, ray of enfeeblement*
3/day: *blindness/deafness, circle of death* (7th level; 10d6)
1/day: *finger of death*

ACTIONS

Bite. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) plus 1d4 Strength damage, and the target must succeed on a DC 17 Constitution saving throw or be paralyzed for 1d4 + 1 rounds. If the target creature is humanoid, it must succeed on a second DC 19 Constitution saving throw or contract darakhul fever.

Gravedust. A bonepowder ghoul can project a 40-ft. cone of grave dust. All targets within the area must make a DC 19 Dexterity saving throw to avoid taking 4d8 necrotic damage, and must make a second DC 17 Constitution saving throw to avoid being infected with darakhul fever.

Whirlwind (Recharge 5–6). A bonepowder ghoul can generate a whirlwind of bones and teeth. All creatures within a 20-foot cube take 66 (12d10) slashing damage and are drained of 1d6 Strength; a successful DC 17 Dexterity saving throw reduces damage to half and negates the Strength loss. The whirlwind dissipates after one round.

GHOULS IN MIDGARD

The ghoul empire maintains complex social structures and forges serious alliances, particularly among the undead princes of Morgau and Doresh. Unofficial embassies exist in Zobeck, the Ironcrag Cantons, Krakova, and Magdar. Other hidden outposts may lurk below the Seven Cities, Illyria, or beyond.

Their patience and willingness to convert enemies into followers makes lasting victories against the darakhul difficult. Three full legions of iron ghouls serve Emperor Nicoforus directly, and a dozen more legions of varying quality press the fight to other races of the underworld.

DARAKHUL FEVER

Spread mainly through bite wounds, this rare disease makes itself known within 24 hours by swiftly debilitating the infected. A creature so afflicted must make a DC 17 Constitution saving throw after every long rest. On a failed save the victim takes 14 (4d6) necrotic damage, and its hit point maximum is reduced by an amount equal to the damage taken. This reduction can't be removed until the victim recovers from darakhul fever, and even then only by *greater restoration* or similar magic. The victim recovers from the disease by making successful saving throws on two consecutive days. *Greater restoration* cures the disease; *lesser restoration* allows the victim to make the daily Constitution check with advantage.

Primarily spread among humanoids, the disease can affect ogres, and therefore other giants may be susceptible.

If the infected creature dies while infected with darakhul fever, roll 1d20, add the character's current Constitution modifier, and find the result on the Adjustment Table to determine what undead form the victim's body rises in.

Adjustment Table

Roll	Result
1–9	None; victim is simply dead
10–16	Ghoul
17–20	Ghast
21+	Darakhul

GHOUL, DARAKHUL

In the lightless depths beneath the ground, an empire of devouring ambition grows and plots and dreams. They call themselves the People, but the people of the surface world call them the Lords Subterranean, the Ghoul Imperium, or simply the Empire of the Ghouls. Their cities lie out of sight, their agents infiltrate the underworlds of a score of surface cities, and their goals know no limits. To them, if you are not a member of the People, you are food.

GHOUL, DARAKHUL

Medium undead, neutral evil

Armor Class 16 (scale mail; 18 with shield)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

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

Skills Deception +3, Stealth +5

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 11

Languages Common, Darakhul

Challenge 3 (700 XP)

Master of Disguise. A darakhul in a prepared disguise has advantage on Charisma (Deception) checks made to pass as a living creature. While using this ability, the darakhul loses its stench.

Stench. Any creature that starts its turn within 5 feet of the darakhul must make a successful DC 12 Constitution saving throw or be poisoned until the start of its next turn. A successful saving throw makes the creature immune to the darakhul's stench for 24 hours. A darakhul using this ability can't also benefit from Master of Disguise.

Sunlight Sensitivity. The darakhul has disadvantage on Wisdom (Perception) checks that rely on sight and on attack rolls while it, the object it is trying to see or attack in direct sunlight.

Turning Defiance. The darakhul and any ghouls within 30 feet of it have advantage on saving throws against effects that turn undead.

ACTIONS

Multiattack. The darakhul bites once, claws once, and makes one war pick attack. Using a shield limits the darakhul to making either its claw or war pick attack, but not both.

Bite. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage, and if the target creature is humanoid it must succeed on a DC 11 Constitution saving throw or contract darakhul fever.

Claw. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage. If the target is a creature other than an undead, it must make a successful DC 12 Constitution saving throw or be paralyzed for 1 minute. A paralyzed target repeats the saving throw at the end of each of its turns, ending the effect on itself on a success. If a humanoid creature is paralyzed for 2 or more rounds (the victim fails at least 2 saving throws), consecutive or nonconsecutive, the creature contracts darakhul fever.

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

LORDS SUBTERRANEAN

Deep under the tiny duchy of Morgau and Doresh lies the heart of a dark empire: the Empire of the Ghouls, flesh-eating and blasphemous worshippers of the Gods of Death, Hunger, and Darkness who visit surface only to feed. Their empire rose long ago with the first darakhul to answer a diabolist's summons.

The darakhul were born of strange magic: ghouls with intelligence, with necromantic power, and with the ambition to rule everything below the earth. Some say the first of them became undead through sheer will and boundless depravity. Others say that the darakhul are the children of a mythical ghoul-dragon named Darrakh, who still roams the grey wastelands between life and death.

The truth is lost; the first centuries before the ghoul empire rose are largely hidden from history. The darakhul may have been smarter, stronger, and more ruthless than ghasts or common ghouls, but they were also fewer in number. Each darakhul sought power over his fellows, creating an endless line of petty kings, hunger cults led by charismatic death priests, and necromantic kingdoms founded on the back of a single eldritch master. Nothing came of them but more effective looting of the tombs and cemeteries. When the early kingdoms are remembered at all among the darakhul, it is as the Time of Warring Kings.

The true birth of darakhul power begins with their emperors. The Dread and Endless Imperium of the Darakhul is an undead civilization buried deep beneath the earth, feeding on flesh and always extending its power, fighting an eternal war against all that lives and breathes. Well-hidden, it grown in strength, in knowledge, and in numbers.

Speed and ferocity carried the darakhul to their first conquests. Cunning magic and ruthless rage have kept their empire together. Their emperor's plan and his followers' unwavering loyalty will propel the empire ever forward.

GHOUL EMPERORS

Four great emperors ruled the ghouls, each giving homage to the Death God Anu-Akma and to Mordiggian, the Demon Lord of Ghouls, also called Vardesain. To honor these gods, each emperor expanded the empire below the earth through conquest. Ghouls have few friends, and their violent empire is constantly at war. For the most part, their wars have been successful ones.

The first emperor, Tonderil the Bonebreaker, worked for 23 years to unite the scattered darakhul lords and petty kings under his command, and indeed he destroyed them all or forced them to swear allegiance to him. The ghouls measure time from the year when his greatest foes bowed to him. With their fealty, his former foes were granted titles and offices; they became the founders of the Temple of the Hunger God, the Fane of the Necrophagi, and the general of the Royal Bastards Legion. The best title went to the victor, of course, as Tonderil crowned himself emperor.

His rule did not last. Tonderil was destroyed in battle, leading the charge that broke the defending lines at the lost derro city of Gonderif. He had ruled just nine years as emperor of all the ghouls, but he laid the foundation for everything that was to come: their magic, their legions, and their aristocracy of rival dukes, priests, and marquises.

His first victories against the dark elves and the deep dwarves destroyed entire cities of the Spider Goddess and the Forge God Volund, bringing thousands of slaves into the flesh markets. The pattern of expansion was set, using the ghoul's magic of feeding and frenzy, of shadows and death. The darakhul necromancers grew more powerful than any known on the surface world. Their unceasing toil made them strong. Their armies created new soldiers with each victory.

Second to sit the throne was one of Tonderil's spawn. Empress Haresha Winterblood's power derived from her fortune in battle: she was the only surviving general at Gonderif, so she returned home in triumph and claimed the throne. Though a powerful priest of Anu-Akma and an able strategist, she failed to keep an eye on her closest followers, dying twelve years later in a coup.

Vermesail the Gravedancer, the general who staged the coup, was paranoid and suspicious because of how he seized power. He turned many darakhul generals, priests, and necromancers against one another rather than turning outward to seize new territory. The empire shrank during his reign, and Vermesail died in magical combat against drow assassins who were devoured by masses of guards shortly after they cut Vermesail down.

Vermesail's chosen successor died at his side. In the interregnum, almost all the Dukes declared themselves emperor, including a "Beggar King." When Duke Nicoforus' legions marched into the White City, the Beggar King was put to flight.

Since that day, the fourth emperor, Nicoforus the Pale, has ruled for 20 years with cunning and relentless cruelty. He recently took revenge on the drow for his predecessor's death, first sending a bone collective to assassinate the drow high priestess, then destroying their city utterly, taking all dark elves prisoner, eating the weak and transforming the strongest. Under Nicoforus' rule, the necrophagi prosper, for he trusts the arcane powers more than the divine ones of the various high priests. Demons claim that Vardesain, the Demon Lord of Ghouls, has grown in stature in the Abyss with the empire's successes.

Ghoul, Emperor

This man of middle years, with black hair and flesh as white as ivory, wears black and purple clothes and a silvery crown set with emeralds. His feet are sheathed in black boots, and his arms and fingers are covered in rich gold and silver jewelry. He holds a skull-topped scepter.

Emperor Nicoforus the Pale rules the subterranean empire of the darakhul. Deep beneath the surface in lightless tunnels and vast chambers, the civilized ghouls of the empire carved glory from flesh and stone under Nicoforus' leadership. He led the empire to victory against the dark elves, and now that race is all but extinct in any territory the ghouls control.

Unexpected Courtesy. The ghouls are content to reside in the lightless depths beneath the earth for now, but the emperor muses about what prizes exist under the sky. Emperor Nicoforus has a soul of steel and hunger like the deepest chasms of the underworld. Despite his ambition, he is extremely civilized and urbane, treating even hated enemies with strict courtesy even up to the moment that he devours their bones.

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

EMPEROR OF THE GHOULS

Medium undead, neutral evil

Armor Class 20 (natural armor)

Hit Points 204 (24d8 + 96)

Speed 30 ft., burrow 15 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	19 (+4)	20 (+5)	17 (+3)	21 (+5)

Saving Throws Dex +8, Wis +9

Skills Deception +11, Insight +9, Perception +9, Persuasion +11

Damage Resistances cold, necrotic

Damage Immunities poison; bludgeoning, piercing, and slashing damage from nonmagical weapons.

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 120 ft., passive Perception 19

Languages Common, Darakhul, Draconic, Gnoll, Undercommon

Challenge 20 (25,000 XP)

Legendary Resistance (3/day). If the emperor fails a saving throw, he can choose to succeed instead.

Spellcasting. The emperor is a 17th-level spellcaster. His spellcasting attribute is Charisma (spell save DC 19, +11 to hit with spell attacks). The emperor knows the following sorcerer spells:

Cantrips (at will): *blade ward, chill touch, message, prestidigitation, shocking grasp, true strike*

1st level (4 slots): *magic missile, shield*

2nd level (3 slots): *mirror image, phantasmal force*

3rd level (3 slots): *fear, fireball*

4th level (3 slots): *blight, dimension door*

5th level (2 slots): *cloudkill, hold monster*

6th level (1 slot): *circle of death*

7th level (1 slot): *finger of death, teleport*

8th level (1 slot): *power word stun*

9th level (1 slot): *power word kill*

Sunlight Sensitivity. While in direct sunlight, the emperor has disadvantage on attack rolls and Wisdom (Perception) checks that rely on sight.

Turn Resistance. The emperor has advantage on saving throws against effects that turn undead.

Actions

Multiattack. The emperor makes one bite attack and two claw attacks. He can make one attack with its scepter in place of a claw attack.

Bite. *Melee Weapon Attack*: +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage, and a creature must make a successful DC 18 Constitution saving throw or contract darakhul fever (see page 215).

Claw. *Melee Weapon Attack*: +10 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage, and a creature must make a successful DC 18 Constitution saving throw or be paralyzed for 1 minute. A paralyzed creature repeats the saving throw at the ends of its turns, ending the effect on itself on a success.

Scepter. *Melee Weapon Attack*: +10 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) bludgeoning damage plus 17 (5d6) necrotic damage.

Reactions

Blood Armor. When the emperor takes damage from a creature it can see within 60 feet, the attacker takes necrotic damage equal to half the damage it did to the emperor.

Legendary Actions

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

Attack. The emperor makes one claw or bite attack.

Cantrip. The emperor casts a cantrip.

Font of Power (3 actions). Roll 1d8. The emperor regains a spell slot of that level or lower.

The Ghoul Emperor's Lair

Emperor Nicoforus's lair is his palace in the center of the White City, the capital of the darakhul empire. He is attended by elite ghoul warriors of the Iron Legion, and his subjects hold him in divine esteem. Anyone who raises a hand against the emperor soon finds themselves opposed by an entire empire.

Lair Actions

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

- Until initiative count 20 on the following round, all creatures other than undead and constructs who take necrotic damage take an additional 7 (2d6) necrotic damage.
- The emperor targets a creature within 30 feet that he can see. The creature must succeed on a DC 15 Constitution saving throw or take 18 (4d8) necrotic damage. The emperor regains hit points equal to the damage.
- A wall of ice springs up from a surface within 100 feet of the emperor. The wall is 60 feet long, 10 feet high, and 5 feet thick. A creature in the wall's space when it appears must succeed on a DC 15 Dexterity saving throw or take 10 (3d6) cold damage; then the creature is pushed to either side of the wall (the creature's choice). Each 5-foot section of the wall has AC 10, 15 hit points, resistance to piercing and slashing damage, immunity to cold, poison, and psychic damage, and vulnerability to fire damage. The wall lasts until the emperor uses this action again, or dies.

Regional Effects

The region around the emperor's lair is warped by its magic, which creates one or more of the following effects:

- Creatures within 1 mile of the lair who are infected with darakhul fever have disadvantage on Wisdom saving throws against spells and effects generated by ghouls or darakhul.
- Dead bodies within 1 mile of the lair have an 80 percent chance to reanimate as skeletons or zombies 24 hours after their death. These undead never attack ghouls or dharakul, but instinctively obey their commands.
- Phantom lights appear within 10 miles of the lair, more frequently the closer they are to the lair. The lights shed dim light out to 10 feet. Undead within such a light gain 1d6 temporary hit points at the start of their turn; the light can't raise an undead's hit points above 150 percent of its normal hit point maximum.

If the emperor dies, conditions in the area surrounding the lair return to normal over the course of 1d10 days.

Ghoul, Imperial

An imperial ghoul stands tall and proud, its gray flesh robust and muscled, its sharp talons stained black, and its clothing strangely well kept. Its flickering red eyes have an intelligent, malicious gleam.

Shock Troops. Imperial ghouls are the shock troops of the ghoul empire, and eager to expand its power and influence. Treated like auxiliaries, they get the most difficult tasks: to engage and hold foes while the darakhul, iron legionnaires, and others outflank them.

Ambitious Strivers. Many believe that the hunger cults or the necrophagi know some secret of transforming imperial ghouls into iron ghouls. This rumor gives them hope of advancement. Their power over the lesser ghouls and slaves gives them a taste of tyranny. Because they are ambitious and always hungry for more power, imperial ghouls are eager to prove themselves as hunters, as warriors, and as spies.

Immune to Sun. Unlike a standard darakhul, an imperial ghoul does not suffer from sunlight and feels little need to disguise its true appearance.

GHOUL, IMPERIAL

Medium undead, lawful evil

Armor Class 16 (breastplate)

Hit Points 93 (17d8 + 17)

Speed 30 ft., burrow 15 ft.

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

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Common, Darakhul, Undercommon

Challenge 4 (1,100 XP)

Turning Defiance. The iron ghoul and any ghouls within 30 feet of it have advantage on saving throws against effects that turn undead.

Actions

Multiattack. The imperial ghoul makes one bite attack and one claws attack.

Bite. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage, and if the target creature is humanoid it must succeed on a DC 11 Constitution saving throw or contract darakhul fever.

Claws. *Melee Weapon Attack*: +5 to hit, reach, one target. *Hit:* 17 (4d6 + 3) slashing damage. If the target is a creature other than an elf or undead, it must succeed on a DC 11 Constitution saving throw or be paralyzed for 1 minute. The target repeats the saving throw at the end of each of its turns, ending the effect on itself on a success.

Light Crossbow. *Ranged Weapon Attack*: +4 to hit, range 80/320, one target. *Hit:* 8 (1d8 + 2) piercing damage.

Ghoul, Iron

A brutal and vicious-looking ghoul that carries a cruel glaive, its forearms up to its elbows are stained with dark, dried blood. Its glowing, rust-colored eyes penetrate with a calculating stare of restrained hunger.

Backbone of the Legions. Iron ghouls and ghasts are the elite members of the imperial legions, acting as non-commissioned officers, officers, and standard-bearers. They feed from the slave pits and march on the orders of the darakhul nobility.

Fond of Uniforms. Iron ghouls are proud of their status and uniforms. Their standard breastplates and open-faced helms are black iron with brass trim, and the helm's crest is often a ruby-dyed fan of bat wings or carrion beetle bristles to indicate their authority.

Tooth and Bone Weaponry. Many items of an iron ghoul's gear are decorated with inlaid bone or set with teeth, rather much as pearls might be used for weapons crafted elsewhere.

GHOUL, IRON

Medium undead, lawful evil

Armor Class 16 (breastplate)

Hit Points 143 (22d8 + 44)

Speed 30 ft., burrow 20 ft.

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

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Common, Darakhul, Undercommon

Challenge 5 (2,900 XP)

Turning Defiance. The iron ghoul and any ghouls within 30 feet of it have advantage on saving throws against effects that turn undead.

Actions

Multiattack. The iron ghoul makes one bite attack and one claw attack, or three glaive attacks.

Bite. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 17 (3d8 + 4) piercing damage. If the target is a creature other than an elf or undead, it must succeed on a DC 13 Constitution saving throw or be paralyzed for 1 minute. The target repeats the saving throw at the end of each of its turns, ending the effect on itself on a success. If the target is humanoid, it must succeed on a separate DC 13 Constitution saving throw or contract darakhul fever.

Claws. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 18 (4d6 + 4) slashing damage. If the target is a creature other than an elf or undead, it must succeed on a DC 13 Constitution saving throw or be paralyzed for 1 minute. The target repeats the saving throw at the end of each of its turns, ending the effect on itself on a success. If the target is humanoid, it must succeed on a separate DC 13 Constitution saving throw or contract darakhul fever.

Glaive. *Melee Weapon Attack*: +7 to hit, reach 10 ft., one target. *Hit:* 20 (1d10 + 4) slashing damage.

Heavy Bone Crossbow. *Ranged Weapon Attack*: +6 to hit, range 100/400, one target. *Hit:* 8 (1d10 + 3) piercing damage.

Giant, Desert

The towering woman rises up from the desert sand. Her pale brown robe almost perfectly matches the gritty terrain, and her roughly textured skin is a rich walnut brown.

Desert giants live in arid wastelands that were once a thriving giant empire. Their rich brown skin is rough-textured, and they dress in light robes matching the color of the sand, accented (when they aren't trying to blend in) with brightly colored head cloths and sashes. Beneath their robes, the desert giants paint or tattoo their skin with intricate designs in a riot of colors that outsiders rarely see.

Wandering Legacy. Desert giants subsist in the scorching wastes by moving from oasis to oasis. They follow herds of desert animals that they cultivate for milk, meat, and hides, and they shun most contact with settled people. They can survive the blazing heat of the high summer, because desert giants know secret ways with relatively plentiful water and the location of cool, shaded caverns.

While in ages past the desert giants lived in stationary settlements and cities, the fall of their ancient empire drove them into the dunes. The truth behind their nomadic lifestyle is a sore spot; should any outsider learn the truth, the desert giants stop at nothing to permanently silence the inquisitive soul.

Keepers of the Past. Over time, wandering desert giants amass vast knowledge of ruins and relics scattered across and beneath their homeland. On rare occasions that the tribes require something of outsiders, this information is their most valuable commodity. Relics of the past, or simply the location of unplundered ruins, can purchase great advantage for the tribe.

The designs the giants painstakingly inscribe on their bodies tell a tale that, if woven together correctly, reveals an entire tribe's collected discoveries. For this reason, the desert giants hold the bodies of their dead in sacred esteem. They go to extraordinary lengths to recover their dead, so they can divide the knowledge held on the deceased's skin among other tribe members. In the cases of desert giant elders, this hidden writing may be equivalent to spell scrolls.

DESERT GIANT

Huge giant, neutral

Armor Class 17 (natural armor)
Hit Points 175 (14d12 + 84)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	22 (+6)	13 (+1)	18 (+4)	15 (+2)

Saving Throws Str + 12, Con +10, Cha +6
Skills Perception +8, Stealth +4, Survival +8
Damage Immunities fire
Senses passive Perception 18
Languages Common, Giant
Challenge 9 (5,000 XP)

Sand Camouflage. The giant has advantage on Dexterity (Stealth) checks made to hide in sandy terrain.

Wasteland Stride. The giant ignores difficult terrain caused by sand, gravel, or rocks.

Actions

Multiattack. The giant makes two falchion attacks.

Falchion. *Melee Weapon Attack*: +12 to hit, reach 10 ft., one target. *Hit:* 23 (6d4 + 8) slashing damage.

Rock. *Ranged Weapon Attack*: +12 to hit, range 60/240 ft., one target. *Hit:* 30 (4d10 + 8) bludgeoning damage.

Giant, Flab

This obese, bell-shaped giant is blemished by ulcers, enlarged veins, and fungal rashes. Though it stumbles about on a pair of short, calloused legs, it moves its weight with dangerous potential, catching many foes off-guard.

Great Girth. Whether as a result of a centuries-past curse or a gradual adaptation to an easy-going existence, the flab giant (one of the shortest breeds of giant) is gigantic in width rather than height and almost comical in its simple life.

Too obese to effectively grasp weapons in its chubby fingers, a flab giant uses its great mass to deadly effect, overrunning or grabbing opponents and then sitting on them to crush them to death, swatting away missiles, and simply putting up with the damage of melee attacks until its victims stop struggling and it gets up to see if they're dead yet.

Efficient Foragers. Flab giants are the least active of giant types, spending most of their waking hours resting, napping, and sleeping, and only devote a short period each day to listlessly shuffling about, scrounging for food. Because a flab giant can eat practically anything, it doesn't have to roam far to find enough food to sustain its bulk, so it is rarely found far from its crude lair.

Knotted Skins. Flab giants wear only scraps of clothing made of loosely knotted skins, leaving most of their stretch-marked and discolored skin exposed. Favored pelts include bear and human. A flab giant stands eight to ten feet tall and weighs 1,000 to 1,500 pounds.

FLAB GIANT

Large giant, chaotic evil

Armor Class 14 (natural armor)
Hit Points 110 (13d10 + 39)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	6 (–2)	16 (+3)	9 (–1)	13 (+1)	8 (–1)

Saving Throws Con +5
Skills Perception +3
Damage Immunities poison
Condition Immunities poisoned
Senses passive Perception 13
Languages Dwarvish, Giant
Challenge 4 (1,100 XP)

Massive. A flab giant can't dash. Attacks that push, trip, or grapple are made with disadvantage against a flab giant.

Actions

Multiattack. The giant makes two slam attacks. If both hit, the target is grappled (escape DC 15), and the flab giant uses its squatting pin against the target as a bonus action.

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

Squatting Pin. The flab giant squats atop the target, pinning it to the ground, where it is grappled and restrained (escape DC 17). The flab giant is free to attack another target, but the restrained creatures are released if it moves from its current space. As long as the giant does not move from the spot, it can maintain the squatting pin on up to two Medium-sized or smaller creatures. A creature suffers 9 (1d8 + 5) bludgeoning damage every time it starts its turn restrained by a squatting pin.

GIANT, HRAESVELGR

The giant stands braced in the midst of powerful wind. With a baleful stare, he shakes his fist and bellows a war cry. The cry becomes an avian shriek, and the giant's form melts into that of a massive bird whose wings blot out the sky.

A giant with divine blood in his veins, Hraesvelgr the Corpse Swallower is powerfully muscled. His skin is a pale bronze, his eyes are violet, and his hair and beard are the color of storm clouds.

Roc Form. When he takes his alternate form, Hraesvelgr becomes a tremendous roc, with massive wings that stir the wind across the sky. His eyes remain the same violet and this roc-form feathers match the color of his hair, sparkling with specks of color here and there, like jewels set in steel.

Birth of the Wind. Hraesvelgr dwells on the fringe of the world itself. From atop the peak of his home, he creates the wind and sends it across the globe. As befits a creature of such primal power, Hraesvelgr doesn't take kindly to intruders. He gluts himself on the bodies of fools who test his might in search of the fabled riches in his home.

HRAESVELGR THE CORPSE SWALLOWER

Huge giant (shapechanger, titan), neutral

Armor Class 19 (natural armor)

Hit Points 241 (21d12 + 105)

Speed 50 ft. (20 ft., fly 120 ft. in roc form)

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	20 (+5)	16 (+3)	17 (+3)	20 (+5)

Saving Throws Dex +6, Int +9, Wis +9, Cha +11

Skills Athletics +13, Perception +9, Survival +9

Damage Resistances lightning, thunder

Damage Immunities cold; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities exhaustion

Senses passive Perception 19

Languages Auran, Common, Giant (can't speak in roc form)

Challenge 19 (22,000 XP)

Innate Spellcasting. Hraesvelgr's innate spellcasting ability is Charisma (spell save DC 19). He can innately cast the following spells, requiring no material or somatic components:

At will: *feather fall, light*

3/day: *control weather*

Keen Sight (Roc Form Only). Hraesvelgr has advantage on Wisdom (Perception) checks that rely on sight.

Legendary Resistance (3/day). If Hraesvelgr fails a saving throw, he can choose to succeed instead.

Shapechanger. Hraesvelgr can use a bonus action to change into a roc. Any equipment he wears or carries melds into his new form. It keeps its game statistics except as noted. He reverts to his giant form if it is reduced to 0 hit points or when it uses a bonus action to change back.

ACTIONS

Multiattack. Hraesvelgr makes two attacks.

Beak (Roc Form Only). *Melee Weapon Attack*: +13 to hit, reach 10 ft., one target. *Hit:* 25 (4d8 + 7) piercing damage.

Fist (Giant Form Only). *Melee Weapon Attack*: +13 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage, and the target must succeed on a DC 21 Constitution saving throw or be stunned until the start of Hraesvelgr's next turn.

Talons (Roc Form Only). *Melee Weapon Attack*: +13 to hit, reach 5 ft., one target. *Hit:* 21 (4d6 + 7) slashing damage, and the target is grappled (escape DC 17). Until this grapple ends, the target is restrained and Hraesvelgr can't use his talons against another target.

Gale Blast (recharge 5-6). Hraesvelgr unleashes a gale-force blast of wind in a line 60 feet long and 10 feet wide. Creatures in the area take 35 (10d6) bludgeoning damage and are pushed 15 feet directly away from Hraesvelgr, or they take half damage and are not pushed with a successful DC 19 Strength saving throw.

LEGENDARY ACTIONS

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

Attack. Hraesvelgr makes a fist or talon attack.

Move (2 actions). Hraesvelgr moves half his speed. If in roc form, all creatures within 10 feet of Hraesvelgr at the end of this move must succeed on a DC 15 Dexterity saving throw or take 10 (3d6) bludgeoning damage and fall prone.

Swallow (3 actions, Roc Form Only). Hraesvelgr makes a bite attack against a creature he has grappled. If he hits, he swallows the creature. A swallowed creature is no longer grappled, but is blinded, restrained, and has advantage against attacks and effects originating from outside Hraesvelgr. A swallowed creature takes 14 (4d6) acid damage at the start of each of Hraesvelgr's turns.

If Hraesvelgr returns to giant form, or takes 40 damage or more in a single turn from a swallowed creature, he must succeed on a DC 20 Constitution saving throw or regurgitate all swallowed creatures, which land prone within 10 feet of the giant. If Hraesvelgr dies, swallowed creatures are no longer restrained and can escape the corpse by spending 30 feet of movement, exiting prone.

HRAESVELGR'S LAIR

Hraesvelgr's lair is a windswept crag of gray stone at the edge of the world. At the highest pinnacle rests a massive cottage hewn from the mountainside. A great nest made from the splintered trunks of immense trees rests on the flat roof of the cottage, and the wind constantly howls.

LAIR ACTIONS

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

- Hraesvelgr unleashes a blast of wind in a 60-foot cone. All creatures in the area must succeed on a DC 15 Dexterity saving throw or be knocked prone.
- One creature within 60 feet that Hraesvelgr can see must succeed on a DC 15 Strength saving throw or be swept up in a pillar of wind. The creature is restrained and suspended 15 feet off the ground. If the creature has something to pull on, it can pull itself out of the wind by using an action and making a successful DC 15 Strength check; another creature who can reach the suspended creature can pull it free in the same way. Alternatively, a flying creature can repeat the saving throw as an action. On a success, it moves 5 feet out of the pillar of wind. This effect lasts until Hraesvelgr takes this action again or dies.
- Hraesvelgr lets out a thunderous bellow in giant form or an ear-splitting shriek in roc form. All creatures within 30 feet must make a successful DC 15 Constitution saving throw or be frightened for 1 minute. A frightened creature repeats the saving throw at the end of its turn, ending the effect on itself on a success.

REGIONAL EFFECTS

The region containing Hraesvelgr's lair is warped by the corpse swallower's magic, which creates one or more of the following effects:

- Strong windstorms are common within 6 miles of the lair.
- Giant avian beasts are drawn to the lair and fiercely defend it against intruders.
- The wind within 10 miles of the lair bears a pungent carrion stench.

If Hraesvelgr dies, conditions in the area surrounding the lair return to normal over the course of 1d10 days.

GIANT, JOTUN

The earth shudders with every footfall of a Jotun giant, the immortal enemies of the gods. Tall enough to look a titan in the eye and strong enough to wrestle a linnorm, Jotun gaints are the lords of giantkind. Their enormous halls are carved in mountains and glaciers throughout the Northlands.

Foes of the Gods. As foes of the northern gods, they plot to regain their former status as lords of Creation. Many know ancient secrets and snippets of antediluvian arcane lore, and so may have abilities beyond those listed below. More powerful Jotun giants straddle the line between mortal and demigod.

Contests and Challenges. Like many giants, the Jotun enjoy a challenge, even from tiny little humans. Only the mightiest heroes can challenge a Jotun giant's might in physical combat. Using cunning or trickery is a safer bet—though being too cunning is also angers them, and Jotun giants are no fools.

Seekers of Ragnarok. The Jotun giants know great magic, and strive to bring about end times of Ragnarok.

JOTUN GIANT

Gargantuan giant, chaotic neutral

Armor Class 20 (natural armor)

Hit Points 407 (22d20 + 176)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	8 (–1)	26 (+8)	18 (+4)	20 (+5)	14 (+2)

Saving Throws Con +14, Wis +11, Cha +8

Skills Arcana +10, History +10, Nature +10, Stealth +5

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Senses darkvision 120 ft., passive Perception 15

Languages Common, Giant

Challenge 22 (25,000 XP)

Immortality. Jotuns suffer no ill effects from age, and are immune to effects that reduce ability scores and hit point maximum.

Innate Spellcasting. The Jotun giant's innate spellcasting ability is Wisdom (spell save DC 19). It can innately cast the following spells, requiring no material components:

At will: *earthquake, shapechange, speak with animals*

3/day: *bestow curse, gust of wind*

1/day: *divination*

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

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

Too Big to Notice. The sheer size of the Jotun giant often causes those near it to confuse one at rest for part of the landscape. The jotun has advantage on Stealth checks when not moving.

ACTIONS

Multiattack. The giant makes two greatclub attacks and a frightful presence attack, or one rock throwing attack.

Greatclub. *Melee Weapon Attack*: +16 to hit, reach 30 ft., one target. *Hit:* 55 (10d8 + 10) bludgeoning damage.

Rock. *Ranged Weapon Attack*: +16 to hit, range 90/240 ft., one target. *Hit:* 49 (6d12 + 10) bludgeoning damage.

Frightful Presence. Each creature of the giant's choice that is within 120 feet of the giant and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature repeats the saving throw at the end of each of its turns, ending the effect on itself on a success. Once a creature's saving throw is successful, it is immune to the giant's Frightful Presence for the next 24 hours.

LEGENDARY ACTIONS

The Jotun giant can take 1 legendary action, and only at the end of another creature's turn. The giant regains the spent legendary action at the start of its turn.

Detect. The Jotun giant makes a Wisdom (Perception) check.

Planar Return. If banished, a Jotun giant can return to the plane it departed 2/day. If banished a third time, it cannot return.

Sweeping Blow. The Jotun giant can sweep its greatclub in an arc around itself. The sweep affects a semicircular path 30 feet wide around the giant. All targets in that area take 46 (8d8 + 10) bludgeoning damage, or no damage with a successful DC 19 Dexterity saving throw.

REACTIONS

Rock Catching. If a rock or similar object is hurled at the giant, the giant can, with a successful DC 10 Dexterity saving throw, catch the missile and take no bludgeoning damage from it.

Giant, Thursir

Heavily armored and carrying two rune-marked hammers, a thursir giant's reddish hair and beard are often plaited in the style of an enormous dwarf.

Forge Masters. Greedy and aggressively competitive, thursir dwell in vast caverns under frozen mountains where they labor to forge chains, armor, and massive engines of war. Thursir giants have a natural affinity for metalworking. Any armor or weapons forged by a thursir giant are of the highest quality and can fetch double the usual price for such an item.

Enormous Appetites. When not toiling at the forge, these giants entertain themselves with gluttonous feasts and boisterous wrestling competitions, or raid human settlements for food and valuables.

Hearth Rune Priestesses. Female priestesses have a much higher standing in their society than other female thursir giants, who are treated shabbily. Most female thursir giants are drudges, considered fit only for child-bearing and menial labor. However, male thursir are makers, warrior, and metalworkers, while women make up the bulk of their priesthood and spellcasters. As priests and casters, they are valued advisors and held in high regard—or at least very valuable property.

Thursir stand nine feet tall and weigh 600 lb.

THURSIR GIANT

Large giant, neutral evil (50%) or lawful evil (50%)

Armor Class 13 (chain shirt)

Hit Points 114 (12d10 + 48)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	18 (+4)	13 (+1)	15 (+2)	11 (+0)

Saving Throws Con +6

Skills Athletics +6, Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Common, Dwarven, Giant

Challenge 3 (700 XP)

Cast Iron Stomach. The giant can consume half of its weight in food without ill effect, and it has advantage against anything that would give it the poisoned condition. Poisonous and spoiled foodstuffs are common in a thursir lair.

Actions

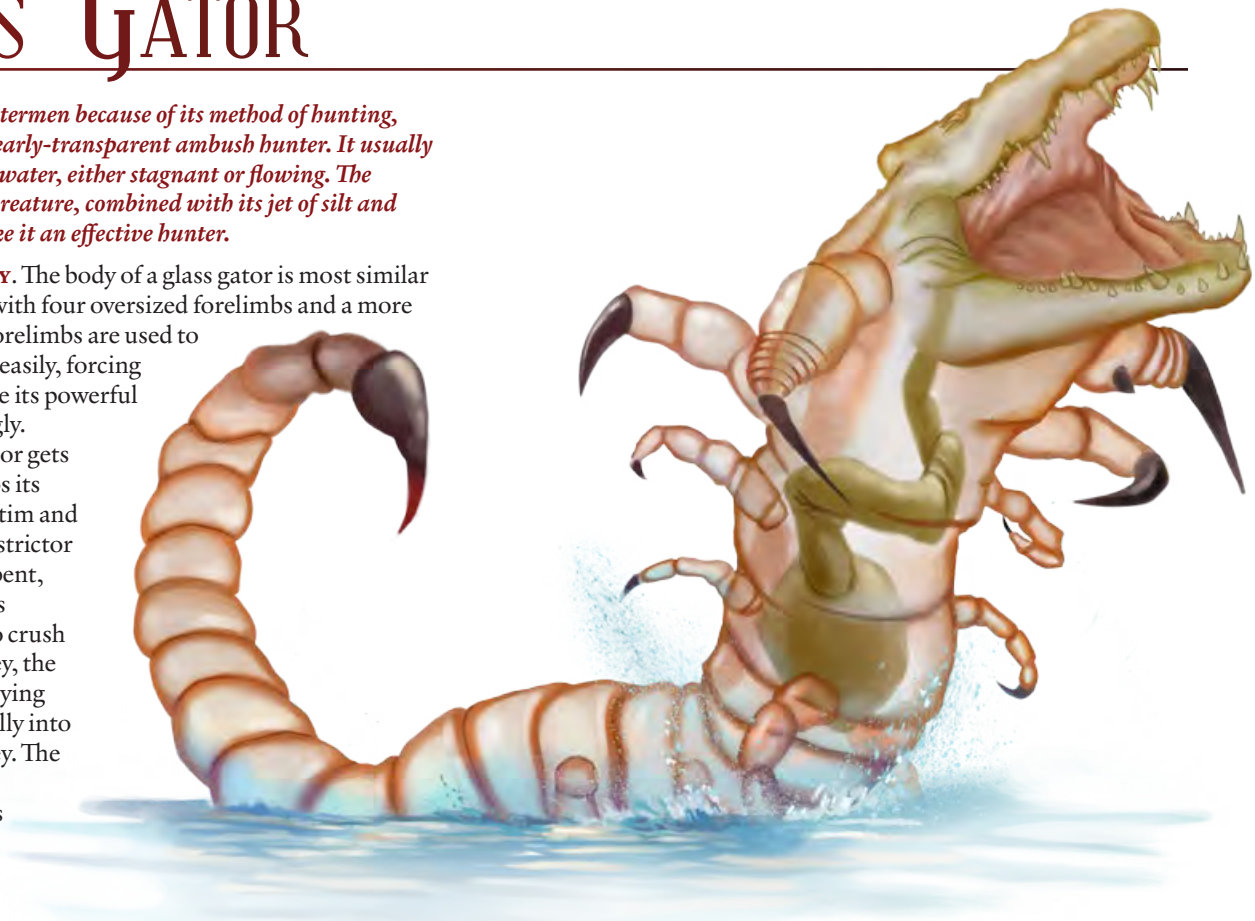
Multiattack. The giant makes two warhammer attacks.

Warhammer. *Melee Weapon Attack*: +6 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Rock. *Ranged Weapon Attack*: +6 to hit, range 40/160 ft., one target. *Hit:* 15 (2d10 + 4) bludgeoning damage.

Runic Blood (3/day). Thursir giants can inscribe the thurs rune on a weapon. A creature hit by the weapon takes an additional 1d8 lightning damage, and the target can't take reactions until the start of its next turn. The thurs rune lasts for one hour, or for three hits, whichever comes first.

Glass Gator



So called by some watermen because of its method of hunting, the glass gator is a nearly-transparent ambush hunter. It usually strikes from a bed of water, either stagnant or flowing. The transparency of the creature, combined with its jet of silt and poisonous sting, make it an effective hunter.

Strange Anatomy. The body of a glass gator is most similar to a centipede, but with four oversized forelimbs and a more distinct head. The forelimbs are used to attack, but they tire easily, forcing the glass gator to use its powerful lunge attack sparingly.

Once the glass gator gets hold of prey, it wraps its body around the victim and squeezes, like a constrictor snake. Unlike a serpent, however, which uses powerful muscles to crush and suffocate its prey, the glass gator is only trying to bring its underbelly into contact with the prey. The glass gator's belly is lined with hundreds of stingers that deliver a virulent nerve toxin.

Transparency. The glass gator's transparency isn't total. Its digestive tract usually is visible, especially for a few hours after it eats. The creature sometimes uses this limited visibility as bait, making itself appear as a wriggling snake or eel. It is most vulnerable just after eating, when it's lethargic; if encountered in its lair shortly after a meal, the DM may give the glass gator disadvantage on initiative.

Larval Form. Subterranean variants—including some with bioluminescence—have been reported in caverns. It's been postulated that the glass gator may be the larval form of a larger creature, but what that larger creature might be is unknown.

GLASS GATOR

Large beast, unaligned

Armor Class 15 (natural armor)

Hit Points 45 (7d10 + 7)

Speed 30 ft, swim 50 ft

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

Skills Perception +2, Stealth +4

Senses Blindsight 30 ft., Passive Perception 12

Languages –

Challenge 1 (200 XP)

Amphibious. The glass gator can breathe air and water.

Lunge. When the glass gator leaps at least 10 feet toward a creature and hits that creature with a claws attack on the same turn, it can immediately constrict the target as a bonus action.

Transparency. The glass gator has advantage on Dexterity (Stealth) checks while underwater or in dim light.

Standing Leap. The glass gator can long jump up to 15 feet from water or up to 10 feet on land, with or without a running start.

Actions

Claws. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage, and the target is grappled (escape DC 12). Until this grapple ends, the target is restrained and the glass gator can't attack a different target.

Constrict. One creature that's already grappled by the glass gator takes 7 (2d4 + 2) bludgeoning damage plus 7 (2d6) poison damage, or half as much poison damage with a successful DC 11 Constitution saving throw.

Reactions

Silt Cloud (Recharges after a Short or Long Rest). After taking damage while in water, the glass gator thrashes to stir up a 10-foot-radius cloud of silt around itself. The area inside the sphere is heavily obscured for 1 minute (10 rounds) in still water or 5 (2d4) rounds in a strong current. After stirring up the silt, the glass gator can move its speed.

GNARLJAK

A gnarljak looks like a bear trap springs sprung to clacking life and ready to tear flesh apart.

Hopping Motion. All steel and springs, a gnarljak is easily mistaken for a simple bear trap when lying dormant. But once it starts hopping in pursuit of a target, it reveals its animated nature and its only motivation: destruction of living things.

Endless Snapping. Gnarljaks are mindless. They do not grow tired. They exist only to pull creatures to the ground and chew through them, then turn around and chew through them again.

Defensive Traps. Some try to use gnarljaks to guard treasures or booby-trap approaches to important locations, but their indiscriminate biting makes quite dangerous to their owners as well. Certain monsters such as redcaps and shadow fey use gnarljak's with some regularity, and gnomes are very fond of making them part of a standard tunnel defense.

GNARLJAK

Small construct, unaligned

Armor Class 16

Hit Points 63 (14d6 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	22 (+6)	11 (+1)	2 (–4)	14 (+2)	1 (–5)

Saving Throws Dex +9

Skills Perception +5, Stealth +9

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

Damage Immunities necrotic, poison, psychic

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

Senses blindsight 30 ft., passive Perception 15

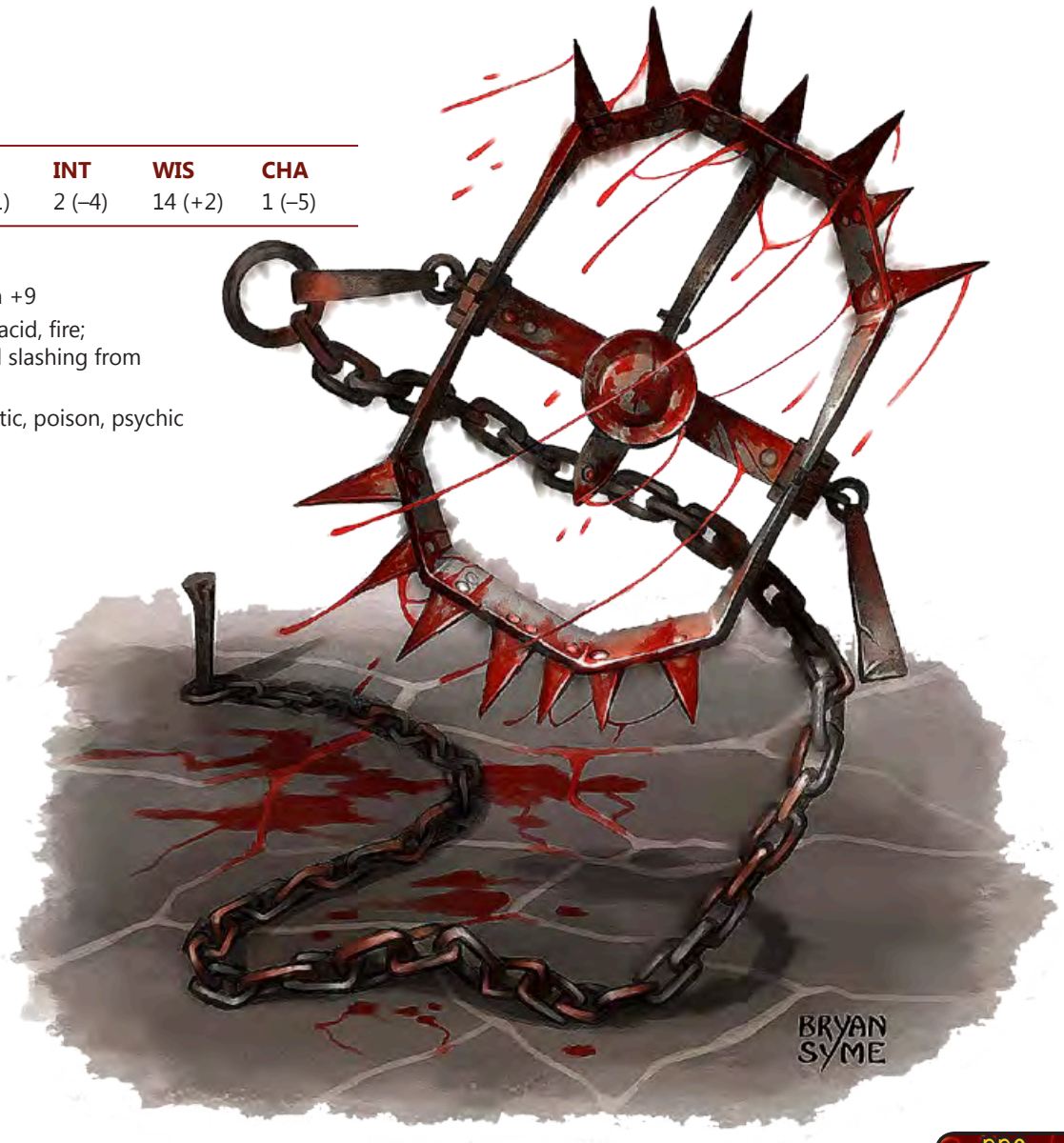
Languages —

Challenge 6 (2,300 XP)

ACTIONS

Bite. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage, and the target must succeed on a DC 16 Dexterity saving throw or fall prone.

Gnaw. When a gnarljak knocks a Medium or smaller target prone, it immediately makes three additional bite attacks against the same target and can move 5 feet, all as a bonus action.



GNOLL, HAVOC RUNNER

The runner is a mottled blur, a sprinting gnoll laughing as it runs, ax held high. It sprints past, its weapon flashing in the sun.

With the bristly mane and spotted fur characteristic of all gnolls, havoc runners blend into their tribe. Only the canny glint in the eyes hints at the deadly difference before the havoc runner explodes into violence.

Blinding Raids. Havoc runners are scouring storms across the trade routes that crisscross the tribe's territory. Like all gnolls, they are deadly in battle. Havoc runners incorporate another quality that makes them the envy of many raiders: they can tell at a glance which pieces of loot from a laden camel or wagon are the most valuable, without spending time rummaging, weighing, or evaluating. Their ability to strike into a caravan, seize the best items, and withdraw quickly is unparalleled.

GNOLL HAVOC RUNNER

Medium humanoid (gnoll), chaotic evil

Armor Class 15 (chain shirt)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	8 (-1)	12 (+1)	9 (-1)

Skills Athletics +5, Perception +5

Senses darkvision 60 ft., passive Perception 15

Languages Gnoll

Challenge 3 (700 XP)

Harrying Attacks. If the gnoll attacks two creatures in the same turn, the first target has disadvantage on attack rolls until the end of its next turn.

Lightning Lope. The gnoll can Dash or Disengage as a bonus action.

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

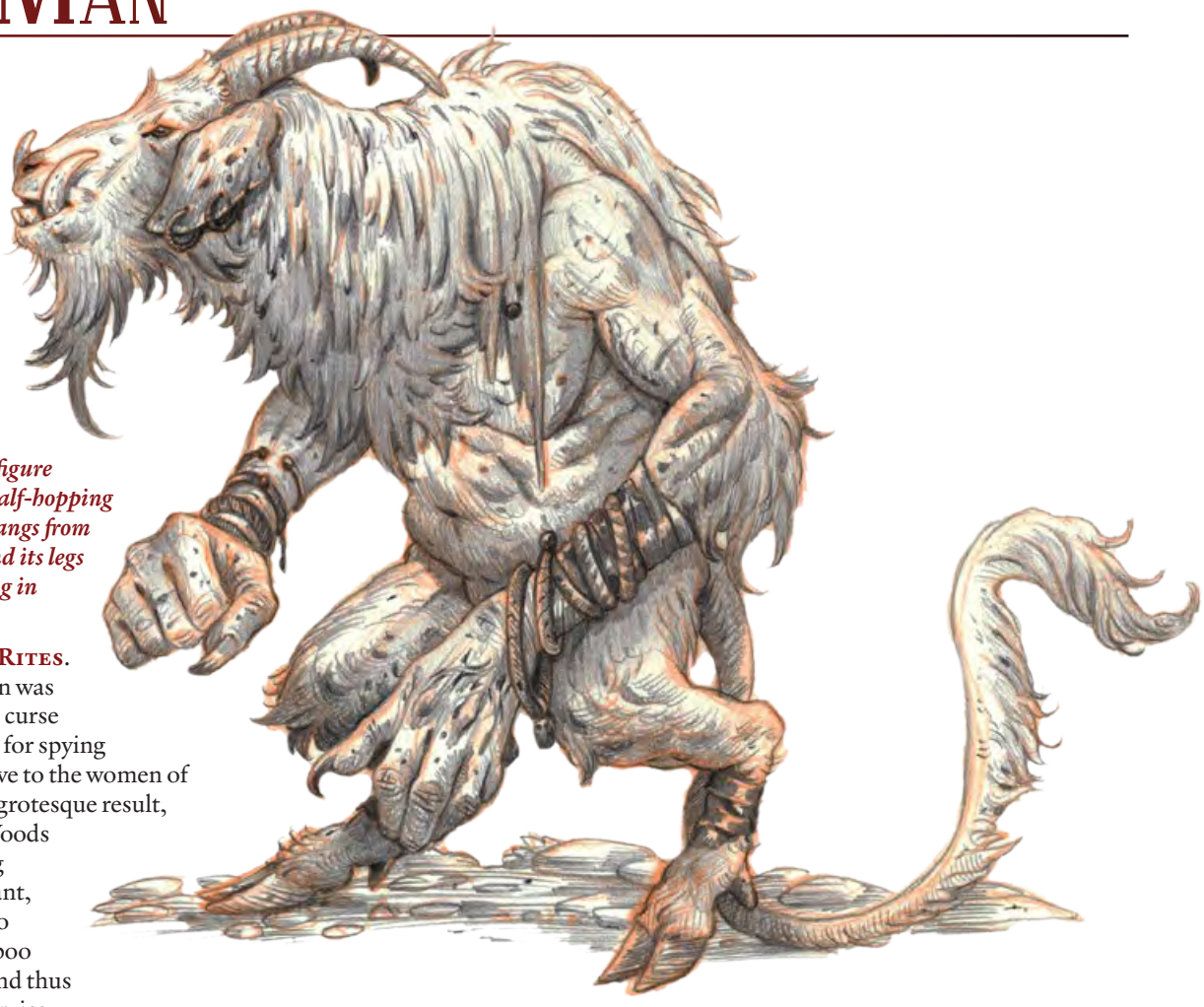
ACTIONS

Multiattack. The gnoll makes one bite attack and two battleaxe attacks.

Battleaxe. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage or 8 (1d10 + 3) slashing damage if used in two hands.

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

Goat-Man



This hunched, man-like figure lurches with a strange, half-hopping gait. Tattered clothing hangs from its muscled shoulders, and its legs are those of a ram, ending in cloven hooves.

Trespassers on the Rites. The first of the goat-men was the victim of a powerful curse intended to punish him for spying on magical rites exclusive to the women of his tribe. Admiring the grotesque result, the Black Goat of the Woods With a Thousand Young adopted him as its servant, and ensured that all who committed the same taboo fell to the same curse, and thus into the Black Goat's service.

Bleating Speech. A goat-man's head is tusked, adorned with curling ram's horns, and its beard often drips with gore. Rows of transparent, needle-like teeth fill its mouth; these teeth are malformed and make clear speech impossible for goat-men, though they understand others' speech perfectly well.

Serve Foul Cults. Cultists of Shub-Niggurath or the Black Goat in good standing are sometimes granted the services of a goat-man. The creatures guard rituals sites, visit settlements to capture or purchase suitable sacrifices, and perform certain unspeakable acts with cult members to call forth ritual magic.

GOAT-MAN

Medium monstrosity, chaotic evil

Armor Class 14 (natural armor)

Hit Points 65 (10d8 + 20)

Speed 40 ft.

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

Saving Throws Dex +4

Skills Acrobatics +4, Athletics +6, Stealth +6

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 11

Languages Common, Giant, Trollkin, but cannot speak

Challenge 3 (700 XP)

Headbutt. If the goat-man moves at least 10 feet straight toward a creature and then hits it with a slam attack on the same turn, the target must succeed on a DC 14 Strength saving throw or be knocked prone and stunned for 1 round. If the target is prone, the goat-man can make one bite attack against it immediately as a bonus action.

Actions

Multiattack. The goat-man makes one bite attack and one slam attack.

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

Slam. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Goblin, Dust

A ragged creature emerges from the sand. Its spindly frame is encased in a hodge-podge of armor scraps and rusted weapons. A long, hooked nose protrudes over a wide mouth filled with sharp teeth.

Dust goblins vary greatly in size and appearance, although they are universally scrawny, bony, and lanky. They seem to suffer from malnutrition even when in perfect health, a perception reinforced by the way their bellies distend after they've gorged themselves on flesh. Their skin is always dry and cracked, ranging from dusky gray to dark green in color.

Rule the Wastelands. Dust goblins are twisted creatures, tainted by many generations of life in a blasted wasteland. After a magical war devastated the dust goblins' homeland, they rose to become the most dominant inhabitants. They inhabit ancient ruins and ambush travelers who stray too close to their borders.

Twisted Minds. The lingering magical energy saturating the wastes of their home, coupled with the harsh conditions in which they scratch out a living, have tainted the minds of all dust goblins. Their thinking is alien and unfathomable to most creatures. Whereas most goblins are cowardly, dust goblins don't seem to experience fear. To the contrary, they enjoy wearing skull helmets and using ghostly whistles to frighten foes.

Owing to this alien mindset, dust goblins get along disturbingly well with aberrations. The creatures often forge alliances and work together for mutual benefit, while making their unnerving mark on communal lairs.

Dust goblins range from 2 to 4 feet tall, and weigh between 20 and 80 pounds.

DUST GOBLIN

Small humanoid (goblinoid), neutral evil

Armor Class 14 (leather armor)

Hit Points 5 (1d6 + 2)

Speed 40 ft.

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

Skills Stealth +7

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 1/4 (50 XP)

Twisted. When the dust goblin attacks a creature from hiding, its target must make a successful DC 10 Wisdom saving throw or be frightened until the end of its next turn.

Actions

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

Light Crossbow. *Ranged Weapon Attack*: +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Golem, Eye

An eye golem is muscular giant, well-proportioned with smooth, marble-white skin covered in eye-like sigils. When it opens one of its eyes opens for a moment, a beam as bright as the sun shines forth, piercing the darkness.

Covered in Arcana. Eye golems stand at least ten feet tall, and their magically durable hide is covered with real eyes as well as arcane sigils that resemble eyes.

Blinds Victims. An eye golem rarely kills its victims, but leaves them blinded, wandering and tormented, seeing only visions of the eye golem flashing through their memory. This drives some mad while others instead choose to serve the golem, becoming devoted to the one who still holds sight.

All Eyes Open. When killed, an eye golem does not simply fall down dead. All of its eyes open at once, a deafening bellow is heard for miles, and a blinding burst of light shines from the body. When the light and noise stop, hundreds of perfectly preserved eyeballs are left on the ground, still warm and fresh and without scars or damage. Thin beams of arcane energy connecting the eyes to their owners can be detected with a successful DC 25 Intelligence (Arcana) check. Those who wield the central eye once the golem is slain can use it to restore stolen eyes to their victims.

Constructed Nature. A golem doesn't require air, food, drink, or sleep.

EYE GOLEM

Large construct, unaligned

Armor Class 20 (natural armor)

Hit Points 157 (15d10 + 75)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (–1)	20 (+5)	5 (–3)	11 (+0)	1 (–5)

Skills Perception +8

Damage Immunities fire, poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantine

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

Senses truesight 120 ft., passive Perception 18

Languages understands the language of its creator, but can't speak

Challenge 11 (7,200 XP)

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

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

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

Actions

Multiattack. The golem makes two melee attacks.

Slam. *Melee Weapon Attack*: +10 to hit, reach 5ft., one target. *Hit:* 24 (4d8 + 6) bludgeoning damage.

Gaze of Ancient Light (Recharge 6). The golem emits a burst of blinding light, affecting all opponents within 30 feet who are visible to it. These creatures must make a successful DC 17 Constitution saving throw or be permanently blinded. All affected creatures, including those that save successfully, are stunned until the end of their next turn.

Primal Voice of Doom (1/Day). The golem intones a disturbing invocation of the sun god. Creatures within 30 feet of the golem must make a successful DC 17 Wisdom saving throw or become frightened Deaf or unhearing creatures are unaffected.

Shoot into the Sun (1 minute/day). When roused for combat, the golem opens many of its eyes, emitting blinding light. All ranged attacks, including ranged spells that require a spell attack roll, are made with disadvantage against the golem. The effect persists as long as the eye golem desires, up to a total of 1 minute (10 rounds) per day.

Golem, Hoard

A hoard golem is a pile of gold, jewelry, and weapons that can rise on its own like a tidal wave of riches, with a cold and determined face. A hoard golem can crash down with the weight of a fortune, flattening everything in its path.

Dragon Fears Made Real. The hoard golems were born from the paranoia of dragons. Despite their great physical and intellectual power, dragons are always suspicious of any creature willing to work for them. The first hoard golem was created when a dragon realized that there could be no guardian more trustworthy with its hoard than the hoard itself. Since then, the secret of hoard golem construction has emerged, and rich nobles have followed suit, enchanting their wealth to defend itself from thieves.

Patient Homebodies. As constructs, hoard golems are mindless, lying in wait for anyone other than their creator to come within striking distance. In the case of evil dragons, this may include the wyrmlings of dragon parents looking to establish dominance in the family. Hoard golems fight to the death, but they rarely leave the rooms they inhabit for fear that clever treasure hunters might trick the hoard into walking itself right out of the owner's den.

Silent and Wealthy. Hoard golems cannot speak. A hoard golem is 25 feet tall and weighs 20,000 lb. A hoard golem's body is composed of items—copper, silver, gold, works of art, armor, weapons, and magical items—worth at least 5,000 gp.

Constructed Nature. A golem doesn't require air, food, drink, or sleep.

HOARD GOLEM

Huge construct, unaligned

Armor Class 18 (natural armor)

Hit Points 161 (14d12 + 70)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	15 (+2)	20 (+5)	3 (–4)	11 (+0)	1 (–5)

Saving Throws Con +9

Skills Athletics +10, Perception +4

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantine

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

Senses darkvision 120 ft., passive Perception 14

Languages understands the language of its creator but can't speak

Challenge 12 (8,400 XP)

Strike with Awe. Creatures within 120 feet of an immobile hoard golem suffer disadvantage on Wisdom (Perception) checks. A creature's sheer glee on discovering a vast hoard of treasure distracts it from its surroundings.

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

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

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

Actions

Multiattack. The golem makes two slam attacks.

Slam. *Melee Weapon Attack*: +10 to hit, reach 10 ft., one target. *Hit:* 39 (6d10 + 6) bludgeoning damage.

Thieving Whirlwind (Recharge 5–6). The hoard golem transforms into a 20-foot radius whirlwind of the treasures of which it is composed. In this form, it has immunity to all slashing and piercing damage. As a whirlwind, it can enter other creatures' spaces and stop there. Every creature in a space the whirlwind occupies must make a DC 17 Dexterity saving throw. On a failure, a target takes 40 (6d10 + 7) bludgeoning damage and the whirlwind removes the most valuable visible item on the target, including wielded items, but not armor. If the saving throw is successful, the target takes half the bludgeoning damage and retains all possessions. The golem can remain in whirlwind form for up to 3 rounds, or it can transform back to its normal form on any of its turns as a bonus action.

Golem, Salt

A salt golem is a crudely sculpted, roughly humanoid crystalline form that shuffles about on wide, stump-like feet. Tiny salt crystals fall from its body in a glittering cloud with every step.

Coastal Druids. These unnatural creatures are created by druids and others living in coastal or desert regions, or by those who seek to wage war with creatures susceptible to the warding powers of salt. Stories tell of a druid who built a squad of nine salt golems to combat a rampaging zmey. The salt warriors waged a long hunt and eventually killed the powerful dragon in its lair while the creator druid and her wizard companion reaped the spoils of its hoard.

Crystalline and Silent. A salt golem has a crudely formed humanoid body made of crystalline salts. It wears no clothing or armor and carries no weapons or other possessions. It cannot speak—the only sound it makes is the susurrus of sliding sand as it moves. A salt golem is incapable of strategy or tactics. It mindlessly fights until it destroys its opponents or until ordered to stop by its creator.

Valuable Remains. A salt golem stands about eight feet tall and weighs around 1,000 lb. A salt golem's body is formed from a composite of at least 1,000 lb of rare salts and minerals worth at least 2,500 gp.

Constructed Nature. A golem doesn't require air, food, drink, or sleep.

SALT GOLEM

Large construct, unaligned

Armor Class 17 (natural armor)

Hit Points 110 (11d10 + 55)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (–1)	20 (+5)	3 (–4)	11 (–0)	1 (–5)

Skills Athletics +9

Damage Immunities fire, poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantine

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

Senses darkvision 120 ft., passive Perception 10

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

Challenge 10 (5,900 XP)

Blinding Salt Spray. Any time the golem is hit in combat, thousands of tiny salt crystals erupt from its body. All creatures within 5 feet of the golem must succeed on a DC 17 Dexterity saving throw or become blinded for 1d3 rounds.

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

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

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

Actions

Multiattack. The golem makes two slam attacks.

Slam. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. *Hit:* 27 (5d8 + 5) bludgeoning damage and the target must make a successful DC 17 Constitution saving throw or gain one level of exhaustion.

Golem, Smaragdine

This large statue of emerald-green crystal has a humanoid body with the head of an ibis. Tiny symbols and runes are etched into it, and portions are inlaid with bits of gold.

Occult Initiates. Smaragdine golems are crafted by disciples of occult esoterica to guard their secret meeting halls, sacred texts, and the arcane books of power.

Emerald Body. Though they seem to be made entirely of emeralds (and some are used in their construction), a smaragdine golem's body is closer to enchanted glass than to gemstones, a sad truth that has disappointed many plunderers.

A Maker's Privilege. Though smaragdine golems are sometimes given to powerful mages, scholars, theurgists, and hierophants as a token of esteem, they are always subject first to the magic and orders of their creators.

Constructed Nature. A golem doesn't require air, food, drink, or sleep.

SMARAGDINE GOLEM

Large construct, unaligned

Armor Class 17 (natural armor)

Hit Points 231 (22d10 + 110)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	11 (+0)	21 (+5)	3 (−4)	11 (+0)	1 (−5)

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantine

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

Senses darkvision 120 ft., passive Perception 10

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

Challenge 14 (11,500 XP)

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

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

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

Absorb Magic. As a bonus action, the golem targets any creature, object, or magical effect within 10 feet of it. The golem chooses a spell already cast on the target. If the spell is of 3rd level or lower, the golem absorbs the spell and it ends. If the spell is of 4th level or higher, the golem must make a check with a +9 modifier. The DC equals 10 + the spell's level. On a successful check, the golem absorbs the spell and it ends. The golem's body glows when it absorbs a spell, as if under the effect of a *light* spell. A smaragdine golem can only hold one absorbed spell at a time.

Actions

Multiattack. The golem makes two slam attacks.

Slam. *Melee Weapon Attack*: +12 to hit, reach 5 ft., one target. *Hit:* 25 (4d8 + 7) bludgeoning damage.

Release Spell. The golem can release an absorbed spell effect as a blast of green energy, which blasts out as a sphere centered on the golem with a radius of 10 feet per level of the absorbed spell. All creatures in the area of effect other than the golem takes 7 (2d6) lightning damage per level of the absorbed spell, or half damage with a successful DC 18 Dexterity saving throw. Creatures that fail the saving throw are also blinded until the end of the golem's next turn.

Smaragdine Golems in Midgard

Smaragdine golems are creations of the Emerald Order. Because they are grown from fragments of the Emerald Tablet, the golems embody the wisdom and knowledge of Thoth-Hermes. This makes them strangely susceptible to spells that normally have no effect on the mindless.

Their link to the Tablet also means that these golems can track them unerringly, so long as both the tablets and the golems are on the same plane. When tracking this way, the golems act with uncanny intelligence. Rather than blindly blundering through obstacles, they seek a doorway or another path, taking an indirect path if necessary, but always moving closer to the tablets.

Golem, Steam

With wicked axe blades fastened along its arms and bronze runes inlaid on its armored torso, a steam golem is a smooth-running machine of death.

Boilers and Hydraulics. A steam golem is built around a central boiler with clockwork gears and hydraulic cylinders powering its legs and arms. Most steam golems have axe blades welded onto each of their arms, and many can extend one arm into a single, long-hafted axe for additional reach. They tower 10 feet tall, and their legs are often built with reversed knee joints for greater leverage when they move. The eyes of a steam golem glow orange or red from its internal fires.

Steam Whistle. A steam golem has four to six vents for releasing steam. These whistles are mounted over the shoulders and can be heard at distances up to a mile in open terrain.

Fuel Required. A steam golem's machinery consumes 30 lb. of coal and 100 gallons of water per day if it engages in more than brief combat. When resting or standing guard, a steam golem needs just one third of those amounts.

Constructed Nature. A golem doesn't require air, food, drink, or sleep.

STEAM GOLEM

Large construct, unaligned

Armor Class 18 (natural armor)

Hit Points 171 (18d10 + 72)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	12 (+1)	18 (+4)	3 (–4)	10 (+0)	1 (–5)

Damage Immunities fire, poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantine

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

Senses darkvision 120 ft., passive Perception 10

Languages understands its creator's languages but can't speak

Challenge 13 (10,000 XP)

Boiler Weakness. A steam golem that's immersed in water or whose boiler is soaked with at least 20 gallons of water (such as from a water elemental) may be stopped in its tracks by the loss of steam pressure in the boiler. In the case of a water elemental, dousing a steam golem destroys the elemental and the golem must make a DC 20 Constitution saving throw. If it succeeds, the water instantly evaporates and the golem continues functioning normally. If it fails, the golem's fire is extinguished and the boiler loses pressure. The steam golem acts as if affected by a *slow* spell for 1d3 rounds, then becomes paralyzed until its fire is relit and it spends 15 minutes building up pressure.

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

Extend Long Ax. A steam golem can extend or retract one arm into long ax form as a bonus action.

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

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

Actions

Multiattack. The steam golem makes two ax arm attacks, or one long axe attack.

Ax Arm. *Melee Weapon Attack*: +13 to hit, reach 5 ft., one target. *Hit:* 22 (4d6 + 8) slashing damage.

Long Axe. *Melee Weapon Attack*: +13 to hit, reach 10 ft., one target. *Hit:* 40 (5d12 + 8) slashing damage.

Steam Blast (Recharge 5–6). A steam golem can release a blast of steam. The golem chooses whether to affect a 5-foot radius around itself or a 20-foot cube adjacent to itself. Creatures in the affected area take 38 (7d10) fire damage, or half damage with a successful DC 17 Constitution saving throw.

Reactions

Whistle. When an opponent within 30 feet of the golem tries to cast a spell, the steam golem can emit a shriek from its twin steam whistles. The spellcaster must make a DC 17 Constitution saving throw. If the save succeeds, the spell is cast normally. If it fails, the spell is not cast; the spell slot is not used, but the caster's action is.

Gray Thirster

This dried-out body of a long dead traveler is still clad in the tattered remains of his clothes. Skin as dry as parchment clings to the bones that are clearly distinguishable underneath. A hoarse moaning emanates from the dry, cracked lips.

Thirsting Undead. The greatest danger to people traversing badlands and deserts is thirst, and even the best prepared can find themselves without water. The lucky ones die quickly, while those less fortunate linger in sun-addled torment for days. These souls sometimes rise from the sand as gray thirsters, driven to inflict the torment they suffered upon other travelers.

Destroy Wells and Oases. Gray thirsters destroy or foul sources of water and often lurk nearby to ambush those seeking clean water.

Thirsting Caravan. Though they hunt alone, in at least one case an entire caravan died of thirst and rose again as gray thirsters. Called the dust caravan, it prowls the deep desert accompanied by skinchanging gnolls, shrieking ghouls, and a mummy lord, building a strange nomadic army.

Undead Nature. A gray thirster doesn't require air, food, or sleep.

GRAY THIRSTER

Medium undead, neutral evil

Armor Class 13

Hit Points 39 (6d8 + 12)

Speed 30 ft.

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

Skills Stealth +5

Damage Resistances bludgeoning, necrotic

Damage Immunities fire, poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 60 ft., passive Perception 11

Languages understands all languages it knew in life but can't speak

Challenge 2 (450 XP)

Thirst. The gray thirster projects a 30-foot aura of desiccating thirst. The first time a creature enters the aura on its turn, or when it starts its turn in the aura, it must make a successful DC 12 Constitution saving throw or gain one level of exhaustion. If the saving throw is successful, the creature is immune to the gray thirster's Thirst for the next 24 hours.

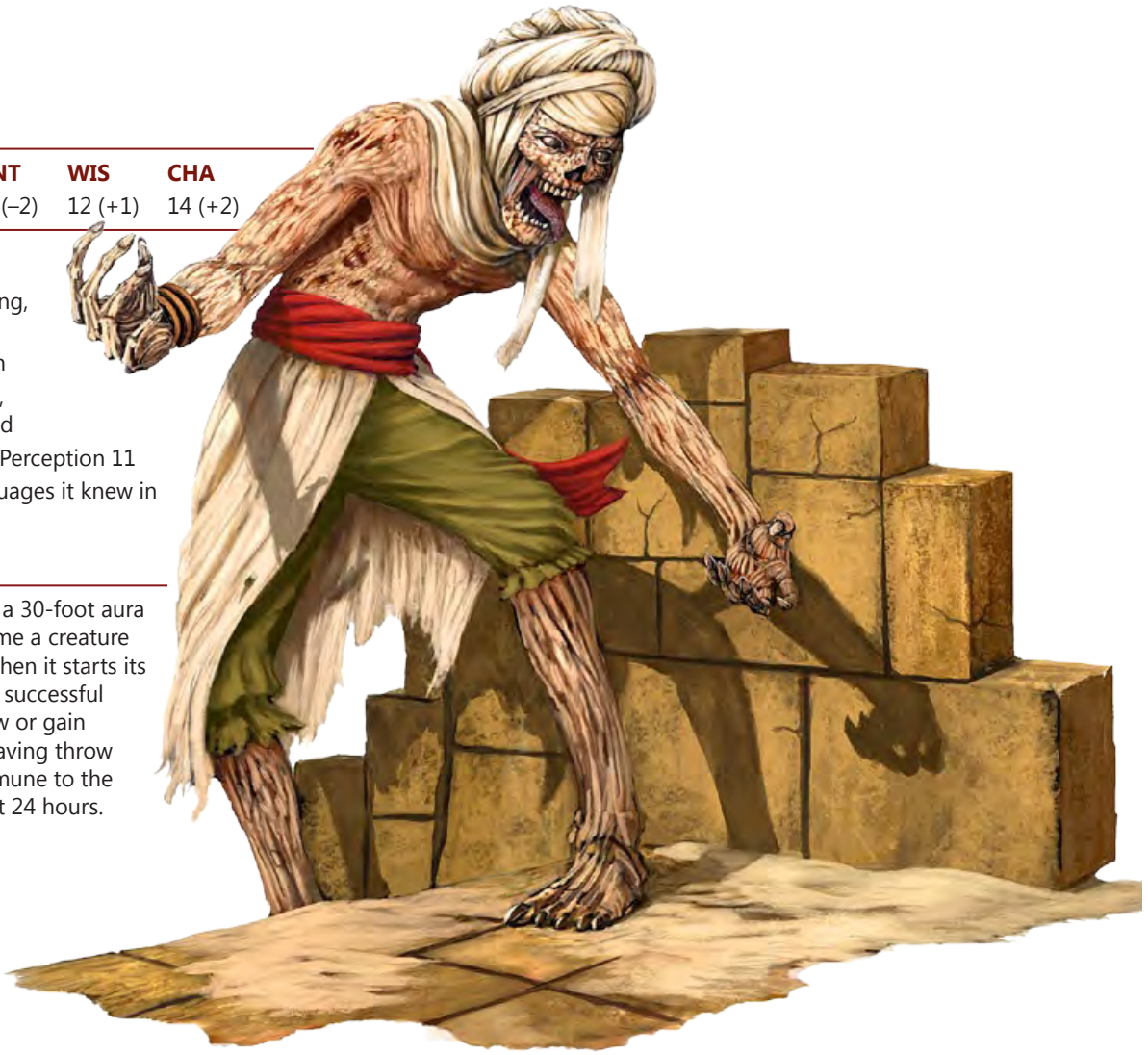
Actions

Multiattack: The gray thirster makes two claw attacks and one Withering Turban attack.

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

Withering Turban. *Melee Weapon Attack*: +5 to hit, reach 10 ft., one creature. *Hit:* 5 (1d4 + 3) necrotic damage. If the target failed a saving throw against the Thirst trait at any point in this encounter, its hit point maximum is reduced by an amount equal to the damage it took from this attack. This reduction lasts until the target has no exhaustion levels.

Drought (1/Day). The gray thirster draws the moisture from a 20-foot radius area centered on itself. Nonmagical water and other liquids in this area turn to dust. Each creature that is neither undead nor a construct in the area takes 9 (2d8) necrotic damage, or half damage with a successful DC 13 Constitution saving throw. Plants, oozes, and creatures with the Amphibious, Water Breathing, or Water Form traits have disadvantage on this saving throw. Liquids carried by a creature that makes a successful saving throw are not destroyed.



Gremlin, Rum

Found on docks and ships, these small, pot-bellied monstrosities have bright green hair, orange eyes, and a drunken stare. They are only a foot tall and weigh ten lb, but they are renowned for causing mischief far beyond their tiny size. Their mouths are filled with razor-sharp teeth.

Drunken Aura. Rum gremlins make their homes near the docks of seaside towns and some are known to stow away on ships. Each rum gremlin radiates a magic aura causing drunkenness affecting any creatures in the area. Those affected find it difficult to stay on their feet and may become sick from the effect.

Sailor Victims. The little horrors often create distracting sounds and small traps. Rum gremlins prey on sailors and dockworkers, working in groups to swarm affected victims who they drag into their lairs below docks or in the holds of ships. They also take great delight in the collateral damage their magic can wreak, frequently sparking accusations and quarrels in places they inhabit before picking off isolated victims.

Rat Friends. Rum gremlins are often found with rat swarms or doppelrats they have trained to help protect their nests. The sound of bells drives rum gremlins into a rage and they will go to great lengths to destroy the source of their torment.

RUM GREMLIN

Tiny fey, chaotic evil

Armor Class 13

Hit Points 22 (5d4 + 10)

Speed 20 ft., climb 10 ft., swim 10 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	12 (+1)	9 (–1)	12 (+1)

Skills Stealth +5

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 10

Languages Common

Challenge 1/2 (100 XP)

Innate Spellcasting. The gremlin's innate spellcasting ability is Charisma (spell save DC 11). It can innately cast the following spells, requiring no material components:

At will: *prestidigitation*

3/day: *hex*

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

Actions

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

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

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

Aura of Drunkenness. A rum gremlin radiates an aura of drunkenness to a radius of 20 feet. Every creature that starts its turn in the aura must make a successful DC 12 Constitution saving throw against poison or be poisoned for one hour. Creatures that have drunk any alcohol during the previous hour have disadvantage on the saving throw. While affected by this poison, a creature falls prone if it tries to move more than half its speed during a turn.

Rum Gremlins in Midgard

Legends say the rum gremlins originated when Loki bet Ninkash she couldn't craft a brew potent enough to knock him out in a drinking contest. Ninkash won the contest, but a band of mites watching the contest made off with the remaining beer and transformed into the first rum gremlins.

Grim Jester

A skeletal cadaver bedecked in the motley attire of a fool capers about while making jokes that mock mortality.

Amusing Death. When a jester on his deathbed moves an evil death god to laughter, the fool sometimes gains a reprieve. becoming a grim jester, whose pranks serve to entertain the god of death. Their purpose is to bring an end to mortal lives in a gruesome, comic, and absurd manner. As long as such jesters keep the death god amused, their continued unlife is assured.

Grisly Humor. A grim jester's jokes are not funny to their victims, but they offer a grim finality in combat. A killing joke might be absurd, such as "Here is your final pineapple soul, a parting gift, goodbye." or sheer braggadocio such as "Your footwork is atrocious, and your spell's lost its focus, your party's no match for my hocus-pocus." Others might be high-flown, such as "Mortal, your time has come, the bell within your skull does ring, ding, dong, dead." Grim jesters are famous for grim, bitter mockery such as "Your blood on fire, your heart pumps its last, show me now a hero's last gasp!" or "Odin's raven has come for you; the Valkyries were busy. You lose, mortal."

A grim jester's mockery rarely entertain the living—but gods of death, chained angels, and demons find them quite amusing.

Randomness. Grim jesters often get their hands on *wands of wonder* and scrolls of chaos magic. Beware the grim jester with a *deck of many things*—they are quite talented in pulling cards whose magic then applies to foes and spectators.

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

GRIM JESTER

Medium undead, chaotic evil

Armor Class 18 (natural armor)

Hit Points 136 (16d8 + 64)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	22 (+6)	18 (+4)	16 (+3)	16 (+3)	20 (+5)

Saving Throws Dex +10, Con +8, Cha +9

Skills Acrobatics +10, Deception +9, Perception +7, Performance +9, Sleight of Hand +10, Stealth +10

Damage Resistances cold

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

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 17

Languages Abyssal, Celestial, Common, Gnomish, telepathy 60 ft.

Challenge 11 (7,200 XP)

Innate Spellcasting. The jester's spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). It can innately cast the following spells requiring no components:

At will: *disguise self, grease, inflict wounds, magic mouth, misty step*

3/day each: *contagion, mirror image*

1/day each: *delayed blast fireball, finger of death, mislead, seeming*

Last Laugh. Unless it is destroyed in a manner amusing to the god of death that created it, the grim jester is brought back after 1d20 days in a place of the god's choosing.

Mock the Dying. Death saving throws made within 60 feet of the jester have disadvantage.

Turn Resistance. The jester has advantage on saving throws against any effect that turns undead.

Actions

Joker's Shuffle (recharge 6). The jester forces one Medium or Small humanoid within 60 feet to make a DC 17 Charisma saving throw. If the saving throw fails, the jester and the target exchange locations via teleportation and an illusion causes them to swap appearance: the jester looks and sounds like the target, and the target looks and sounds like the jester. The illusion lasts for 1 hour unless it is dismissed earlier by the jester as a bonus action, or dispelled (DC 17).

Killing Joke (recharge 6). The jester performs an ancient, nihilistic joke of necromantic power. This joke has no effect on undead or constructs. All other creatures within 60 feet of the jester must make a DC 17 Wisdom saving throw. Those that fail fall prone in a fit of deadly laughter. The laughter lasts 1d4 rounds, during which time the victim is incapacitated and unable to stand up from prone. At the end of its turn each round, an incapacitated victim must make a successful DC 17 Constitution saving throw or be reduced to 0 hit points. The laughter can be ended early by rendering the victim unconscious or with *greater restoration* or comparable magic.

Reactions

Ridicule Hope (recharge 4-6). When a spell that restores hit points is cast within 60 feet of the jester, the jester can cause that spell to inflict damage instead of curing it. The damage equals the hit points the spell would have cured.

Gug

The gugs are giants of the underworld, long since banished into dark realms for their worship of the eldest and foulest gods.

Underworld Godlings. Gugs enjoy smashing and devouring lesser creatures, and their burbling and grunting speech displays a surprising and malign intelligence to those few who can understand it. Gugs are occasionally worshipped by tribes of derro, and their strange underworld cities are filled with filled with esoteric monoliths and constructs.

Nocturnal Raiders. While gugs are banished into the underworld in mortal realms, they regularly flout this prohibition by raiding the surface by night. They also spend much time in the Dreamlands and the Ethereal plane; some gug warlocks and sorcerers are said to travel the planes with entourages of fext or noctiny.

Prey on Ghouls. Gugs devour ghouls and darakhul as their preferred foodstuffs. When these are not available, they seem to prefer carrion and particular varieties of psychotropic mushrooms, as well as something that is best described as candied bats.

GUG

Huge giant, neutral evil

Armor Class 17 (natural armor)

Hit Points 270 (20d12 + 140)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	25 (+7)	10 (+0)	8 (-1)	14 (+2)

Saving Throws Str +12, Dex +4, Con +11, Cha +6

Skills Athletics +11, Perception +3, Stealth +4

Damage Immunities poison

Condition Immunities confusion, exhaustion, paralysis, poisoned

Senses darkvision 240 ft., passive Perception 13

Languages Deep Speech, Giant, Undercommon

Challenge 12 (8,400 XP)

Towering Strength. A gug can lift items up to 4,000 pounds as a bonus action.

Actions

Multiattack. The gug makes two slam attacks, two stomp attacks, or one of each.

Slam. *Melee Weapon Attack*: +11 to hit, reach 10 ft., one creature. *Hit:* 16 (2d8 + 7) bludgeoning damage. If a creature is hit by this attack twice in the same turn, the target must make a successful DC 19 Constitution saving throw or gain one level of exhaustion.

Stomp. *Melee Weapon Attack*. +11 to hit, reach 10 ft. *Hit:* 20 (2d12 + 7) bludgeoning damage.

Legendary Actions

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

Move. The gug moves up to half its speed.

Attack. The gug makes one slam or stomp attack.

Grab. *Melee Weapon Attack*: +11 to hit, reach 10 ft., one target. *Hit:* the target is grappled (escape DC 17).

Swallow. The gug swallows one creature it has grappled. The creature takes 26 (3d12 + 7) bludgeoning damage immediately plus 13 (2d12) acid damage at the start of each of the gug's turns. A swallowed creature is no longer grappled but is blinded and restrained, and has total cover against attacks and other effects from outside the gug. If the gug takes 75 points of damage in a single turn, the swallowed creature is expelled and falls prone next to the gug. When the gug dies, a swallowed creature can crawl from the corpse by using 10 feet of movement.

Throw. The gug throws one creature it has grappled. The creature is thrown a distance of 2d4 times 10 feet in the direction the gug chooses, and takes 20 (2d12 + 7) bludgeoning damage (plus falling damage if they are thrown into a chasm or off a cliff). A gug can throw a creature up to Large size. Small creatures are thrown twice as far, but the damage is the same.

Hag, Blood

This bent-backed crone has long, leathery arms and cruel, flesh-shearing talons. Her face is a misshapen mass of leathery flesh with a bulbous nose, like a gnarled knot on an old oak tree.

Vampiric Origins. Blood hags have long skulked on the fringes of society. The first blood hags appeared when a red hag mated with a mad vampire archmage—their offspring became the first blood hags. Many more followed.

Face Stealers. Blood hags prey on mankind, stealing their seed to propagate, their blood to satisfy their insatiable thirst, and their faces as trophies of these short-lived and bloody trysts.

Worm Hair. A blood hag's hair is a morass of wriggling worms, ever thirsty for fresh blood.

BLOOD HAG

Medium fey, chaotic evil

Armor Class 16 (natural armor)

Hit Points 178 (21d8 + 84)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	19 (+4)	21 (+5)	17 (+3)

Saving Throws Dex +7, Con +8, Cha +7

Skills Deception +7, Intimidation +7, Perception +9, Stealth +7

Condition Immunities charmed, poisoned

Senses blood sense 90 ft., darkvision 60 ft., passive Perception 19

Languages Common, Giant, Infernal, Sylvan, Trollkin

Challenge 11 (7,200 XP)

Blood Sense. A blood hag automatically senses the blood of living creatures within 90 feet and can pinpoint their locations within 30 feet.

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

At will: *disguise self, knock, minor illusion, misty step, pass without trace, protection from evil and good, tongues, water breathing*

3/day each: *bestow curse, invisibility, mirror image*

1/day each: *cloudkill, modify memory*

Actions

Multiattack. The blood hag makes two claw attacks and one blood-drinking hair attack.

Blood-Drinking Hair. *Melee Weapon Attack*: +9 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 + 5) piercing damage and a Medium or smaller target is grappled (escape DC 15). A grappled creature takes 13 (2d8 + 3) necrotic damage at the start of the hag's turns, and the hag heals half as many hit points. The hag gains excess healing as temporary hit points. The hag can grapple one or two creatures at a time. Also see Face Peel.

Claws. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. *Hit:* 19 (4d6 + 5) slashing damage.

Call the Blood. The blood hag targets a living creature within 30 feet that she detects with her blood sense and makes the target bleed uncontrollably. The target must make a successful DC 16 Constitution saving throw or suffer one of the effects listed below. A target that saves successfully cannot be affected by this hag's ability again for 24 hours.

1. **Blood Choke Curse**. The target's mouth fills with blood, preventing any speech or spellcasting with verbal components for 1 minute.
2. **Blood Eye**. The target's eyes well up with bloody tears. The target is blinded for 1 minute.
3. **Heart Like Thunder**. The target hears only the rushing of blood and their thumping heart. They are deaf for 1 minute.
4. **Rupturing Arteries**. The victim suffers 7 (2d6) slashing damage as its veins and arteries burst open. The target repeats the saving throw at the beginning of each of its turns. It takes 3 (1d6) necrotic damage if the saving throw fails, but the effect ends on a successful save.

Face Peel. The blood hag peels the face off one grappled foe. The target must make a DC 17 Dexterity saving throw. If the saving throw fails, the face is torn off; the target takes 38 (8d6 + 10) slashing damage and is stunned until the start of the hag's next turn. If the save succeeds, the target takes half damage and isn't stunned. *Heal*, *regeneration*, or comparable magic restores the stolen features; other curative magic forms a mass of scar tissue. The peeled-off face is a tiny, animated object (per the spell—20 HP, AC 18, no attack, Str 4, Dex 18) under the hag's control. It retains the former owner's memories and personality. Blood hags keep such faces as trophies, but they can also wear someone's face to gain advantage on Charisma (Deception) checks made to imitate the face's former owner.

Hag, Mirror

A mirror hag forces an unsuspecting creature to reflect on its own superficiality by gazing into the hag's horrible face.

Hideous Hex. Until a creature can see past the hag's deformities, it suffers the pain of a disfigured life. Some mirror hags do this for the betterment of all, but most do it because causing pain amuses them.

Warped Features. Mirror hags are hunchbacked, with growths and lesions covering their skin. Their joints misalign, and the extremities of their bones press against their skin. However, it is their faces that inspire legends: the blackest moles sprouting long white hairs, noses resembling half-eaten carrots, and eyes mismatched in size, color, and alignment. If a creature recoils from a mirror hag's looks, she bestows her reconfiguring curse on it.

Mirror Covens. Mirror hags can form a coven with two other hags. Generally, mirror hags only form covens with other mirror hags, but from time to time a mirror hag will join a coven of witches or green hags.

MIRROR HAG

Medium fey, chaotic neutral

Armor Class 16 (natural armor)

Hit Points 168 (16d8 + 96)

Speed 30 ft., fly 10 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	22 (+6)	12 (+1)	14 (+2)	19 (+4)

Damage Resistances thunder

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 12

Languages Common

Challenge 6 (2,300 XP)

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

At will: *disguise self, inflict wounds* (4d10), *message, ray of enfeeblement*

1/day each: *detect thoughts, dispel magic, lightning bolt, locate creature, shillelagh, stinking cloud, teleport*

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

Confounding Ugliness. When confronting a mirror hag at any range, a creature must make a choice at the start of each of its turns: either avert its eyes so that it has disadvantage on attack rolls against the hag until the start of its next turn, or look at the hag and make a DC 15 Constitution saving throw. Failure on the saving throw leaves the character stunned until the start of its next turn.

Actions

Multiattack. A mirror hag can use its Reconfiguring Curse and make one melee attack.

Bite. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 21 (4d8 + 3) piercing damage, or 39 (8d8 + 3) piercing damage against a stunned target.

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

Reconfiguring Curse. The mirror hag curses a living creature within 60 feet, giving it beastly or hideous features. The target of the reconfiguring curse must succeed on a DC 15 Constitution saving throw or take 1d6 Charisma damage. A successful save renders the target immune to further uses of that hag's curse for 24 hours.

Hag, Red

An elder race—much older than the elves, and as old as the dragons, they claim—red hags are the most cunning and longest-lived of the hags, having a lifespan of more than a thousand years.

Beautiful and Strong. Unlike their hag kin, red hags are not horrid to look upon, and most are considered comely in their own right. Few know anything about them, and the hags do little to enlighten them, preferring their seclusion.

Tied to Nature. The hags have a deep connection with all elements of nature, and they often make their homes in deep forests, in caves, or alongside coastlines.

Blood Magic. Because of their close connection to nature, red hags often serve as druids. Within their druidic circles, however, they practice blood sacrifices and perform ritualistic blood magic—both to slake their craving for humanoid blood, but also as a means to venerate Hecate, goddesses of dark magic. Red hags also favor the cleric and wizard classes; few ever seek a martial path. The ancient hags all answer to a hierarchy.

RED HAG

Medium fey, neutral evil

Armor Class 15 (natural armor)

Hit Points 119 (14d8 + 56)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	18 (+4)	18 (+4)	22 (+6)	15 (+2)

Skills Arcana +9, Deception +5, Insight +7, Perception +9

Condition Immunities charmed, poisoned

Senses blood sense 90 ft., darkvision 60 ft., passive Perception 16

Languages Common, Druidic, Giant

Challenge 7 (2,900 XP)

Amphibious. The hag can breathe air and water.

Spellcasting. The hag is an 8th-level spellcaster. Her spellcasting ability is Wisdom (Spell save DC 17, +9 to hit with spell attacks). She requires no material components to cast her spells. The hag has the following druid spells prepared:

Cantrips (at will): *animal friendship* (red hags treat this as a cantrip), *poison spray, thorn whip*

1st level (4 slots): *cure wounds, entangle, speak with animals*

2nd level (3 slots): *barkskin, flame blade, lesser restoration*

3rd level (3 slots): *call lightning, conjure animals, dispel magic, meld into stone*

4th level (2 slots): *control water, dominate beast, freedom of movement, hallucinatory terrain*

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

Blood Sense. A red hag automatically senses the presence of the blood of living creatures within 90 feet and can pinpoint their locations within 30 feet.

Actions

Claws. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 17 (3d8 + 4) slashing damage.

Siphoning Aura (Recharge 5–6). The red hag radiates an aura in a 30-foot radius, lasting for 3 rounds, that draws all fluids out through a creature's mouth, nose, eyes, ears, and pores. Every creature of the hag's choosing that starts its turn in the affected area takes 18 (4d6 + 4) necrotic damage, or half damage with a successful DC 15 Constitution saving throw.

Red Hags in Midgard

Red hags are more sociable among their own kind than other hags are, and may even live in small communities in remote areas. In ancient times, they settled together in larger clusters and ruled small cities of mixed populations—especially in Old Verrayne. Their current leader is Blood Mother Margase, an ancient druid.

Their greatest city, Talitheos, an island metropolis of vast wealth and magical knowledge, sunk during the cataclysm, and the hags have been seeking its ruins ever since.

Hag, Sand

This withered crone glares malevolently, her face framed by lank gray hair. Her malicious grin is filled with shark teeth, and drool trickles from her lips.

Hatred of Beauty. Sand hags are terrifying crones that haunt desert ruins and forgotten oases. Their hatred for things of beauty and peace is terrible to behold. A sand hag uses her illusions and mimicry to lure travelers into an ambush.

False Oasis. They delight in tricking a caravan into an illusory oasis, killing all the riding animals and pack animals so the travelers can't flee, and then terrifying and slaughtering them one by one.

Drain Bodies. For the slaughter of animals or humanoids, a sand hag prefers to rely on her claws, which drain the moisture from their victims. They leave the mummified remnants in postures of life—tied to a saddle, or atop a guard tower—to terrify others.

Sand hags stand 6 to 7 feet tall, weigh less than 150 lb., and dress in torn and tattered robes. Although skeletally thin, a sand hag's apparent frailty belies her prodigious strength.

SAND HAG

Medium monstrosity, chaotic evil

Armor Class 17 (natural armor)

Hit Points 112 (15d8 + 45)

Speed 30 ft., burrow 30 ft.

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

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

Senses darkvision 120 ft., passive Perception 15

Languages Common, Dwarvish, Giant, Gnomish

Challenge 5 (1,800 XP)

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

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

At will: *invisibility*

2/day each: *hallucinatory terrain, major image*

Mimicry. The sand hag can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations only with a successful DC 14 Wisdom (Insight) check.

Scorpion Step. The sand hag walks lightly across sandy surfaces, never sinking into soft sand or leaving tracks. When in sand terrain, the sand hag ignores difficult terrain, doesn't leave tracks, and gains tremorsense 30 ft.

ACTIONS

Multiattack: The sand hag makes two claw attacks.

Claw. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage. If the target is a creature, it must make a successful DC 12 Constitution saving throw or gain one level of exhaustion.

Scouring Sirocco (Recharge 5–6). The sand hag generates a blast of hot wind in a 30-foot line or a 15-foot cone. Creatures inside it take 14 (4d6) slashing damage plus 7 (2d6) fire damage and are blinded for 1 minute; a successful DC 14 Constitution saving throw halves the damage and negates the blindness. A blinded creature repeats the saving throw at the end of each of its turns, ending the effect on itself on a success. The affected area (line or cone) is heavily obscured until the end of the sand hag's next turn.

Change Shape. The hag polymorphs into a Small or Medium female humanoid, or back into her true form. Her statistics are the same in each form. Any equipment she is wearing or carrying isn't transformed. She reverts to her true form if she dies.

Harpy, Owl

This winged woman's face is wreathed in a headdress of feathers; her luminous eyes and aquiline nose lend beauty to her feral demeanor. Her sharp, taloned feet seem even more inhuman by comparison.

Harpy Queens. An owl harpy is a queen among her kind, possessing superior grace and intelligence and an owl's predatory instinct and savage appetite. Owl harpies never grow hair, only feathers, which often wreathe their faces and crown their heads like a headdress. Their taloned feet are strong and razor sharp. They are much stronger fliers than lesser harpies; they swoop and hover in mid-air with ease to tear their prey apart. They are found in temperate climates as well as in deserts and jungles.

Noctural Magic. Owl harpies practice a rare, potent magic associated with darkness and the night. They can counter most light sources easily. So refined is their hearing that neither darkness nor invisibility detracts from their ability to hunt their quarry. Their acute hearing also means that thunder attacks distress them.

Servants of Alquam. Owl harpies are natural (if irredeemably evil) bards thanks to their sharp wits, and most are zealous followers of Alquam, demon lord of night. Less common but not unheard of are owl harpy oracles, scholars, and collectors. These savants are known to exchange their knowledge and insights for companionship or for unusual gifts and treasures.

OWL HARPY

Medium monstrosity, neutral evil

Armor Class 14

Hit Points 112 (15d8 + 45)

Speed 20 ft., fly 80 ft. (hover).

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	16 (+3)	11 (+0)	14 (+2)	14 (+4)

Skills Performance +7, Stealth +6 (+9 while flying)

Damage Vulnerabilities thunder

Senses blindsight 60 ft., passive Perception 12

Languages Common, Abyssal, Giant

Challenge 5 (1,800 XP)

Dissonance. The owl harpy can't use its blindsight while deafened.

Innate Spellcasting. The owl harpy's innate spellcasting ability is Charisma. The owl harpy can innately cast the following spells, requiring no material components:

3/day: *darkness*

Actions

Multiattack. The owl harpy makes two claw attacks and two talon attacks.

Claws. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage.

Talons. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Hovering Darkness. An owl harpy that hovers in flight can shake a fine, magical dander from her wings over a creature within 20 feet and directly below her. The creature must succeed on a DC 15 Constitution saving throw or fall unconscious and be poisoned for 10 minutes. It wakes up if it takes damage or if a creature uses an action to shake it awake, but waking up doesn't end the poisoning.

Luring Song. The owl harpy sings a magical melody. Every humanoid and giant within 300 feet of the harpy that can hear the song must succeed on a DC 15 Wisdom saving throw or be charmed until the song ends. The harpy must use a bonus action on its subsequent turns to continue singing. It can stop singing at any time. The song ends if the harpy becomes incapacitated.

While charmed by the harpy, a target is incapacitated and ignores the songs of other harpies. A charmed target that is more than 5 feet away from the harpy must move at its highest rate (including dashing, if necessary) along the most direct route to get within 5 feet of the harpy. The charmed creature doesn't maneuver to avoid opportunity attacks, but it can repeat the saving throw every time it takes damage from anything other than the harpy. It also repeats the saving throw before entering damaging terrain (lava or a pit, for example), if the most direct route includes a dangerous space. A creature also repeats the saving throw at the end of each of its turns. A successful saving throw ends the effect on that creature and makes the creature immune to this harpy's song for 24 hours.

Haugbui

A thick swirl of dust rises, settles, and forms the vague outline of a man—two points of yellow light shine where its eyes should be, staring malevolently.

Mound Haunter. A haugbui is an undead spirit tied to its burial mound or barrow. It serves as a familiar, protective spirit to nearby farmsteads or villages, so long as tribute is regularly paid to the haugbui. Traditional offerings may include pouring the first beer from a barrel, leaving portions of meals out overnight, sacrificing blood or livestock, or burying a portion of any income in the mound. A freshly-woken haugbui devours the remains of creatures it was buried with, such as a hawk, hound, or horse.

Milder Spirits. Haugbuis are related to vaettir, but much older. They are more humble and less prone to taking umbrage, and indeed, a great many haugbui have long since forgotten their own names. They are not quick to spill blood when irritated, and thus are viewed with greater tolerance by the living.

Scrye and Watch. They prefer to watch over their people from within their mound, and only come forth over the most grievous insults or injuries. They can do a great deal from within their mounds thanks to their scrying ability.

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

HAUGBUI

Medium undead, lawful neutral

Armor Class 18 (natural armor)

Hit Points 136 (16d8 + 64)

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

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	18 (+4)	15 (+2)	20 (+5)	16 (+3)

Saving Throws Dex +8, Con +9, Wis +10

Skills Arcana +7, History +7, Intimidation +8, Perception +10, Religion +12

Damage Resistances cold, lightning, necrotic

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses truesight 60 ft., passive Perception 20

Languages the languages it spoke in life; telepathy 120 ft.

Challenge 13 (10,000 XP)

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

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

Constant: *detect thoughts, invisibility, mage hand, scrying*

At will: *dancing lights, druidcraft, mending, spare the dying*

7/day each: *bane, create or destroy water, fog cloud, purify food and drink*

5/day each: *blindness/deafness, gust of wind, locate object, moonbeam, shatter*

3/day each: *bestow curse, dispel magic, plant growth, remove curse, telekinesis*

1/day each: *blight, contagion, dream*

1/week each: *geas, hallow*

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

Sepulchral Scrying (1/Day). An invisible magical eye is created under the haugbui's control, allowing it to watch its territory without leaving the burial mound. The eye travels at the speed of thought and can be up to 5 miles from the haugbui's location. The haugbui can see and hear as if it were standing at the eye's location, and it can use its innate spellcasting abilities as if it were at the eye's location. The eye can be noticed with a successful DC 18 Wisdom (Perception) check and can be dispelled as if it were 3rd-level spell. Spells that block other scrying spells work against Sepulchral Scrying as well. Unless dismissed by its creator or dispelled, lasts for up to 12 hours after its creation; only one can be created per 24-hour period.

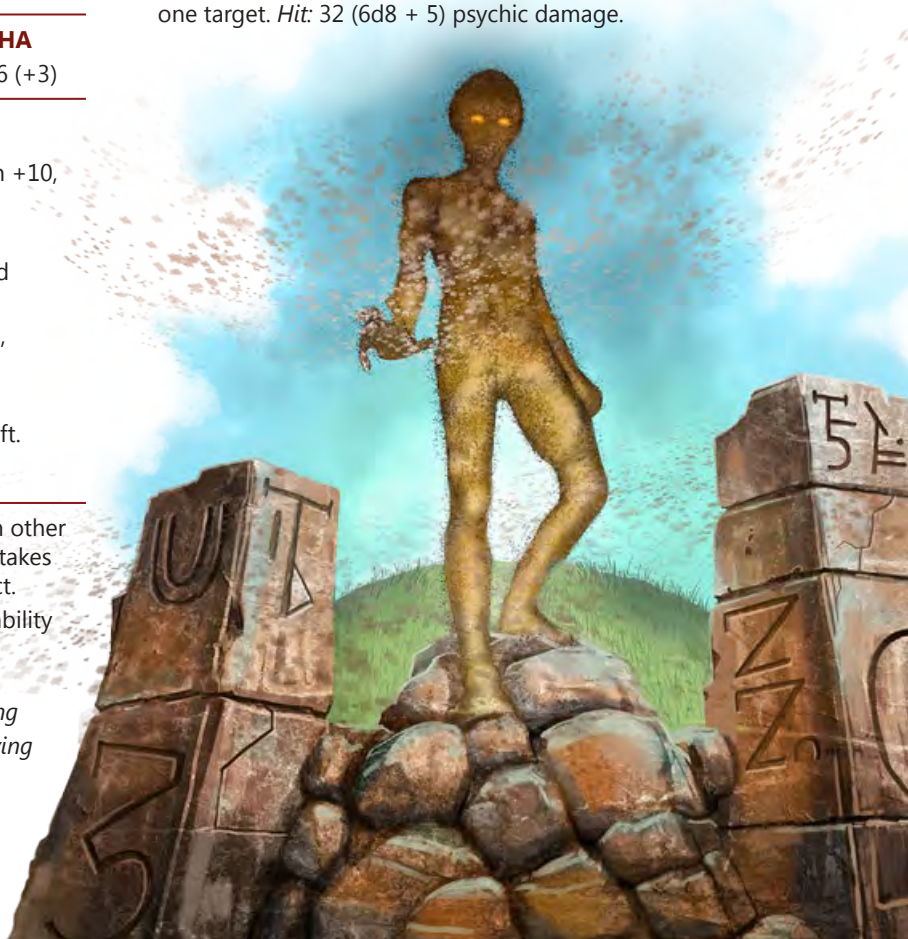
Sunlight Sensitivity. While in sunlight, the haugbui has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Turn Resistance. The haugbui has advantage on saving throws against any effect that turns undead.

Actions

Multiattack. The haugbui makes two psychic claw attacks.

Psychic Claw. Ranged Magical Attack: +10 to hit, range 40 ft., one target. *Hit:* 32 (6d8 + 5) psychic damage.



Herald of Blood

The heralds of blood are 20-foot-tall giants with bruised purple skin, and wart-like blood blisters that deform their features. They often wear cowled robes over golden armor streaked with black or green, and their staves of power are always ebony and mithral, embedded with precious stones.

As powerful sorcerers and blood mages, heralds of blood are without peer. They enjoy enslaving ogres and giants whenever possible, though they make do with lesser slaves when they must.

Dark Prophets. Their stirring speeches proclaim that the end times are fast approaching, and their followers must prepare for a bloody reckoning. Behind their charismatic preaching, the heralds of blood serve elder earth gods that demand blood sacrifices, especially dark druid orders devoted to human hunts and the murder of innocents. They have the power to grant strength, lust, and vitality—or to wither those who cross them.

Blood Magic Vortexes. In their true form, which they keep hidden except in battle, heralds of blood are swirling vortexes of blood, bone, and raw magical power. They feed on ley line magic and the black blood of the earth as much as on flesh and blood.

HERALD OF BLOOD

Huge fiend, neutral evil

Armor Class 15 (natural armor)

Hit Points 115 (10d12 + 50)

Speed 30 ft., swim 30 ft, fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	20 (+5)	14 (+2)	17 (+3)	16 (+3)

Saving Throws Str +10, Con +9, Wis +7

Skills Arcana +6, Perception +7

Damage Resistances piercing, lightning

Damage Immunities fire, poison

Condition Immunities exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 240 ft., passive Perception 17

Languages Common, Draconic, Infernal, Void Speech

Challenge 12 (8,400 XP)

Blood Armor. The herald of blood takes no damage from the first attack against it each round and ignores any nondamaging effects of the attack.

Gift of Blood. As an action, the herald of blood can transform any fey, human, or goblin into a red hag, if the target willingly accepts this transformation.

Grant Blood Rage. As a bonus action, the herald of blood can grant a single living creature blood rage, giving it advantage on attacks for 3 rounds. At the end of this time, the target gains 1 level of exhaustion and suffers 13 (2d12) necrotic damage from blood loss.

Humanoid Form. A herald of blood can assume a humanoid form at will as a bonus action, and dismiss this form at will.

Melting Touch. When a herald of blood scores a critical hit or starts its turn with a foe grappled, it can dissolve one metal or wood item of its choosing in that foe's possession. A mundane item is destroyed automatically; a magical item survives if its owner makes a successful DC 17 Dexterity saving throw.

Actions

Engulfing Protoplasm. *Melee Weapon Attack*: +10 to hit, reach 10 ft., one target. *Hit:* 19 (2d12 + 6) slashing damage and the target must make a successful DC 17 Dexterity saving throw or be grappled by the herald of blood (escape DC 16). While grappled this way, the creature takes 39 (6d12) acid damage at the start of each of the herald's turns. The herald can have any number of creatures grappled this way.

Legendary Actions

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

Move (1 Action). The herald of blood moves up to half its speed.

Call of Blood (2 Actions). *Melee Weapon Attack*. +10 to hit, reach 5 ft., all creatures in reach. *Hit:* 39 (6d12) necrotic damage and each target must make a successful DC 17 Constitution saving throw or gain 1 level of exhaustion.

Majesty of Ragnarok (3 Actions). The herald of blood emits a terrifying burst of eldritch power. All creatures within 100 feet and in direct line of sight of the herald take 32 (5d12) necrotic damage, gain 2 levels of exhaustion, and are permanently blinded. Targets that make a successful DC 15 Charisma saving throw are not blinded and gain only 1 level of exhaustion.

Herald of Darkness

Stunningly tall and beautiful fiends, the heralds of darkness resemble dark-haired fey wearing cloaks and armor glittering with dark light and often surrounded by a nimbus of pale green fire.

Heralds of darkness speak in fluid tones and sing with the voices of angels, but their hearts are foul and treacherous.

Vision of Evil. Indeed, the heralds of darkness can take on another appearance entirely, disappearing into insubstantial shadows and unveiling an evil majestic form that leaves those who see it shaken and weak—and often blind. Speaking of this form is difficult, but poets and bards trying to describe it have said it resembles an apocalyptic horror built of chained souls and the slow death of children carried along in a glacial river, rushing to an inevitable doom.

Sword and Cloak. The black sword and star-scattered cloak of a herald of darkness are part of its magical substance and cannot be parted from it. Some believe the cloak and blade are true visions of its body; the smiling face and pleasing form are entirely illusory.

Corruptors of the Fey. The heralds of darkness are companions and sometimes masters to the shadow fey. They seek to draw many others into their orbit with wild promises of great power, debauchery, and other delights. They are rivals to the heralds of blood and bitter foes to all angels of light.

HERALD OF DARKNESS

Large fiend, neutral evil

Armor Class 15 (chain shirt)

Hit Points 105 (10d10 + 50)

Speed 30 ft., swim 30 ft, fly 50 ft.

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

Saving Throws Str +8, Con +8, Cha +8

Skills Athletics +8, Deception +8, Perception +5

Damage Resistances bludgeoning, thunder

Damage Immunities cold, lightning, necrotic, poison

Condition Immunities exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 200 ft., passive Perception 15

Languages Common, Elvish, Goblin, Infernal, Sylvan

Challenge 7 (2,900 XP)

Corrupting Touch. A herald of darkness can destroy any wooden, leather, copper, iron, or paper object by touching it as a bonus action. A mundane item is destroyed automatically; a magical item survives if its owner makes a successful DC 16 Dexterity saving throw.

Gift of Darkness. A herald of darkness can transform any fey, human, or goblin into one of the shadow fey, if the target willingly accepts this transformation.

Shadow Form. A herald of darkness can become incorporeal as a shadow as a bonus action. In this form, it has a fly speed of 10 feet; it can enter and occupy spaces occupied by other creatures; it gains resistance to all nonmagical damage; it has advantage on physical saving throws; it can pass through any gap or opening; it can't attack, interact with physical objects, or speak. It can return to its corporeal form also as a bonus action.

Actions

Multiattack. The herald of darkness uses Majesty of the Abyss, if it is available, and makes one melee attack.

Embrace Darkness. *Melee Weapon Attack*. +8 to hit, reach 5 ft., all creatures in reach. *Hit:* 6 (1d12) necrotic damage and targets are paralyzed until the start of the herald's next turn. Making a DC 17 Constitution saving throw negates the paralysis.

Majesty of the Abyss (Recharge 4-6). The herald of darkness emits a sinister burst of infernal power. All creatures within 30 feet and in direct line of sight of the herald take 19 (3d12) necrotic damage and must make a DC 17 Constitution saving throw. Those who fail the saving throw are blinded for 2 rounds; those who succeed are frightened for 2 rounds.

Shadow Sword. *Melee Weapon Attack*: +8 to hit, reach 10 ft., one target. *Hit:* 18 (2d12 + 5) slashing damage.

HORAKH

Resembling a cave cricket the size of a dog, this beast wraps its victim in spiny legs and claws when it attacks. A horakh's black, chitinous thorax is topped by a translucent digestive sac—often containing half-digested eyeballs of varying sizes, colors, and species.

Leaping Claws. Insectoid killing machines with a penchant for consuming their victim's eyes, the bloodthirsty horakhs travel in small packs and make lightning-fast attacks against the weak or vulnerable. Their powerful rear legs enable enormous bounding leaps, while the sharp hooks at the end of their powerful claws help them to climb and latch onto prey. Heads dominated by scooped mandibles that can shoot forward like pistons, shearing meat from bone.

Leaping Screech. When attacking, a horakh leaps from its hiding spots while making a deafening screech. Horakhs are highly mobile on the battlefield. If threatened, horakhs return to the shadows to attack from a more advantageous position.

Herd the Blinded. After blinding their prey, horakh often herd the blind like sheep until they are ready to consume them and even use them as bait to capture other creatures. Many an explorer has been ambushed, blinded, and condemned to death in the bowels of the earth by these predators.

HORAKH

Medium monstrosity, neutral

Armor Class 17 (natural armor)

Hit Points 161 (19d8 + 76)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	19 (+4)	19 (+4)	8 (–1)	15 (+2)	10 (+0)

Saving Throws Dex +12

Skills Athletics +8, Perception +6, Stealth +8

Senses darkvision 60 ft., tremorsense 30 ft., passive Perception 20

Languages understands Undercommon

Challenge 9 (5,000 XP)

Shadow Stealth. A horakh can hide as a bonus action if it's in dim light or darkness.

Standing Leap. As part of its movement, the horakh can jump up to 20 feet horizontally and 10 feet vertically, with or without a running start.

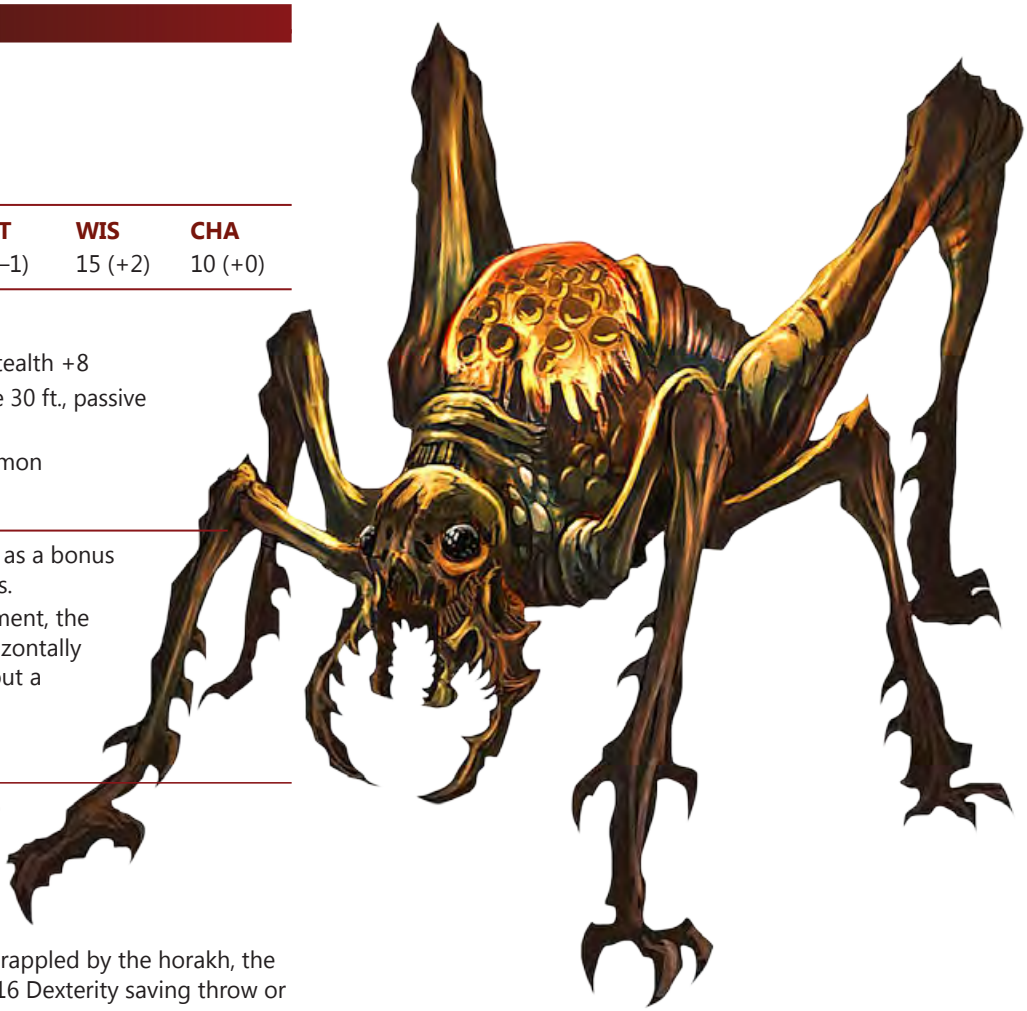
ACTIONS

Multiattack. The horakh makes two claw attacks and one bite attack.

Bite. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit:* 22 (4d8 + 4) slashing damage. If the bite attack hits a target that's grappled by the horakh, the target must make a successful DC 16 Dexterity saving throw or one of its eyes is bitten out. A creature with just one remaining eye has disadvantage on ranged attack rolls and on Wisdom (Perception) checks that rely on sight. If both (or all) eyes are lost, the target is blinded. The *regenerate* spell and comparable magic can restore lost eyes. Also see Implant Egg, below.

Claw. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit:* 17 (3d8 + 4) piercing damage. If both attacks hit the same Medium or smaller target in a single turn, the target is grappled (escape DC 14).

Implant Egg. If a horakh's bite attack reduces a grappled creature to 0 hit points, or it bites a target that's already at 0 hit points, it implants an egg in the creature's eye socket. The deposited egg grows for 2 weeks before hatching. If the implanted victim is still alive, it loses 1d2 Constitution every 24 hours and has disadvantage on attack rolls and ability checks. After the first week, the victim is incapacitated and blinded. When the egg hatches after 2 weeks, an immature horakh erupts from the victim's head, causing 1d10 bludgeoning, 1d10 piercing, and 1d10 slashing damage. A *lesser restoration* spell can kill the egg during its incubation.



Hound of the Night

These enormous black hounds are most commonly seen panting in the moonlight, wisps of steam rising from their muzzles, while they accompany a nocturnal hunting party.

Fey Bloodhounds. Hounds of the night are bred by the shadow fey for use as hunting companions and guardians, and they excel at both tasks. Far more intelligent than other hounds, they are difficult to evade once they are on a quarry's trail, because they can think their way past problems that would throw their lesser kin off the trail. Their shadow fey masters claim that hounds of the night can smell a shadow on running water and can sniff out a ghost passing through a wall.

Cousins to Winter. Somewhere in their early existence as a breed, some enterprising hunter interbred them with winter wolves. Every trace of their white fur is long gone, but the cold breath of those dread canines remains.

Dimensional Stepping. Hounds of night excel at distracting prey while some of their pack uses *dimension door* to achieve some larger goal, such as dragging off a treasure or overwhelming a spellcaster in the back ranks.

HOUND OF THE NIGHT

Large monstrosity, unaligned

Armor Class 16 (natural armor)
Hit Points 112 (15d10 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	14 (+2)	9 (–1)	14 (+2)	10 (+0)

Saving Throws Dex +6, Con +5, Wis +5
Skills Intimidation + 3, Perception +5, Stealth +6
Damage Immunities cold
Damage Vulnerabilities fire
Senses darkvision 60 ft., passive Perception 15
Languages understands Elvish and Umbral but can't speak
Challenge 5 (1,800 XP)

Blood Scent. A hound of the night can follow a scent through phase shifts, ethereal movement, *dimension door*, and fey steps of any kind. *Teleport* and *plane shift* are beyond their ability to follow.

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

At will: *dimension door*

Actions

Bite. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit:* 21 (3d10 + 5) piercing damage, and the target must succeed on a DC 15 Strength saving throw or be knocked prone.

Frost Breath (Recharge 5–6). The hound exhales a 15-foot cone of frost. Those in the area of effect take 44 (8d10) cold damage, or half damage with a successful DC 13 Dexterity saving throw.

Hulking Whelp

This gray-skinned dog-like creature seems pathetically eager to please but fantastically skittish, its ears alerting at every nearby sound, and its large oval eyes following anything that passes by.

Emotional Giant. A hulking whelp is a tightly wound ball of emotion, extremely private and defensive of its personal space, and terrified of the world around it. When it feels its personal space violated, or its fragile concentration is broken, the small, quivery fey grows into a muscled beast of giant proportions.

Calm Friend. When its emotions are under control, a hulking whelp is friendly and even helpful, although this has more to do with its guilt over past actions and fear of what it might do if it feels threatened than a true desire to help others. In its calm form, a hulking whelp is just over three feet tall at the shoulder and weighs 50 lb. Unleashed, it is 20 feet tall and 4,000 lb.

HULKING WHELP

Small/Huge fey (shapechanger), chaotic neutral

Armor Class 15 (natural armor)

Hit Points 94 (9d12 + 36)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	18 (+4)	7 (–2)	14 (+2)	9 (–1)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Senses impaired sight 30 ft., passive Perception 12

Languages —

Challenge 5 (1,800 XP)

Calm State. When a hulking whelp is calm and unafraid, it uses the following statistics instead of those listed above: **Size** Small; **HP** 9 (6d6 – 12); **Speed** 20 ft.; **STR** 8 (–1); **CON** 6 (-2); **Languages** Common, Sylvan

Poor Senses. A hulking whelp has poor hearing and is nearsighted. It can see in normal or dim light up to 30 feet and hear sounds from up to 60 feet away.

Unleashed Emotion. When a hulking whelp feels threatened—it's touched, intimidated, cornered, attacked, or even just if a stranger moves adjacent to the whelp—it immediately grows from size Small to Huge as a reaction. If the whelp was attacked, this reaction occurs after the attack is made but before damage is done. Nearby creatures and objects are pushed to the nearest available space and must make a successful DC 15 Strength saving throw or fall prone. Weapons, armor, and other objects worn or carried by the hulking whelp grow (and shrink again) proportionally when it changes size. Overcome by raw emotion, it sets about destroying anything and everything it can see (which isn't much) and reach (which is quite a lot). The transformation lasts until the hulking whelp is unaware of any nearby creatures for 1 round, it drops to 0 hit points, it has 5 levels of exhaustion, or it's affected by a *calm emotions* spell or comparable magic. The transformation isn't entirely uncontrollable; people or creatures the whelp knows and trusts can be near it without triggering the reaction. Under the wrong conditions, such as in a populated area, a hulking whelp's Unleashed Emotion can last for days.

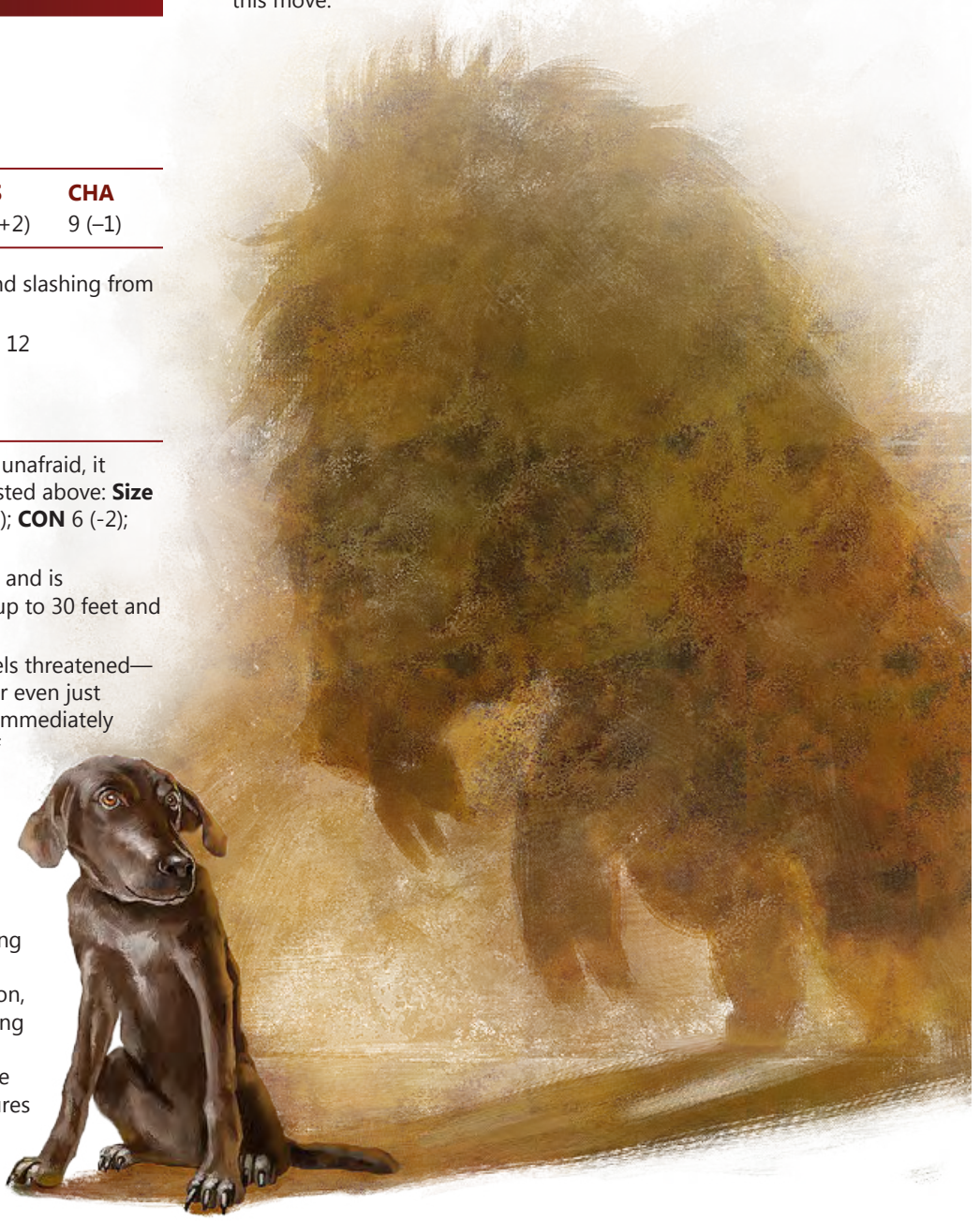
ACTIONS

Multiattack. The hulking whelp makes two slam attacks.

Slam. *Melee Weapon Attack*: +8 to hit, reach 15 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage.

REACTIONS

Quick Step. A hulking whelp can move 20 feet as a reaction when it is attacked. No opportunity attacks are triggered by this move.



Hundun

A toothless mouth adorns the headless shoulders of this oversized, four-armed, doughy humanoid. Colors and half-formed phantasmal shapes appear and vanish around it, to the creature's obvious delight.

Creative Chaos. Wise yet child-like creatures of chaos, hunduns are four-armed, headless humanoids that embody spontaneous creation and the confusion that precedes enlightenment. Taking delight in creation of all kinds, they bring change to the staid and stagnant, spin revelation from confusion, and inspire moments of great creation—from works of art to new nations and faiths, and even the formation of planets and planes.

Nonsense Speech. Although not mindless, hunduns rarely seem to act out of conscious thought, yet their actions seem wise and usually benevolent. They communicate only in nonsense words, but have no trouble communicating among themselves or acting in coordination with other hunduns.

Flesh of Creation. Hundun blood is a powerful catalyst, and their spittle a potent drug. Each hundun's heart is an Egg of Worlds—an artifact that can give birth to new concepts, powers, or even worlds. Obviously, the hundun must die for its heart to be used this way, but this is a sacrifice one might make willingly under the right circumstances.

HUNDUN

Large celestial, chaotic good

Armor Class 18 (natural armor)

Hit Points 153 (18d10 + 54)

Speed 40 ft., fly 40 ft.

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

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

Skills Athletics +9, Insight +9, Perception +9

Damage Resistances lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities acid, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, stunned, unconscious

Senses blindsight 60 ft., passive Perception 20

Languages understands Celestial and Primordial, but cannot speak intelligibly

Challenge 10 (5,900 XP)

Brainless. Hunduns are immune to any spell or effect that allows an Intelligence, Wisdom, or Charisma saving throw. Trying to contact or read a Hundun's mind confuses the caster as the spell for 1 round.

Dance of Creation. Hunduns can perform an act of magical creation almost unlimited in scope every 1d8 days. The effect is equivalent to a *wish* spell, but it must create something.

Enlightening Befuddlement. When a hundun's *confusion* spell affects a target, it can elect to use the following table rather than the standard one:

1d100	Result
01–10	**Inspired**: Advantage on attack rolls, ability checks, and saving throws.
11–20	**Distracted**: Disadvantage on attack rolls, ability checks, and saving throws.
21–50	**Incoherent**: The target does nothing but babble or scribble incoherent notes on a new idea.
51–75	**Obsessed**: Target is recipient of *geas* to create a quality magical object.
76–100	**Suggestible**: Target receives a *suggestion* from the hundun.

Innate Spellcasting. The hundun's innate spellcasting ability is Wisdom (spell save DC 17). It can cast the following spells, requiring no material components:

Constant: *confusion* (always centered on the hundun), *detect thoughts*

At will: *create or destroy water, dancing lights, mending, prestidigitation*

3/day each: *compulsion, dimension door, black tentacles, irresistible dance*

1/day each: *awaken, creation, heroes' feast, magnificent mansion, plant growth, reincarnate, stone shape*

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

Actions

Multiattack. The hundun makes four slam attacks.

Slam. *Melee Weapon Attack*: +9 to hit, reach 10 ft., one target. *Hit:* 15 (3d6 + 5) bludgeoning damage.

Ice Maiden

This alluring beauty has flesh and hair as white as snow and eyes blue as glacial ice.

Born of the Ice. Ice maidens are the daughters of powerful creatures of the cold. Some are descendants of Boreas or the Snow Queen (a few having both parents), but they are also born to frost giants and thursir. A few result from tearful pleas by pregnant women lost in the snows, desperate to keep their newborn child from freezing to death—the fraughashar carry these infants away and raise them as ice maidens.

Solitary Lives. Most ice maidens live solitary existences save for a servant or two under their thrall. They're lonely creatures, desperate for love but condemned to know companionship only through their magical kiss. If genuine love ever fills an ice maiden's heart, she'll melt into nothingness.

Killing Dilemma. An ice maiden's hunger for affection and human contact leads them to harm those they approach, which only drives them harder to seek for warmth, love, and approval. Some claim an ice maiden can become a swan maiden or a dryad if she keeps a lover's heart warm for a full year.

ICE MAIDEN

Medium fey, lawful evil

Armor Class 16 (natural armor)

Hit Points 84 (13d8 + 26)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	15 (+2)	19 (+4)	13 (+1)	23 (+6)

Saving Throws Con +5, Cha +9

Skills Deception +9, Persuasion +9, Stealth +6

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities cold

Senses darkvision 60 ft., passive Perception 11

Languages Common, Giant, Sylvan

Challenge 6 (2,300 XP)

Chilling Presence. Cold air surrounds the ice maiden. Small non-magical flames are extinguished in her presence and water begins to freeze. Unprotected characters spending more than 10 minutes within 15 feet of her must succeed on a DC 15 Constitution saving throw or suffer as if exposed to severe cold. Spells that grant protection from cold damage are targeted by an automatic dispel magic effect.

Cold Eyes. Ice maidens see perfectly in snowy conditions, including driving blizzards, and are immune to snow blindness.

Ice Walk. Ice maidens move across icy and snowy surfaces without penalty.

Snow Invisibility. In snowy environments, the ice maiden can turn invisible as a bonus action.

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

Innate Spellcasting. The ice maiden's innate spellcasting ability is Charisma (spell save DC 17). She can innately cast the following spells:

At will: *chill touch, detect magic, light, mage hand, prestidigitation, resistance*

5/day each: *endure elements* (cold only), *fear, fog cloud, misty step*

3/day each: *alter self, protection from energy, sleet storm*

1/day: *ice storm*

Actions

Multiattack. The frost maiden makes two ice dagger attacks.

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

Flurry-Form. The ice maiden adopts the form of a swirling snow cloud. Her stats are identical to an air elemental that deals cold damage instead of bludgeoning.

Icy Entangle. Ice and snow hinder her opponent's movement, as the *entangle* spell (DC 17).

Kiss of the Frozen Heart. An ice maiden may kiss a willing individual, freezing the target's heart. The target falls under the sway of a *dominate* spell, his or her alignment shifts to LE, and he or she gains immunity to cold. The ice maiden can have up to three such servants at once. The effect can be broken by *dispel magic* (DC 17), *greater restoration*, or the kiss of someone who loves the target.

Snowblind Burst. In a snowy environment, the ice maiden attempts to blind all creatures within 30 feet of herself. Those who fail a DC 17 Charisma saving throw are blinded for 1 hour. Targets that are immune to cold damage are also immune to this effect.

Idolic Deity

This small demonic idol fade into and out of reality. Its elemental will presses on those near as a near-physical pressure.

Relics of Dark Gods. Idolic deities are found in ancient temples and deserted tombs. They are relics of an elder age and all that remains of the favored children of deceiving dark god—mighty lordlings like Akoman the Evil Thought, Nanghant the Discontented, and Sarvar the Oppressor. Sent to consume the souls of those worshiping gods of light, these beings of shadow and sand labored slowly through corruption of the soul rather than outright war.

Imprisoned Shadow Demons. The corrupted ancient tribes and their priests began worshiping them as gods, and they forsook their master's purpose to revel in their pride and vanity until they were struck down for their treachery. They have since wasted to a shadow remnant and been imprisoned in stony idols that barely cling to solidity.

Constructed Nature. An idolic deity doesn't require air, food, drink, or sleep.

IDOLIC DEITY

Small construct, neutral evil

Armor Class 17 (natural armor)

Hit Points 90 (12d6 + 48)

Speed 0 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	18 (+4)	10 (+0)	11 (+0)	20 (+5)

Saving Throws Wis +3

Skills Deception +8, Stealth +8 (+11 in dim light or darkness)

Damage Vulnerabilities fire

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 10

Languages telepathy 60 ft.

Challenge 8 (3,900 XP)

Apostasy Aura. The idolic deity's presence causes devout followers to doubt their faith. A cleric or paladin that can see the idolic deity and wishes to cast a spell or use a class feature must make a DC 16 Wisdom saving throw. On a failed save, the spell or class feature is spent as if it was used, but it has no effect.

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

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

Actions

Multiattack. The idolic deity uses Seduce the Righteous and makes two slam attacks.

Slam. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) bludgeoning damage plus 18 (4d8) psychic damage.

Seduce the Righteous. The idolic deity targets one creature it can see within 30 feet. The target has disadvantage on attack rolls, saving throws, or ability checks (the idolic deity chooses which) until the end of its next turn. A *protection from evil and good* spell cast on the target prevents this effect, as does a *magic circle*.

IMY-UT USHABTI

These tomb guardians walk their rounds silently, an ornate sword in its hand. Glittering scarabs scurry from under their deformed and yellowed linen wrappings.

WILLING SACRIFICES. The undying servants of the god-kings and queens of ancient times, the imy-ut ushabti guard the tombs of their masters and shepherd them toward their eventual awakening. Generals, trusted advisors, and close allies of their god-king willingly accompanied their dying lords into the afterlife through a horrifying transformation. Still alive, they are tightly bound in linens and sealed within a sarcophagus among a swarm of flesh-eating scarabs that, over a period of days to weeks, fully consumed their bodies. The servant's devotion to their task and the anguish of their passing transforms the scarab colony and animates the funerary wrappings to carry on the imy-ut's duty.

SCARAB MUMMIES. From a distance, the imy-ut ushabti are indistinguishable from the mummified form of their master, betrayed only by the reserved ornamentation of their lacquered armor and the ripples of movement beneath their wrappings from the mass of scarabs beneath it.

WARDING TRIADS. Traditionally, imy-ut ushabti appear only in triads—the warden, charged with ensuring the death sleep of their god-queen is uninterrupted; the steward, tasked with escorting their master back from the land of the dead; and the herald, proclaiming their lord's return to the world of the living.

IMY-UT USHABTI

Medium monstrosity, neutral

Armor Class 15 (chain shirt)
Hit Points 97 (15d8 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	15 (+2)	6 (–2)	10 (+0)	5 (–3)

Saving Throws Wis +2
Damage Vulnerabilities fire
Damage Resistances bludgeoning
Condition Immunities exhaustion, frightened
Senses darkvision 60 ft., passive Perception 10
Languages Common (Ancient Nurian)
Challenge 3 (700 XP)

Regeneration. The imy-ut ushabti regains 5 hit points at the start of its turn if it has at least 1 hit point.

Rent wrappings. A creature that touches or deals slashing or piercing damage to an imy-ut ushabti while within 5 feet of the creature shreds its delicate linen wrappings, releasing a flurry of skittering scarabs. The attacking creature must make a DC 12 Dexterity saving throw to avoid them. On a failure, these beetles flow onto the attacker and deal 3 (1d6) piercing damage to it at the start of each of its turns. A creature can remove beetles from itself or from another affected creature within reach by using an action and making a successful DC 12 Dexterity saving throw. The beetles are also destroyed if the affected creature takes damage from an area effect.

ACTIONS

Ceremonial Greatsword. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6 + 3) slashing damage, and the target must make a successful DC 13 Constitution saving throw or take 5 (2d4) poison damage at the start of each of its turns. The target repeats the saving throw at the end of each of its turns, ending the effect on itself on a success.

Vomit Swarm (1/Day). The imy-ut ushabti parts its wrappings voluntarily and releases a swarm of scarab beetles that follow its mental commands. The statistics of this swarm are identical to a swarm of insects, but with the following attack instead of a swarm of insects' standard bite attack:

Bites: *Melee Weapon Attack*: +3 to hit, reach 0 ft., one creature. *Hit:* 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half of its hit points or fewer, and the target must make a successful DC 13 Constitution saving throw or take 5 (2d4) poison damage at the start of each of its turns. A poisoned creature repeats the saving throw at the end of each of its turns, ending the effect on itself on a success.

Isonade

The isonade's gargantuan thrashing tail is lined with cruelly hooked barbs, and it delights in destruction. When it approaches a coastal village, its tail shoots high into the air from beneath the waves, and it smashes all ships, docks, and nets in its path.

Coastal Destroyer. The isonade is a beast of destruction, sweeping away entire islands and villages. It wrecks seaside communities with battering winds and carves coastlines with its powerful magic. Though not very intelligent, it singles out a community and tries to lure residents into the waves with its *animal messenger* ability, sending gulls bearing confused riddles, grand promises, and eerie noises to the townsfolk.

Ocean Sacrifices. When coastal villagers suffered from a hurricane or tsunami, they fell back on folklore and blamed the stirrings of the dreaded isonade. To some, appeasing a leviathan such as this makes sense. Some say that a degenerate group seeks to draw the beast forth by sailing from sight of land and dumping a long chain of bound and screaming sacrifices into the lightless depths of the sea.

Enormous Age and Size. The isonade is more than 45 feet long. The beast's age is unknown, and many coastal bards tell some version of the legend—some believe it is the last of its kind, others believe that a small group of isonade remains.

ISONADE

Gargantuan monstrosity, chaotic neutral

Armor Class 18 (natural armor)

Hit Points 222 (12d20 + 96)

Speed swim 100 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	14 (+2)	26 (+8)	6 (–2)	18 (+4)	8 (–1)

Saving Throws Str +14, Con +12, Wis +8

Skills Athletics +14, Perception +8

Damage Immunities ability damage/drain

Senses darkvision 90 ft., passive Perception 18

Languages understands Aquan and Elvish, but cannot speak

Challenge 14 (11,500 XP)

Atmospheric Immunity. The isonade can comfortably exist at any level of the sea and suffers no penalties at any depth.

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

Water Breathing. The isonade can breathe only underwater.

Innate Spellcasting. The isonade's innate spellcasting ability is Wisdom (spell save DC 16). It can innately cast the following spells, requiring no material components:

At will: *animal messenger*

3/day each: *control water, earthquake*

1/day each: *control weather, storm of vengeance, tsunami*

Actions

Multiattack. The isonade makes one tail slap attack and one bite attack.

Bite. *Melee Weapon Attack*: +14 to hit, reach 15 ft., one target. *Hit:* 42 (5d12+ 10) piercing damage and the target is grappled (escape DC 20). If the target was already grappled from a previous bite, it's also swallowed whole (see below).

Tail Slap. *Melee Weapon Attack*: +14 to hit, reach 15 ft., one target. *Hit:* 31 (6d6 + 10) bludgeoning damage.

Breach. The isonade leaps out of the water to crash down onto a target with devastating effect. The isonade must move 30 feet in a straight line toward its target before jumping. When jumping, the isonade travels up to 30 feet through the air before landing. Any creature occupying the space where the isonade lands takes 76 (12d10 + 10) bludgeoning damage and becomes submerged 10 feet below the surface of the water. Targets that make a successful DC 20 Strength saving throw take half damage and are not submerged, but are moved to the nearest unoccupied space. Boats and structures are not immune to this attack.

Swallow Whole. When the isonade's bite attack hits a target grappled from a previous bite attack, the target is also swallowed. The grapple ends, but the target is blinded and restrained, it has total cover against attacks and other effects outside the isonade, and it takes 36 (8d8) acid damage at the start of each of the isonade's turns. An isonade can have two Large, four Medium, or six Small creatures swallowed at a time. If the isonade takes 40 damage or more from a swallowed creature in a single turn, it must succeed on a DC 20 Constitution saving throw or regurgitate all swallowed creatures, which fall prone within 10 feet of the isonade. If the isonade dies, a swallowed creature is no longer restrained by it and can escape by using 20 feet of movement, exiting prone.

JACULUS

This small dragon has feathered wings on its forearms and powerful legs it uses to cling to trees.

The jaculus (plural jaculi), is a draconic predator that roams the forest and jungle looking for valuable objects it can add to its hoard. Also called the javelin snake, a jaculus loves shiny or reflective items, and it is clever enough to identify items of real value. It will fight and kill to take items it desires, which it stashes inside hollow trees far from any forest trail.

Leapers. Jaculi are far better jumpers than flyers. They can jump 18 feet horizontally or 12 feet vertically after taking a single 2-foot step. They even climb faster than they fly, so they use their wings to flap clumsily back into the trees only when necessary.

Teamwork Thievery. Jaculi are among the least intelligent of the dragons—but they're still smarter than most humans, and they're known to pursue cunning and complicated plots to build their hoards. Many traditional tales tell of jaculi in the southern forests working as teams to separate merchants and other travelers from their wealth, figuring out ways to abscond with gems and jewelry before the owners even know they've been robbed. Some jaculi may feign docility or even pretend to be friendly and helpful, but wise travelers know that the creatures drop such ruses as soon as they can steal what they're really after.

JACULUS

Small dragon, neutral evil

Armor Class 18 (natural armor)

Hit Points 65 (10d6 + 30)

Speed 20 ft., climb 20 ft., fly 10 ft.

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

Saving Throws Str +4, Dex +6, Con +5, Wis +3, Cha +3

Skills Acrobatics +6, Perception +3, Stealth +6

Damage Resistances acid, lightning

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 13

Languages Common, Draconic

Challenge 3 (700 XP)

Spearhead. If the jaculus moves at least 10 feet straight toward a target and hits that target with a jaws attack on the same turn, the jaws attack does an extra 4 (1d8) piercing damage.

ACTIONS

Multiattack. The jaculus makes one jaws attack and one claws attack.

Jaws. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 2) piercing damage.

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

Kalke

Combining the head of a goat and the body of a monkey makes the creature odd enough; combining the social grace of a baboon with pretensions of a scholar makes it more comical than threatening.

Fiendish pests that infest derelict wizards' towers and laboratories, the kalkes are either the by-product of botched gates into the lower realms or the personification of an evil deity's contempt for wizards. All kalkes act with the arrogance of magi while having the social characteristics of baboons. Being of fiendish blood, kalkes do not age and require neither food nor drink. Though lacking any formal spellcasting ability, all kalkes can produce magical effects through the dramatic mumming of largely spontaneous and unstudied rituals.

Hoard Magical Paraphernalia. The drive to produce ever more fanciful rituals gives a kalke the compulsion to accumulate spell components, magical foci, and other occult paraphernalia. Although these objects serve no purpose, the kalkes seek out spellcasters in their vicinity and steal any paraphernalia they can find. Because they have no ability to distinguish what's magically useful from what isn't, they grab any jewelry, pouches, sticks, or ornate objects they uncover. Sometimes children, animals, or other small humanoids are taken to be used as sacrifices, if they can be easily carried away.

Perform Rituals. Troops of kalkes inhabit trees, caverns, and ruins around sites of significant magical activity. Twice a month, or more during major astrological and seasonal events, the kalkes gather to perform—by way of dance, chant, and sacrifice—an imagined rite of great magic. The effort has an equal chance of achieving nothing whatsoever, causing dangerous but short-lived misfortunes (snakes raining on the countryside, creatures summoned from the lower planes), or triggering calamities (great fires or floods).

An additional side effect of these rituals is that the troop may gain or lose members magically. If the troop numbers less than 13, a new kalke appears as if from nowhere; if it contains 13 or more members, then 3d4 of them find themselves mysteriously gated to the nearest location of magical activity—often hundreds of miles away. Those teleported arrive in a state of hysteria, with individuals extinguishing flames, grabbing frippery, and running in all directions. Because kalkes have no control over their displacement, it's not surprising to find them in abandoned dungeons or keeps, clutching the property of some long-lost wizard.

Hagglers. The kalkes will return the goods they've taken, in exchange for a ransom or fee. These exchanges need to have the outward appearance of being impressively in the kalke's favor. A particularly generous (or devious) spellcaster may be able to reach an accommodation with a persistent local troop of kalkes.

KALKE

Small fiend, neutral evil

Armor Class 14 (natural armor)
Hit Points 9 (2d6 + 2)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	17 (+3)	12 (+1)	13 (+1)	7 (-2)	13 (+1)

Skills Perception +0, Stealth +5
Senses darkvision 120 ft., passive Perception 10
Languages Abyssal, Common, Infernal
Challenge 1/4 (50 XP)

Extinguish Flames. Kalkes can extinguish candles, lamps, lanterns and low-burning campfires within 120 feet as a bonus action.

Detect Spellcasting. Kalkes can sense spellcasting in a 5-mile radius, as long as the effect is not innate.

Magic Resistance. Kalkes have advantage on saving throws against spells and magical effects.

Actions

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

KIKIMORA

This strange-looking humanoid combines the features of an old crone and some manner of bird. A shawl covers her head but cannot contain her prominent beak and clawed hands. Her skirt reveals bird-like feet.

Filthy Illusions. Kikimoras are devious house spirits who torment those they live with unless they are catered to and cajoled. They delight in harassing homeowners with their illusions, making a house look much filthier than it actually is. Their favored illusions include mold, filth, and scuttling vermin.

They love secretly breaking things or making such destruction seem like an accident. They then convince the house's residents to leave gifts as enticement for making repairs in the night.

Brownie Hunters. Kikimoras hate brownies. While brownies can be mischievous, kikimoras bring pain and frustration on their housemates instead of remaining hidden and helping chores along. Some brownies seek out kikimora-infested homes with the intention of evicting them.

If homeowners refuse to appease the kikimora (or cannot rid themselves of her devious presence), the kikimora sends a swarm of spiders, rats, or bats. Many times inhabitants in a home plagued by a kikimora believe it is haunted.

Fast Talkers. While they try to avoid notice and aren't great talespinners, kikimoras are convincing and use this influence to gain an upper hand—or to evade capture or avoid violence.

KIKIMORA

Medium fey, chaotic neutral

Armor Class 15 (natural armor)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	15 (+2)	12 (+1)	16 (+3)	21 (+5)

Skills Deception +7, Persuasion +7, Stealth +6

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Senses darkvision 60 ft., passive Perception 13

Languages Common, Sylvan

Challenge 5 (1,800 XP)

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

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

At will: *invisibility* (self only), *mage hand, mending, minor illusion, prestidigitation*

3/day each: *animal friendship, blinding smite, sleep*

1/day each: *insect plague, major image*

ACTIONS

Multiattack. The kikimora makes two claw attacks.

Claw. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Hidey-Hole. When a kikimora chooses a house to inhabit, she scrawls a symbol on a wall, baseboard, cupboard, or semi-permanent object (like a stove) to be her tiny domain. This ability creates a hidden extra-dimensional dwelling. After creating a hidey-hole, a kikimora can teleport herself and up to 50 lb of objects to the designated location instead of making a normal move. This extradimensional space can only be entered by the kikimora or by a creature using a *plane shift* spell or ability. The location can be determined by casting detect magic in the area of the sigil, but it takes a successful DC 15 Intelligence (Arcana) check to plane shift into the space.

Inside the hidey-hole, a kikimora can see what is going on outside the space through a special sensor. This sensor functions like a window, and it can be blocked by mundane objects placed in front of the sigil. If she leaves an item in her space, it remains there even if she removes the sigil and places it in another location. If someone else removes the sigil, all contents are emptied into the Ethereal Plane (including any beings within her hidey-hole at the time). In this case, the kikimora can attempt a DC 15 Charisma saving throw to instead eject herself (but none of her possessions) into a space adjacent to the sigil.

Kobolds

More than anything, kobolds are survivors. Their scaly skin and keen night vision as well as their dextrous claws and sensitive snouts make them quick to sense danger, and their clawed feet move them out of danger with cowardly speed. They are small but fierce when fighting on their own terms, and their weight of numbers helps them survive in places where larger but less numerous races can't sustain a settlement. Kobolds are great miners, good gearsmiths, and modest alchemists, and they have a curiosity about the world that frequently gets them into trouble.

Underworld Merchants. Kobolds are merchants to both the surface world and the world beneath it, with their greatest cities hidden deep below the earth. Their enemies are the diabolical gnomes, the dwarves, and any other mining races that seek dominance of dark, rich territories.

Kobolds are closely allied with and related to dragonborn, drakes, and dragons. The kobold kings (and there are oh-so-many kobold kings, since no kobold ruler is satisfied with being merely a chieftain) admire dragons as the greatest sources of wisdom, power, and proper behavior.

Kobold Alchemist

This slight, reptilian humanoid is bedecked with ceramic flasks and glass vials. An acrid reek follows in the creature's wake.

Kobold alchemists are usually smelled before they are seen, thanks to the apothecary's store of chemicals and poisons they carry. Alchemists often sport mottled and discolored scales and skin, caused by the caustic nature of their obsessions. They raid alchemy shops and magical laboratories to gather more material to fuel their reckless experiments.

Dangerous Assets. Alchemists can be a great boon to their clan, but at a cost. Not only do the alchemists require rare, expensive, and often dangerous substances to ply their trade, they tend to be a little unhinged. Their experiments yield powerful weapons and defensive concoctions that can save many kobold lives, but the destruction caused by an experiment gone awry can be terrible.

KOBOLD ALCHEMIST

Small humanoid (kobold), lawful neutral

Armor Class 15 (studded leather)
Hit Points 44 (8d6 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	15 (+2)	16 (+3)	9 (-1)	8 (-1)

Saving Throws Dex +5
Skills Arcana +5, Medicine +3
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 9
Languages Common, Draconic
Challenge 2 (450 XP)

Apothecary. As a bonus action the kobold can select one of the following damage types: acid, cold, or fire. Until it uses this action again, the kobold has resistance to the chosen damage type. Additionally, the kobold is proficient with a poisoner's kit.

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

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

ACTIONS

Multiattack. The kobold makes two attacks.

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

Dart. *Ranged Weapon Attack*: +5 to hit, range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage plus 5 (2d4) poison damage.

Alchemical Protection (Recharge after a Short or Long Rest). The kobold chooses up to six allied creatures within 10 feet. It releases alchemical vapors that grant those allies resistance to poison damage for 10 minutes. Instead of poison damage, the kobold can grant resistance to the damage type currently in effect for its Apothecary trait.

Explosive Flask (Recharge 5-6). The kobold throws a flask of volatile substances at a point within 30 feet. The flask explodes in a 15-foot radius. Creatures in the area take 17 (5d6) poison damage and are poisoned for 1 minute, or take half damage and are not poisoned with a successful DC 13 Dexterity saving throw. A poisoned creature repeats the saving throw at the end of each of its turns, ending the poisoned condition on a success. Instead of poison damage, the kobold can deal the damage type currently in effect for its Apothecary trait.

KOBOLD CHIEFTAIN

This small, draconic humanoid struts as though it were ten feet tall. It wears the gilded skull of a small dragon as a helmet, and its beady eyes gleam out through the skull's sockets. It hefts its spear and shield and lets out a blood-curdling shriek, signaling the attack.

While most kobolds are scuttling scavengers or pathetic sycophants, a few carry a spark of draconic nobility that can't be ignored. These few forge their tribes into forces to be reckoned with, rising to the rank of chieftain. A kobold chieftain stands proud, clad in war gear of fine quality and good repair. Their weapons are tended by the tribe's trapsmiths, particularly evident in their springspike shields.

Living Legend. A kobold chieftain is more than a leader, it is a symbol of the tribe's greatness. The strongest, most cunning, most ruthless of a kobold tribe embodies their connection to the revered dragons. When a chieftain sounds the call to battle, the kobolds meld into a fearless, deadly force.

KOBOLD CHIEFTAIN

Small humanoid (kobold), lawful evil

Armor Class 17 (studded leather and shield)

Hit Points 82 (15d6 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	14 (+2)	11 (+0)	13 (+1)	14 (+2)

Saving Throws Dex +5, Cha +4

Skills Intimidation +6, Stealth +5

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 11

Languages Common, Draconic

Challenge 4 (1,100 XP)

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

Sunlight Sensitivity. While in sunlight, the kobold chieftain has disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The kobold makes 2 attacks.

Shortsword. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 10 (3d6) poison damage and the target must make a successful DC 12 Constitution saving throw or be poisoned for 1 minute. A poisoned creature repeats the saving throw at the end of each of its turns, ending the effect on a success.

Shortbow. *Ranged Weapon Attack*: +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 10 (3d6) poison damage and the target must make a successful DC 12 Constitution saving throw or be poisoned for 1 minute. A poisoned creature repeats the saving throw at the end of each of its turns, ending the effect on a success.

Inspiring Presence (Recharge after Short or Long Rest). The chieftain chooses up to six allied kobolds it can see within 30 feet. For the next minute, the kobolds gain immunity to the charmed and frightened conditions, and add the chieftain's Charisma bonus to attack rolls.

REACTIONS

Springspike Shield (5/rest). When the kobold chieftain is hit by a melee attack within 5 feet, the kobold chieftain can fire one of its shield spikes at the attacker. The attacker takes 3 (1d6) piercing damage plus 3 (1d6) poison damage.

Kobold Trapsmith

This kobold is bedecked in satchels, pouches, sacks, and bandoliers. All of these are bursting with tools, bits of scrap, wire, cogs and twine. Impossibly large eyes blink through the lenses of its goggles.

Some kobolds hatch a bit cleverer than their counterparts. These sharp-witted creatures feel driven to fiddle with the world, and those that don't meet an early demise through accident or violence often take up tinkering. Trapsmiths make a kobold lair into a deadly gauntlet of hidden pain.

Shifting Peril. Trapsmiths aren't warriors; they avoid direct confrontation with enemies that aren't mired in traps or engaged with other foes. If the trapsmith senses that invaders in its lair are likely to get past its traps, it tries to hide or escape.

A trapsmith delights in laying traps and snares behind invaders, along tunnels and paths they've already cleared and believe to be safe, then luring them back through its handiwork.

KOBOLD TRAPSMITH

Small humanoid, lawful neutral

Armor Class 14 (leather)
Hit Points 36 (8d6 + 8)
Speed 30 ft.

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

Skills Stealth +5
Senses darkvision 60 ft., passive Perception 11
Languages Common, Draconic
Challenge 1 (200 XP)

Sunlight Sensitivity. While in sunlight, the kobold trapsmith has disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight.

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

Thief's Tools. The kobold trapsmith has proficiency with thief's tools and is seldom without them. If its tools are taken away or lost, it can cobble together a new set from wire, bits of metal, and other junk in 30 minutes.

Traps and Snares. The kobold trapsmith excels at setting mechanical traps. Detecting, disarming, avoiding, or mitigating its traps require successful DC 13 checks or saving throws, and the traps have +5 attack bonuses. With thief's tools and basic construction materials, a trapsmith can set up one of the simple but effective traps listed below in 5 minutes. Triggers involve pressure plates, tripwires, small catches in a lock, or other simple mechanisms.

- **Choke Bomb**. This small incendiary device burns rapidly and releases choking smoke in a 20-foot sphere. The area is heavily obscured. Any breathing creature that's in the affected area when the cloud is created or that starts its turn in the cloud is poisoned. Once a poisoned creature leaves the cloud, it makes a DC 13 Constitution saving throw at the end of its turns, ending the poisoned condition on a success. The smoke dissipates after 10 minutes, or after 1 round in a strong wind.
- **Poisoned Sliver**. A poisoned sliver or needle can be hidden almost anywhere: inside a lock or a box, in a carpeted floor, on the underside of a door handle, in a cup of liquid or a bowl of gems. When someone meets the conditions for being jabbed by the sliver, the trap makes a melee weapon attack with advantage: +5 to hit, reach 0 ft., one target; *Hit:* 2 (1d4) piercing damage plus 14 (4d6) poison damage, or one-half poison damage with a successful DC 13 Constitution saving throw.
- **Skullpopper**. This trap consists of either a heavy weight, a spike, or a blade, set to fall or swing into a victim. When triggered, a skullpopper makes a melee weapon attack against the first target in its path: +5 to hit, reach 15 ft., one target; *Hit:* 11 (2d10) damage. The type of damage depends on how the skullpopper is built: a stone or heavy log does bludgeoning damage, a spiked log does piercing damage, a scything blade does slashing damage, etc.
- **Slingsnare**. A concealed loop of rope or wire is affixed to a counterweight. When a creature steps into the snare, it must make a successful DC 13 Dexterity saving throw or be yanked into the air and suspended, upside down, 5 feet above the ground. The snared creature is restrained (escape DC 13). The cord is AC 10 and has 5 hit points.

ACTIONS

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

Light Crossbow. *Ranged Weapon Attack*: +5 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 7 (2d6) poison damage, or one-half poison damage with a successful DC 13 Constitution saving throw.

Shredder (Recharge 6). The kobold trapsmith primes and throws a device at a point within 30 feet. The device explodes when it hits something solid, flinging razor-sharp spikes in a 15-foot-radius sphere. Every creature in the area takes 14 (4d6) piercing damage, or half damage with a successful DC 13 Dexterity saving throw. The ground inside the spherical area is littered with spikes; it becomes difficult terrain, and a creature that falls prone in the area takes 7 (2d6) piercing damage.

Stunner (1/Day). *Ranged Weapon Attack*: +5 to hit, range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage, and the target is restrained (escape DC 13). While restrained, the target takes 7 (2d6) lightning damage at the start of its turn and falls prone. The trapsmith has advantage on the attack roll if the target is wearing metal armor. A stunner is a bola made of metal wire, magnets, and static electricity capacitors. A kobold trapsmith can recharge it during a long rest.

TRAPSMITH NEEDS TRAPS!

The trapsmith falls between CR ½ and 1, depending on how many traps PCs fall into before they corner him. For 1 or 2 traps, assume CR ½. For 4 or more, use CR 1. Make sure to put the trapsmith to work!

KONGAMATO

The kongamato is an evolutionary holdover, a large pterodactyl with avian traits, such as emergent feathers and long, beaklike jaws.

BOAT BREAKER. Its name means "breaker of boats," and as that implies, this creature systematically destroys the small vessels of those who come too close to its perch. No one knows what motivates this form of attack, although some sages suppose that the kongamato mistakes canoes for large prey like hippopotami or crocodiles.

SPOKEN IN WHISPERS. For some tribes, kongamatos present a terrible threat, and they speak in whispers about them, fearing that mention of the beasts could attract their wrath. In some cases, evil priests and cultists summon these beasts as their servitors and use them to terrify villagers.

MANEATERS. Kongamatos that have eaten human flesh develop a preference for it. These maneaters perform nightly raids on small towns, snatching children and Small humanoids with their claws and flying away.

KONGAMATO

Large beast, unaligned

Armor Class 16 (natural armor)
Hit Points 112 (15d10 + 30)
Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	18 (+4)	14 (+2)	2 (−4)	10 (+0)	7 (−2)

Skills Perception +3
Senses passive Perception 13
Languages —
Challenge 5 (1,800 XP)

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

Breaker of Boats. The kongamato deals double damage to objects and structures made of wood or lighter materials.

Carry Off. A single kongamato can carry away prey up to 50 lbs, or a single rider under that weight. A grouo of them can carry up to 100 lbs.

ACTIONS

Multiattack. The kongamato makes one bite attack and two claw attacks.

Bite. *Melee Weapon Attack*: +7 to hit, reach 10 ft., one target. *Hit:* 18 (4d6 + 4) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 14). Until this grapple ends, the target is restrained and the kongamato can't bite another target. When the kongamato moves, any target it is grappling moves with it.

Claw. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) slashing damage.

KOSCHEI

This wizened old man is little more than wrinkled skin stretched taut over bones. His long, wispy white hair is surmounted by a crown, and he wears a gold-trimmed black robe. A large sword with a twisted blade rests in his nearly skeletal hand.

Koschei, the king of an ancient land, feared death so much that he turned to the darkest magic to stave off his demise. He discovered a means to protect himself from both time and injury, and transformed himself into something both greater and less than human. Similar to the transformation into a lich, Koschei became an immortal fiend. He remains terrified of death, and his appearance has become withered and ancient despite his vigor.

Undying Secret. Koschei cheated death by separating his soul from his body and hiding it in an iron chest, buried beneath a tree on an island. In the chest is a rabbit, which immediately tries to flee if the chest is opened. If the rabbit is killed, a duck flies out from the chest and tries to escape (use hawk statistics, can't attack). If the duck dies it lays a green egg, inside of which is a golden needle that contains Koschei's soul. As long as his soul is safely hidden away, time and death slide past the undying king.

KOSCHEI

Medium fiend, neutral evil

Armor Class 18 (natural armor)

Hit Points 135 (18d8 + 54)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	17 (+3)	17 (+3)	13 (+1)	21 (+5)

Saving Throws Dex +7, Wis +7, Cha +11

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

Damage Resistances cold, lightning

Damage Immunities necrotic; bludgeoning, piercing, and slashing damage from nonmagical weapons

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 60 ft., passive Perception 17

Languages Abyssal, Common, Celestial, Dwarvish, Infernal

Challenge 17 (18,000 XP)

Hidden Soul. A creature holding the egg containing Koschei's soul can use an action to compel Koschei as if a *dominate monster* spell were cast on him and Koschei failed his saving throw. As long as the soul is within the needle, Koschei can't permanently die. If he is killed, his body reforms in his lair in 1d10 days. If the needle is broken, Koschei can be killed like any other creature.

Innate Spellcasting. Koschei's innate spellcasting attribute is Charisma (spell save DC 19, +11 to hit with spell attacks). He can innately cast the following spells, requiring no material components.

At will: *detect magic, phantom steed, scorching ray, sending*

3/day each: *invisibility, magic missile, shield*

2/day each: *animate objects, cone of cold, hypnotic pattern*

1/day each: *disintegrate, meteor swarm, true polymorph*

Legendary Resistance (3/day). If Koschei fails a saving throw, he can choose to succeed instead.

Magic Weapons. Koschei's weapon attacks are magical and do an extra 14 (4d6) necrotic damage (included below).

ACTIONS

Multiattack. Koschei makes two longsword attacks and one drain life attack.

Longsword. *Melee Weapon Attack*: +12 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) slashing damage or 11 (1d10 + 6) slashing damage if used in two hands plus 14 (4d6) necrotic damage.

Drain Life. *Melee Spell Attack*: +11 to hit, reach 5 ft., one target. *Hit:* 20 (4d6 + 6) necrotic damage. The target must succeed on a DC 19 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken from this attack, and Koschei regains an equal number of hit points. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

LEGENDARY ACTIONS

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

Attack. Koschei makes one attack with his longsword.

Teleport. Koschei teleports to an unoccupied space he can see within 40 feet.

Drain (2 actions). Koschei makes one attack with Drain Life.

KOSCHEI'S LAIR

Koschei's lair is the crumbling remains of his ancient castle. Though there are still finery and riches contained within the structure, Koschei seems oblivious to the march of time threatening to demolish his home.

LAIR ACTIONS

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

- Koschei creates a whirlwind centered on a point he can see within 100 feet. The whirlwind is 10 feet wide and up to 50 feet tall. A creature in the area of the whirlwind when it's created,

or who enters the area for the first time on a turn, must make a DC 15 Strength saving throw. On a failed save, the creature is restrained and takes 18 (4d8) bludgeoning damage from the buffeting wind. A restrained creature can escape from the whirlwind by using its action to repeat the saving throw; on a success, it moves 5 feet outside the area of the whirlwind. The whirlwind lasts until Koschei uses this action again or dies.

- Tortured spirits appear and attack up to three creatures Koschei can see within the lair. One attack is made against each targeted creature; each attack has +8 to hit and does 10 (3d6) necrotic damage.
- Koschei disrupts the flow of magic in his lair. Until initiative count 20 on the following round, any creature other than a fiend who targets Koschei with a spell must make a DC 15 Wisdom saving throw. On a failure, the creature still casts the spell, but it must target a creature other than Koschei.

REGIONAL EFFECTS

The region containing Koschei's lair is warped by Koschei's magic, which creates one or more of the following effects:

- Rabbits, ducks, and other game animals become hostile toward intruders within 5 miles of the lair. They behave aggressively, but only attack if cornered. Foraging for food by hunting is difficult and only yields half the normal amount of food.
- Wind and snowstorms are common within 5 miles of the lair.
- Koschei is aware of any spell cast within 5 miles of his lair. He knows the source of the magic (innate, the caster's class, or a magic item) and knows the direction to the caster.

If Koschei dies, conditions in the area surrounding his lair return to normal over the course of 1d10 days.

Kot Bayun

This oddly colored cat appears at first to be a powerful panther. Its wide mouth pulls into something like a human grin, and its knowing eyes hint at intelligence beyond that of a typical predator.

Enemies of elves and blink dogs, kot bayuns are magical hunting cats gifted with eloquent speech and cunning abilities.

Speaking Fey Cats. These brutal and temperamental creatures get along well with cruel-minded fey. More gentle fey rightfully find the creatures to be a menace. A kot bayun measures six feet long and weighs over 200 lb. They are long-lived, and some stories record the same kot bayun in a region for over 400 years.

Sing to Sleep. In addition to their stealthy natures and physical prowess, kot bayun have the ability to put prey to sleep with song. They carefully choose victims and stalk them for a time, learning their strengths and weaknesses before making their attack. They lay in wait until their prey is vulnerable and then begin their slumbering song. Those resisting the call to slumber are always the kot bayun's first victims as they launch from cover and attempt to disembowel their prey. In forests with a thick canopy, a kot bayun stealthily creeps among tree limbs, tracking the movement of its prey below.

Healing Poetry. If discovered by intelligent prey, a kot bayun opens with a parley instead of claws. In rare cases, a kot bayun finds something in its prey it likes and cold predation turns to a lukewarm association.

Befriending a kot bayun has benefits as the creature's poems, tales, and sagas have the magical ability to heal negative conditions. A kot bayun tells its stories in the form of strange epics and poetry, ranging from simple rhyming folk poems to complex sonnets. This ability is not widely known (a secret the creatures intend to keep), but, as folktales spread, more and more adventurers and sages seek out these elusive beasts.

KOT BAYUN

Medium monstrosity, neutral

Armor Class 15

Hit Points 44 (8d8 + 8)

Speed 40 ft., climb 20 ft.

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

Saving Throws Dex +5

Senses darkvision 60 ft., passive Perception 13

Languages Common, Sylvan

Challenge 2 (450 XP)

Folk Cure. A kot bayun's tales have the effect of a lesser restoration spell at will, and once per week it can have the effect of *greater restoration*. The kot bayun designates one listener to benefit from its ability, and that listener must spend one uninterrupted hour listening to the cat's tales. Kot bayuns are reluctant to share this benefit and must be bargained with or under the effect of *domination* to grant the boon.

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

3/day each: *fog cloud, invisibility* (self only)

1/day: *blink*

Actions

Multiattack. The kot bayun makes one bite attack and one claws attack.

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

Claws. *Melee Weapon Attack*: +5 to hit, reach 5ft., one target. *Hit:* 14 (2d10 + 3) slashing damage.

Slumbering Song. The kot bayun puts creatures to sleep with its haunting melody. While a kot bayun sings, it can target one hearing creature within a 100-foot radius. This target must succeed on a DC 13 Charisma saving throw or fall asleep. The target repeats the saving throw at the end of each of its turns, ending the effect on itself on a success. Each round the kot bayun maintains its song, it can select a new target. A creature that successfully saves is immune to the effect of that kot bayun's song for 24 hours. The slumbering song even affects elves, but they have advantage on the Charisma saving throw.

Krake Spawn

This twisted, unnatural beast looks like the unholy union of squid and spider. Its shell-covered core has six small rubbery legs, peculiar antennae, and six tentacles around a squid's enormous beak. Unlike krakens and giant squid, krake spawn can scuttle onto land.

Demonic Crossbreeds. Some believe krake spawn are demonic crossbreeds created by the aboleth, fusing kraken blood with demonic souls. Others say that krake spawn are the horrible creation of a long-forgotten meddling god, summoned to the mortal world by deep ones. Certainly krake spawn do respond to summoning magic, and sorcerers do summon krake spawn through blood sacrifices to work evil in the world. However, they do so at considerable peril: unlike demons and devils, krake spawn are seldom bound by pacts of any kind.

Outwit Humans. Though enormous and carrying an armored green shell on their six spindly legs, krake spawn are surprisingly quick and agile. Worse, they have a malicious and bloodthirsty intellect. A krake spawn is considerably smarter than most humans, who mistake them for dumb beasts—an error that can often prove fatal.

Iceberg Fortresses. Krake spawn live in remote, icy regions, where they fashion elaborate iceberg fortresses. When they venture into warmer climes in search of magic or slaves, they can preserve their icebergs with ice storms. These fortresses are stocked with frozen creatures (an emergency food supply), the krake spawn's treasure and library, slaves or prisoners of many races, and a hellish nest filled with the krake spawn's offspring.

A krake spawn measures 40 feet in length and weighs 2,000 lb.

KRAKE SPAWN

Huge monstrosity, neutral evil

Armor Class 16 (natural armor)

Hit Points 150 (12d12 + 72)

Speed 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	22 (+6)	17 (+3)	15 (+2)	18 (+4)

Saving Throws Str +11, Con +10, Int +7, Cha +8

Damage Immunities cold, poison, psychic

Condition Immunities charmed, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Common, Infernal, Primordial, Void Speech

Challenge 9 (5,000 XP)

Amphibious. The krake spawn can breathe air and water.

Jet. While underwater, the krake spawn can take the withdraw action to jet backward at a speed of 140 feet. It must move in a straight line while using this ability.

Innate Spellcasting. The krake spawn's innate spellcasting ability is Charisma (spell save DC 16). It can innately cast the following spells, requiring no material components:

At will: *protection from energy, ray of frost*

1/day each: *ice storm, wall of ice*

Actions

Multiattack. The krake spawn makes eight tentacle attacks and one bite attack. It can subsitute one constrict attack for two tentacle attacks if it has a creature grappled at the start of its turn, but it never constricts more than once per turn.

Bite. *Melee Weapon Attack*: +11 to hit, reach 10 ft, one target. *Hit:* 12 (1d10 + 7) slashing damage.

Tentacle. *Melee Weapon Attack*: +11 to hit, reach 15 ft., one target. *Hit:* 10 (1d6 + 7) necrotic damage. If two tentacle attacks hit the same target in one turn, the target is also grappled (escape DC 17).

Constrict. The constricted creature takes 26 (3d12 + 7) bludgeoning damage and is grappled (escape DC 17) and restrained.

Ink Cloud (Recharge 6). The krake spawn emits black, venomous ink in a 30-foot cloud as a bonus action while underwater. The cloud affects vision as the *darkness* spell, and any creature that starts its turn inside the cloud takes 10 (3d6) poison damage, or half damage with a successful DC 18 Constitution saving throw. The krake spawn's darkvision is not impaired by this cloud. The cloud persists for 1 minute, then disperses.

Vomit Forth the Deeps (1/Day). The krake spawn sprays half-digested food from its maw over a 15-foot cone. This acidic slurry causes 3 (1d6) acid damage and targets must make a successful DC 18 Constitution saving throw or be incapacitated until the end of their next turn.

LANTERN DRAGONETTE

This cat-sized drake with a waxy appearance and a glow emanating from its belly can hover in midair, filling a small area with a warm glow.

The lantern drake is named for its belly, which glows with a warm light. The beast's yellow, waxy scales darken with age, though lantern drakes rarely live more than 50 years or so. They weigh from 5 to 10 pounds and are 18 inches long. Most believe they are the result of an arcane fusion of a radiant spirit with a paper drake.

Eat Candle Wax. The drake devours four ounces of candle wax per day, plus four more ounces if it uses its belly lantern. A lantern dragonette's unusual diet leads it to lair in libraries, abbeys, and other places of study. Even though the dragonettes eat candles essential for study during dark hours, they still provide light and protect their adopted homes. Residents and caretakers consider them good luck and enjoy conversing with them.

Telepathic Chatterbox. This gregarious drake prefers to speak with its companions but uses telepathy if necessary, and the creature hisses when surprised or displeased. It loves nothing more than discussing magic and history with an intelligent and informed individual.

Adventurous Companions. Occasionally, a dragonette wishing to learn more about the world finds a spellcaster or adventuring party to travel with, purely for the sake of learning or to acquire new sources of knowledge. Most parties enjoy the traveling light source and the abilities these companions bring to bear. A lantern dragonette avoids combat and uses its abilities only to escape or to defend its lair, family, and friends.

A dragonette lives up to 30 years. A mated pair produces one clutch of two to five eggs every five years, and one parent raises the young dragonettes until they mature after a year and leave to search for their own lairs. A cloister of lantern dragonettes taxes their lair's resources, so the other parent often ventures out to retrieve more candles.

LANTERN DRAGONETTE

Tiny dragon, lawful neutral

Armor Class 13 (natural armor)

Hit Points 28 (8d4 + 8)

Speed 15 ft., fly 40 ft. (hover)

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

Saving Throws Dex +3, Wis +3, Cha +3

Skills Arcana +5, History +5, Nature +5, Perception +3, Religion +5

Condition Immunities paralyzed, unconscious

Senses darkvision 60 ft., passive Perception 13

Languages Common, Draconic, Elvish, Primordial; telepathy 60 ft.

Challenge 1/2 (50 XP)

Lantern Belly (1/Day). If the dragonette has eaten 8 ounces of candle wax in the last 24 hours, it can emit a continual flame for 3d20 minutes. The continual flame can be dispelled, but the dragonette can resume it with a bonus action except in areas of magical darkness, if the time limit hasn't expired.

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

1/day each: *burning hands, color spray, scorching ray*

Vulnerable to Magical Darkness. A lantern dragonette in an area of magical darkness loses its lantern belly ability and its ability to fly. It also suffers 1d6 radiant damage for every minute of exposure.

ACTIONS

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

Lemurfolk (Kaguani)

This furred humanoid glides silently through the canopy of trees, gripping a blowgun. It observes visitors cautiously with two intelligent, bulbous eyes.

Jungle Rulers. These small, intelligent, squirrel-like humanoids live in reclusive, primitive societies deep in the jungle. They are omnivorous, subsisting on fruits and roots, insects and larvae, bird and snake eggs, and birds and small mammals. They sometimes barter with more advanced creatures for metal and crafted items.

Nocturnal Gliders. Lemurfolk are nocturnal, though they can adopt daytime hours when they must. They prefer to hunt and move by gliding between trees, catching prey off guard.

Greyfur Elders. Greyfurs are the eldest and most revered kaguani, as much as 80 years old; their age can be estimated by the graying of their fur, but they don't track the years. Greyfurs are cunning individuals and command the arcane arts, though they rarely pursue the art of necromancy—a strong taboo prohibits them from interacting with the dead.

A typical lemurfolk stands 2 feet tall and weighs 30 lb.

LEMURFOLK

Small humanoid (lemurfolk), neutral

Armor Class 13

Hit Points 14 (4d6)

Speed 20 ft., climb 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	11 (+0)	12 (+1)	10 (+0)	8 (–1)

Skills Acrobatics +4, Stealth +4

Senses darkvision 60 ft., passive Perception 10

Languages Common, Lemurfolk

Challenge 1/4 (50 XP)

Silent Glide. The lemurfolk can glide for 1 minute, making almost no sound. It gains a fly speed of 40 feet, and it must move at least 20 feet on its turn to keep flying. A gliding lemurfolk has advantage on Dexterity (Stealth) checks.

Sneak Attack (1/Turn). The lemurfolk deals an extra 3 (1d6) damage when it hits with a weapon attack and it has advantage, or when the target is within 5 feet of an ally of the lemurfolk that isn't incapacitated and the lemurfolk doesn't have disadvantage on the attack roll.

Actions

Kukri Dagger. *Melee Weapon Attack*: +4 to hit, reach 5 ft., 20/60 range, one target. *Hit:* 4 (1d4 + 2) piercing damage.

Blowgun. *Ranged Weapon Attack*: +4 to hit, range 25/100 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned and unconscious for 1d4 hours. Another creature can use an action to shake the target awake and end its unconsciousness but not the poisoning.

LEMURFOLK GREYFUR

Small humanoid (lemurfolk), neutral

Armor Class 13 (16 with *mage armor*)

Hit Points 67 (15d6 + 15)

Speed 20 ft., climb 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	16 (+3)	12 (+1)	16 (+3)	12 (+1)	10 (+0)

Skills Acrobatics +5, Stealth +5

Senses darkvision 60 ft., passive Perception 11

Languages Common, Lemurfolk

Challenge 4 (1,100 XP)

Silent Glide. As lemurfolk.

Sneak Attack (1/Turn). The greyfur deals an extra 7 (2d6) damage when it hits with a weapon attack and it has advantage, or when the target is within 5 feet of an ally of the greyfur that isn't incapacitated and the greyfur doesn't have disadvantage on the attack roll.

Spellcasting. The greyfur is a 5th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The greyfur has the following wizard spells prepared:

Cantrips (at will): *light, mage hand, minor illusion, poison spray, resistance*

1st Level (4 slots): *mage armor, sleep*

2nd Level (3 slots): *detect thoughts, misty step*

3rd Level (2 slots): *lightning bolt*

Actions

Kukri Dagger. *Melee Weapon Attack*: +5 to hit, reach 5 ft., range 20/60, one target. *Hit:* 5 (1d4 + 3) piercing damage.

Blowgun. *Ranged Weapon Attack*: +5 to hit, range 25/100 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned and unconscious for 1d4 hours. Another creature can use an action to shake the target awake and end its unconsciousness but not the poisoning.

LESHY

A leshy is a strange man wearing loose scraps of clothing and covered in bark and root-like growths. The hair and beard that frame his piercing green eyes writhe like living vines.

Expanding the Wild. Solitary leshy tend plants and animals in groves around great forests, and they are the self-proclaimed protectors of the forest outskirts. Leshy have little patience for interlopers and often kill, abduct, or frighten off trailblazers and guides. With their *plant growth* ability, they sabotage cultivated land, wipe out trails, and create weed walls and thickets to keep civilization at bay. Using *speak with plants*, they transplant dangerous plant creatures to discourage new settlements. Some have wrangled rabid animals to the same purpose.

Ax Thieves. Leshy prefer trickery to combat, particularly enjoying leading interlopers astray through use of their mimicry. If challenged, they use their ability to change size to scare intruders away, but they never hesitate to fight to the death in service to the forest if necessary. Leshy hate metal, especially axes, and they go out of their way to steal metal items and lead those who use them astray.

Accept Bribes. With careful courting and appropriate gifts, it is possible to gain a leshy's capricious assistance. This can be risky, because leshy love mischief. Still, at times a leshy's help is essential to a group traversing ancient woodlands.

LESHY

Medium monstrosity, chaotic neutral

Armor Class 14 (natural armor)

Hit Points 84 (13d8 + 26)

Speed 30 ft.

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

Skills Deception +5, Perception +4, Stealth +3, Survival +4

Senses darkvision 60 ft., passive Perception 14

Languages Common, Elvish, Sylvan

Challenge 1 (200 XP)

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

At will: *animal friendship, pass without trace, speak with animals*

1/day each: *entangle, plant growth, shillelagh, speak with plants, hideous laughter*

Camouflage. A leshy has advantage on Stealth checks if it is at least lightly obscured by foliage.

Mimicry. A leshy can mimic the calls and voices of any creature it has heard. To use this ability, the leshy makes a Charisma (Deception) check. Listeners who succeed on an opposed Wisdom (Insight) or Intelligence (Nature)—DM's choice—realize that something is mimicking the sound. The leshy has advantage on the check if it's mimicking a general type of creature (a crow's call, a bear's roar) and not a specific individual's voice.

ACTIONS

Multiattack. The leshy makes two club attacks.

Change Size. The leshy appears to change its size, becoming as tall as a massive oak (Gargantuan) or as short as a blade of grass (Tiny). The change is entirely illusory, so the leshy's statistics do not change.

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

Library Automaton

The humming of servos, ticking of gears, and petite discharges of steam alert you to the presence of this library's diminutive custodian.

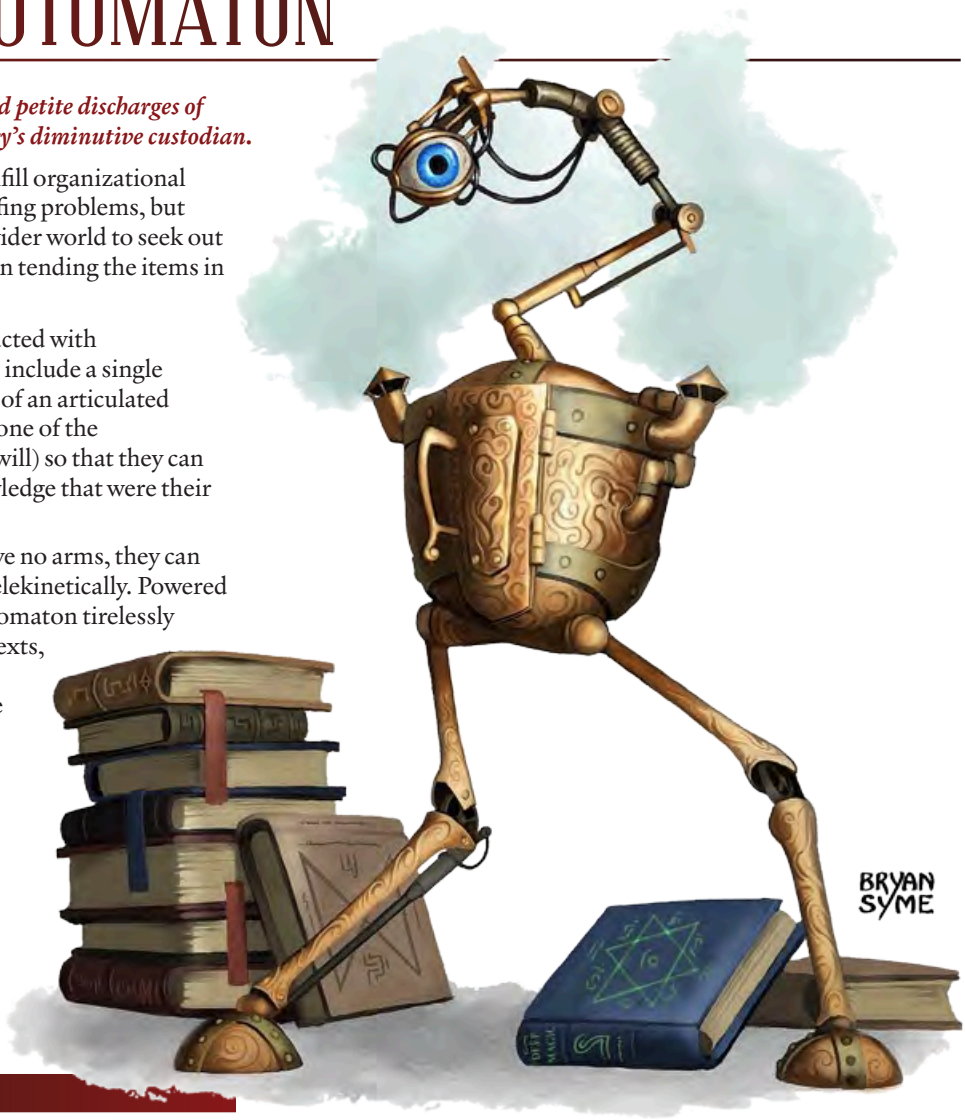
These small constructs were created to fulfill organizational responsibilities of huge libraries with staffing problems, but some invariably learn enough about the wider world to seek out adventure and new knowledge, rather than tending the items in their care.

Eyes of the Past. While largely constructed with mechanical components, the automatons include a single human eyeball that is mounted at the end of an articulated appendage. The eye is usually donated by one of the institution's scholars (prescribed in their will) so that they can continue serving the repositories of knowledge that were their life's work.

Telekinetic. While the automatons have no arms, they can move and manipulate written materials telekinetically. Powered by keen analytical engines, the library automaton tirelessly pores through tomes, translates ancient texts, catalogs the institution's volumes, fetches texts for visitors, and occasionally rids the vast halls of uninvited pests.

Sought by Wizards. Wizards have discovered that these clockwork bureaucrats make particularly effective caretakers for their spellbooks and scrolls while on adventure.

Constructed Nature. A library automaton doesn't require air, food, drink, or sleep.



LIBRARY AUTOMATON

Small construct, lawful neutral

Armor Class 13 (natural armor)

Hit Points 7 (2d6)

Speed 30 ft.

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

Skills History +4, Investigation +4

Damage Immunities poison

Condition Immunities charmed, poisoned

Senses blindsight 60 ft., truesight 10 ft., Passive Perception 11

Languages Common, Machine Speech

Challenge 1/2 (100 XP)

Extra-Dimensional Book Repository. A small door on the chest of the library automaton opens into an extra-dimensional bookcase. This bookcase functions exactly as a *bag of holding* except that it can store only written materials such as books, scrolls, tomes, parchment, folders, notebooks, spellbooks, and the like.

Actions

Gaze of Confusion. The library automaton chooses one creature it can see within 40 feet. The target must succeed on a DC 12 Intelligence saving throw or take 9 (3d4 + 2) psychic damage and have disadvantage on Intelligence-based checks, saving throws, and attacks until the end of its next turn. If the saving throw succeeds, then the target takes half damage and suffers no other effect.

Bibliotelekinesis. This ability functions as the cantrip *mage hand* but can be used only on books, scrolls, maps, and other printed or written materials.

Library Automaton Familiar

If the DM allows it, the library automaton can serve as a familiar for a non-chaotic spellcaster. All the standard rules regarding familiars apply to the library automaton.

Lich Hound

Their howls echoing from another plane, lich hounds always arrive wreathed in mist. Half bone, half purple fire, they are creatures of hunger and the hunt. Nothing makes them happier than taking down creatures larger than themselves—or racing through the air to catch a surprised bat in mid-flight. All cruelty and fang, lich hounds are most satisfied when praised by their great undead lords.

Fiery Bones. Bright white skulls with a heavy jaw and thick, robust skeletal bodies define the ferocious lich hounds. Their eyes burn green or blue, and their tongues resemble black fire. Fueled by necromantic power, these creatures are loyal servants of either ghoul high priests or liches.

Echoing Howls. Even on their own, lich hounds are relentless hunters, pursuing their prey with powerful senses and a keen ability to find the living wherever they may hide. Lich hound howls fade into and out of normal hearing, with strangely shifted pitch and echoes.

Murdered Celestials. The dark process of creating a lich hound involves a perverse ritual of first summoning a celestial canine and binding it to the Material Plane. The hound's future master then murders the trapped beast. Only then can the creature be animated in all its unholy glory. Hound archons have long been outraged by the creation of lich hounds, and they occasionally band together to rid the world of those who practice this particular dark magic.

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

LICH HOUND

Medium undead, neutral evil

Armor Class 14

Hit Points 119 (14d8 + 56)

Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	18 (+4)	6 (–2)	10 (+0)	16 (+3)

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

Skills Acrobatics +6, Perception +4

Damage Resistances piercing and bludgeoning from nonmagical weapons

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses blindsight 100 ft., passive Perception 14

Languages understands Darakhul

Challenge 4 (1,100 XP)

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

Actions

Bite. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Ethereal Jaunt. As a bonus action, the lich hound can magically shift from the Material Plane to the Ethereal Plane, or vice versa.

Gut Rip. As a bonus action, the lich hound tears into any adjacent prone creature, inflicting 19 (3d12) slashing damage. The target must succeed on a DC 14 Constitution saving throw or be incapacitated for 1d4 rounds. An incapacitated creature repeats the saving throw at the end of each of its turns; a successful save ends the condition early.

Howl. The eerie howl of lich hounds as they close in on their prey plays havoc on the morale of living creatures that hear it. Howling requires and action, and creatures that hear the howl of a lich hound within 100 feet must succeed on a DC 14 Wisdom saving throw or become frightened for 5 rounds. Creatures that successfully save against this effect cannot be affected by a lich hound's howl for 24 hours.

Likho

Malformed like a goblin, this creature bears one large, strange eye in the middle of its face. It wears dark and dirty rags, and its spindly claws and arms match its hunched torso.

Ferocious Attitude. Likho are scrappy fighters; they weaken foes from afar with their magical attacks to curse and enfeeble enemies, then rush forward in a blazing charge and jump onto their foes, shredding them with their claws. Once a likho has leapt onto a creature, it shreds flesh using the claws on both its hands and feet.

Jeers and Insults. A likho uses its *message* spells to taunt and jeer its target from a distance during the hunt. In addition, to flinging curses and ill luck, likho frustrate and infuriate their enemies because they are difficult to hit. A likho enjoys stalking intelligent humanoids and tormenting them from hiding until discovered or when it grows tired of the hunt.

Organ Eaters. Likho thrive when they drain away luck and aptitude. Once the likho immobilizes a creature, it gnaws at the creature's abdomen with its jagged teeth, devouring the organs of its still-living prey. A likho consumes only a humanoid's organs and leaves the rest of the carcass behind.

LIKHO

Medium monstrosity, chaotic evil

Armor Class 15 (natural armor)

Hit Points 90 (12d8 + 36)

Speed 40 ft.

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

Saving Throws Dex +7, Cha +8

Skills Acrobatics +7, Perception +6, Stealth +10

Senses darkvision 60 ft., passive Perception 16

Languages Common, Goblin, Void Speech

Challenge 6 (1,800 XP)

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

Innate Spellcasting. The likho's innate spellcasting ability is Charisma (spell save DC 16). It can innately cast the following spells, requiring no material components:

At will: *message*

3/day each: *crown of madness, mirror image, ray of enfeeblement*

1/day: *bestow curse*

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

Actions

Multiattack. The likho makes two claw attacks.

Claw. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Disruptive Gaze. As a bonus action, the likho directs its gaze at any single creature it can see and afflicts it with a temporary bout of bad luck. The targeted creature has disadvantage on attack rolls, saving throws, and skill checks until the end of its next turn.

LINDWURM

Coiling like a living corkscrew, moving with a scraping hiss, a lindwurm's serpentine form skates nimbly across ice on long curving claws, maw agape and stinking of a hundred graves.

Swift and Smooth as Ice. Lindwurms have long bodies and crocodilian jaws, but they skitter overland on spindly limbs. Their talons are long and curved, acting as skates or short skis when moving over ice. Few things are swifter on the ice.

Sea Hunters. In the wild, lindwurms hunt in groups, looking for breaching whales, seals, or incautious fishermen. They employ wolf-pack tactics and enjoy surprising foes. With their considerable cunning, they may skate by their prey at speed, snapping a bite as they pass or snatching them up with their constricting tails.

LINDWURM

Large dragon, neutral evil

Armor Class 15

Hit Points 136 (16d10 + 48)

Speed 40 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	16 (+3)	6 (–2)	12 (+1)	8 (–1)

Saving Throws Str +7, Dex +8, Con +6

Skills Acrobatics +8, Athletics +8, Perception +4, Stealth +9

Damage Vulnerabilities fire

Damage Immunities cold

Condition Immunities paralyzed, prone, unconscious

Senses darkvision 60 ft., tremorsense 120 ft. on ice, passive Perception 14

Challenge 5 (1,800 XP)

Lindwurm Fever. A creature infected with this disease by a lindwurm's bite gains one level of exhaustion an hour after being infected. The creature must make a DC 14 Constitution saving throw after each long rest. On a failure, the creature gains one level of exhaustion and recovers no hit dice from the long rest. On a success, the creature recovers from one level of exhaustion and regains hit dice normally. If the infected creature reduces itself to zero exhaustion by making successful saving throws, the disease is cured.

Skittering Skater. Lindwurms suffer no penalties from difficult terrain on ice and are immune to the effects of the *grease* spell.

Snake Belly. When lying with its sensitive stomach on the ice, a lindwurm can sense approaching creatures by the vibrations they cause, granting them tremorsense.

ACTIONS

Multiattack. The lindwurm makes one bite attack, one claw attack, and one constrict attack.

Bite. *Melee Weapon Attack*: +7 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage, and the target must succeed on a DC 14 Constitution saving throw or contract lindwurm fever.

Claws. *Melee Weapon Attack*: +7 to hit, reach 10 ft., one target. *Hit:* 17 (3d8 + 4) slashing damage.

Constrict. *Melee Weapon Attack*: +7 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage, and the target is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the lindwurm can constrict only this target.

LIOSALFAR

The curtain of rippling colors assumes a humanoid form. Its kaleidoscope body shifts and glitters with mesmeric patterns.

Sometimes known as "light elves" because they assume a vaguely elfish shape, these enigmatic shapeshifters make their home at the edge of the world, where reality bends and physical laws unravel. Their mutable bodies are composed entirely of shifting colors. Among themselves they communicate through flashing patterns and hues, but they talk to other races in an echoing, choral tone that seems to emanate from everywhere and nowhere around them.

Servants of Fate. Their aims often seem inconsequential or simply baffling, but they've also sundered mountains and toppled kingdoms. Many believe they're agents of Fate, others that their motivation is an alien aesthetic or their own amusement.

Pattern Vision. Those who've spoken with liosalfar say they talk as if all existence was a sea of patterns and colors to be set in pleasing shapes. They barely understand mortal concerns.

Enemies of the Ramag. The liosalfar have a longstanding rivalry with the portal-making ramag, whom they despise as "corruptors of the patterns."

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

LIOSALFAR

Large elemental, neutral

Armor Class 17

Hit Points 110 (20d10)

Speed fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	25 (+7)	10 (+0)	18 (+4)	18 (+4)	12 (+1)

Saving Throws Dex +10, Con +3, Int +7, Wis +7, Cha +4

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

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

Damage Immunities poison, psychic, radiant

Condition Immunities blinded, charmed, exhaustion (see Lightform special ability), grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses blindsight 120 ft., truesight 60 ft., passive Perception 17

Languages Common, Celestial, Elemental, Elvish, Giant

Challenge 8 (3,900 XP)

Alien Mentality. A liosalfar's exotic consciousness renders it immune to psychic effects, and any attempt to read their thoughts leaves the reader confused for 1 round.

Darkness Vulnerability. Magical darkness is harmful to a liosalfar: They take 2d10 necrotic damage, or half damage with a successful DC 14 Constitution saving throw, each time they start their turn inside magical darkness. Natural darkness is unpleasant to them but not harmful.

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

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

At Will: *augury, color spray, dancing lights, detect magic, flare, light, silent image, spare the dying*

2/day each: *alter self, blur, divination, hypnotic pattern, prismatic spray, scorching ray*

1/day each: *hallucinatory terrain, plane shift, sunbeam*

Lightform. Liosalfar are composed entirely of light. They are incorporeal and not subject to ability damage, polymorph, petrification, or attacks that alter their form.

Prismatic Glow. Liosalfar shed rainbow illumination equal to a *daylight* spell. They cannot extinguish this glow without perishing but can reduce it to the level of torchlight at will. Even when using *alter self* they have a faint, diffused glow that's visible in dim light or darkness.

ACTIONS

Multiattack. The liosalfar makes two Disrupting Touch attacks.

Disrupting Touch. *Melee Weapon Attack*: +10 to hit, reach 5 ft., one target. *Hit:* 26 (4d12) radiant damage, and the target must succeed on a DC 15 Wisdom saving throw or become stunned for 1 round.

LIOSALFAR IN MIDGARD

Once the patrons of the elven kingdom of Thorn, the liosalfar are dwellers in the northern lights that hover over Hyperborea. The liosalfar are aloof protectors of that lost realm, but they spend most of their time traveling between Midgard and other planes of existence. They have a gift for patterns, and they are explorers and meddlers by nature.

Living Wick

A living wick is a small, rough wax sculpture of a human that stands at attention, a halo of light flickering around its head from some source behind it.

Enchanted Wicks. Living wicks are obedient wax statues brought to life by an enchanted wick that runs from the nape of their neck to their lower back. When new, a living wick looks and moves like a human, but as the wick burns, the wax features melt and the statue takes on a twisted, hunchbacked appearance.

Short-Lived as a Candle. Living wicks are powered by flames, and therefore they have a predetermined life cycle. They are typically reduced to formless lumps in a month, but some say a living wick's affordability more than makes up for its inevitable obsolescence. Individuals looking to quickly construct a building or fortification without the expense of paid labor or the questionable ethics of necromancy find living wicks obedient and efficient, as do those needing an army for a single battle.

Living wicks are active only when their wicks are lit, and only respond to the telepathic commands of whoever lit them. This makes it easy to transfer living wicks between owners, even those not well-versed in the use of magic.

Explosive Ends. The amount of magical energy contained within a living wick, paired with the manner in which it is released, gives them a remarkable capability for self-destruction. If their controller demands it, all living wicks can release the magic contained within their form all at once, engulfing themselves and anyone nearby in flames. This can make storing them a gamble, but many see it as an asset, especially those seeking to destroy evidence or anonymously attack their enemies.

Constructed Nature. A living wick doesn't require air, food, drink, or sleep.

LIVING WICK

Small construct, unaligned

Armor Class 13 (natural armor)

Hit Points 28 (8d6)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	5 (–3)	5 (–3)	5 (–3)

Damage Vulnerabilities fire

Damage Immunities poison, psychic

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

Senses sight 20 ft. (blind beyond the radius of its own light), passive Perception 10

Languages shares a telepathic link with the individual that lit its wick

Challenge 1/4 (50 XP)

Controlled. Living wicks cannot move, attack, or perform actions when they are not lit. Living wicks only respond to the telepathic commands of the individual that lit them.

Light. Activated living wicks produce light as a torch.

Melting. A living wick loses one hit point for every 24 hours it remains lit.

Actions

Slam. *Melee Weapon Attack*: +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage.

Consume Self. A living wick can be commanded to rapidly burn through the remains of its wick, creating a devastating fireball. All creatures within 20 feet of the living wick take 7 (2d6) fire damage, or half damage with a successful DC 13 Dexterity saving throw. The fire spreads around corners and ignites flammable objects in the area that aren't being worn or carried. The wick is reduced to a lifeless puddle of wax.

Lorelei

Lounging on large river rocks or within swirling eddies untouched by the rush of the current, these breathtakingly fey call plaintively to travelers and knights errant. They seek nothing less than the last breath of a drowning man.

Death to Men. These callous river sirens compete with one another in manipulating and destroying male travelers. A race born from an ancient oath to the River King, a lorelei's cruelty stems from a racial memory. A lorelei often taunts her prey for days before finally turning on it. When the opportunity presents itself, it quickly draws heavily armored warriors into deep water and kisses them as they drown.

Voluptuous Humanoids. Although legends describe the lorelei as golden-haired and fair-skinned, they come in all varieties, each more voluptuous than the next. While most resemble sensual humans, a lorelei's form can also include elves, dwarves, and in some recorded cases even orcs and hobgoblins—a lorelei mimics her most frequent prey.

Ignore Women. Women travelers are vexing for the lorelei. While the siren's powers affect women as readily as men, the lorelei lacks the urge to destroy them. Women traveling alone or in all-female groups may pass through a lorelei's territory safely, and might even make peaceful contact. However, women who protect male companions are viewed as traitors, inspiring wrath.

LORELEI

Medium fey, chaotic evil

Armor Class 15 (18 mage armor)

Hit Points 76 (9d8 + 36)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	21 (+5)	18 (+4)	16 (+3)	16 (+3)	23 (+6)

Saving Throws Dex +8, Cha +9

Skills Deception +9, Performance +9, Persuasion +9

Senses darkvision 60 ft., passive Perception 13

Languages Common, Sylvan

Challenge 5 (1,100 XP)

Alluring Presence. All humanoids within 30 feet of a lorelei who look directly at her must succeed on a DC 17 Charisma saving throw or be drawn to her in the most direct path, regardless of the danger. This compulsion fades once the person gets within 5 feet of the lorelei. A creature can avoid this effect for one full round by choosing to avert its eyes at the start of its turn, but it then has disadvantage on any attacks or other rolls directed against the lorelei until the start of its next turn. A lorelei can suppress or resume this ability as a bonus action. Anyone who successfully saves against this effect cannot be affected by it from the same lorelei for 24 hours.

Unearthly Grace. A lorelei applies her Charisma modifier to all of her saving throws in place of the normal ability modifier.

Water Spirit. The lorelei is under the effect of *freedom of movement* whenever she is in contact with a body of water.

Spellcasting. The lorelei is an 8th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). She requires no material components to cast her spells. The lorelei has the following sorcerer spells prepared:

Cantrips (at will): *detect magic, guidance, light, mending, poison spray, prestidigitation*

1st level (4 slots): *comprehend languages, fog cloud, mage armor, ray of sickness*

2nd level (3 slots): *hold person, misty step, suggestion*

3rdlevel (3 slots): *hypnotic pattern, gaseous form, water walk*

4th level (2 slots): *dominate beast, ice storm*

Actions

Dagger. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d4 + 5) piercing damage.

Charm. The lorelei targets one humanoid she can see within 30 feet of her. If the target can see or hear the lorelei, it must succeed on a DC 17 Wisdom saving throw against this magic or be charmed by the lorelei. The charmed target regards the lorelei as its one, true love, to be heeded and protected. Although the target isn't under the lorelei's control, it takes the lorelei's requests or actions in the most favorable way it can.

Each time the lorelei or her companions cause the target to take damage, directly or indirectly, it repeats the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the lorelei is killed, is on a different plane of existence than the target, or takes a bonus action to end the effect.

Stunning Glance. The lorelei mentally disrupts a creature within 30 feet with a look. The target must succeed on a DC 17 Wisdom saving throw or be stunned for 2 rounds. Anyone who successfully saves against this effect cannot be affected by it from the same lorelei for 24 hours.

Loxoda

Often called elephant centaurs by humans and gnolls, loxodas are massive creatures that combine the torso of an ogre and the body of an elephant. Hating and fearing all strangers, they live in open plains and scrubland.

Nomadic Families. Loxodas live in small herds of 2-3 extended families. Several of these communities will usually cluster together, allowing members to move between groups as they get older. They have no permanent settlements, and instead loxoda families travel to new areas when they deplete the available food. Voracious eaters, a family of loxodas will quickly strip trees bare of leaves, or hunt and cook an entire elephant. They devour both meat and vegetation.

Often Underestimated. Many people assume that loxodas are as dull witted as the ogres they resemble. This is often a fatal mistake, as the elephant centaurs are quite intelligent. Their simple equipment and straightforward living comes not from a lack of skill or knowledge, but their own isolationism and xenophobia. Their immense size and quadruped body makes it difficult for them to mine metal ore, and they violently reject communications and trade with other people. The little metal they can gather is either taken from the bodies of their prey or stolen in raids on dwarven, human, or gnoll settlements.

Vestigial Tusks. All loxodas have curved tusks. While they are too small for use in even ritual combat, they are often decorated with intricate carvings, inlays or dyed in a pattern developed by their family. Each individual also adapts the patterns with their own individual marks, often inspired by important events in their lives. Some loxodas put golden rings or jewelled bracelets stolen from humanoids onto their tusks as trophies—a loxoda matriarch may have long dangling chains of such ornaments, indicating her high status and long life.

They stand 18 feet tall and weigh nearly 20,000 pounds.

LOXODA

Huge monstrosity, neutral evil

Armor Class 13 (natural armor)
Hit Points 147 (14d12 + 56)
Speed 40 ft.

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

Skills Survival +5
Senses passive Perception 12
Languages Loxodan
Challenge 6 (2,300 XP)

Trampling Charge. If the loxoda moves at least 20 feet straight toward a Large or smaller creature it then attacks with a stomp, the stomp attack is made with advantage. If the stomp attack hits, the target must also succeed on a DC 15 Strength saving throw or be knocked prone.

Actions

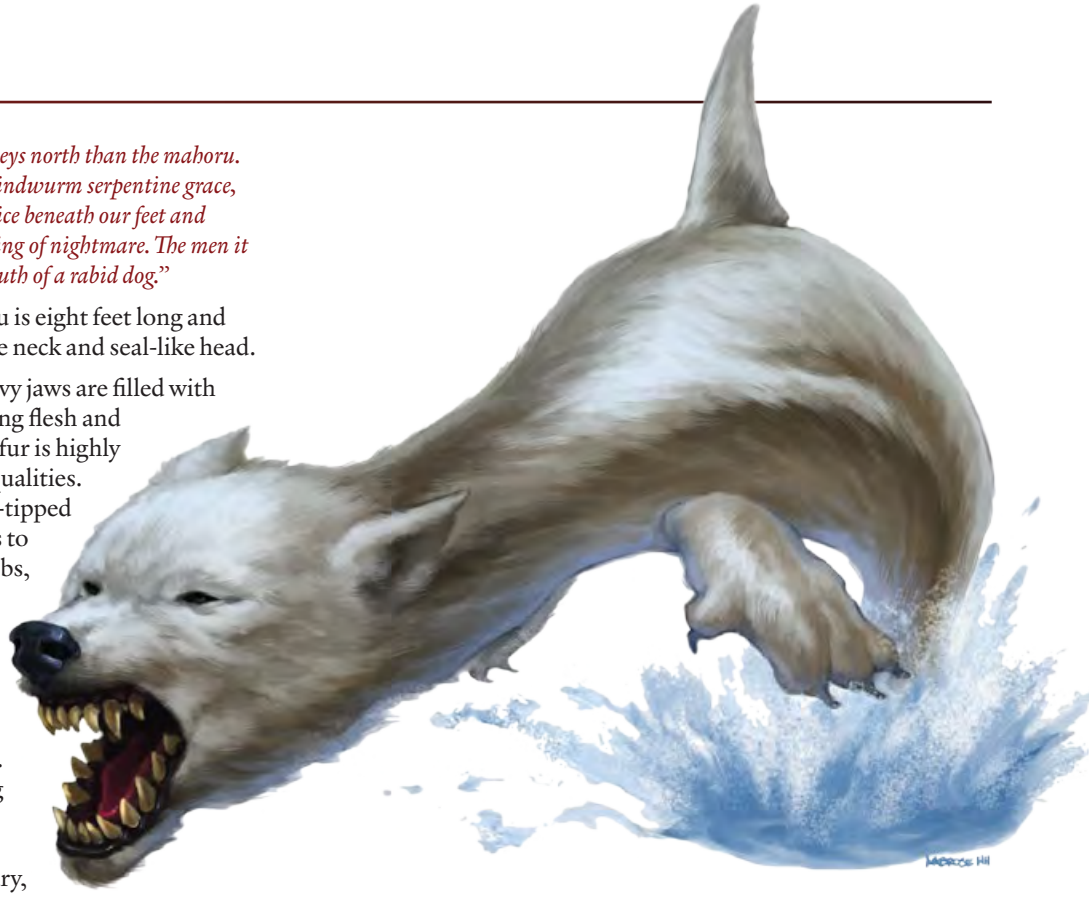
Multiattack. The loxoda makes two attacks, but no more than one of them can be a maul or javelin attack.

Maul. *Melee Weapon Attack*: +7 to hit, reach 10 ft., one target. *Hit:* 25 (6d6 + 4) bludgeoning damage.

Stomp. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 20 (3d10 + 4) bludgeoning damage.

Javelin. *Melee or Ranged Weapon Attack*: +7 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 14 (3d6 + 4) piercing damage.

Mahoru



"I saw no more terrible beast on all my journeys north than the mahoru. The white bears had their aloof majesty, the lindwurm serpentine grace, but the monster that gnawed away the pack ice beneath our feet and savaged any who fell into the water was a thing of nightmare. The men it snatched were torn apart, like rags in the mouth of a rabid dog."

A hybrid of fish and mammal, a mahoru is eight feet long and looks like a small orca with a serpentine neck and seal-like head.

Valuable Teeth and Fur. Their heavy jaws are filled with triangular, serrated teeth adept at tearing flesh and sundering bone. Their white and black fur is highly prized for its warmth and waterproof qualities. Their pectoral fins feature stubby, claw-tipped paws. Skraeling use the mahoru's fangs to make arrowheads or tooth-studded clubs, and the mahoru is a totem beast for many northern tribes.

Iceberg Hunters. Relatives of the bunyip, mahoru prowl northern coasts and estuaries, hunting among the fragmenting pack ice each summer. They lurk beneath the surface, catching swimmers chunks or lurching up onto the ice to break or tilt it and send prey tumbling into the water. When necessary, they stalk beaches and riverbanks in search of carrion or unwary victims.

Work in Pairs and Packs. Mahoru work together in mated pairs to corral everything from fish and seals to larger prey like kayaking humans and even polar bears. They gnaw at ice bridges and the frozen surface of lakes and rivers to create fragile patches that plunge unwary victims into their waiting jaws.

MAHORU

Large monstrosity, unaligned

Armor Class 15 (natural armor)

Hit Points 91 (14d8 + 28)

Speed 10 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	19 (+4)	14 (+2)	3 (–4)	12 (+1)	7 (–2)

Skills Perception +3, Stealth +6

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 3 (700 XP)

Amphibious. The mahoru can breathe air and water.

Keen Sight and Smell. The mahoru has advantage on Wisdom (Perception) checks that rely on sight or smell.

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

Blood Frenzy. The mahoru has advantage on melee attack rolls against any creature that isn't at maximum hit points.

Actions

Bite. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 20 (3d10 + 4) slashing damage.

Roar. When a mahoru roars all creatures with hearing within 30 feet of it must succeed on a DC 14 Wisdom saving throw or become frightened until the end of the mahoru's next turn. If the target fails the saving throw by 5 or more, it's also paralyzed for the same duration. A target that succeeds on the saving throw is immune to the Roar of all mahoru for the next 24 hours.

Vorpal Bite. A mahoru's saw-like jaws are excel at dismembering prey. When the mahoru scores a critical hit, the target must succeed on a DC 14 Strength saving throw or lose an appendage. Roll on the following table for the result:

1d12	Result
1-2	right hand
3-4	left hand
5-6	right foot
7-8	left foot
9	right forearm
10	left forearm
11	right lower leg
12	left lower leg

MALLQUI

With skin stretched like vellum over wizened limbs, a desiccated humanoid form clad in splendid regalia emerges from a funerary tower. Suddenly, the air becomes so dry as to make the eyes sting and lips crack. The imposing figure has yellow points of light for eyes.

Cold Plateau Mummies. The people of the cold, rainless, mountain plateaus take advantage of their dry climes to mummify their honored dead, but without the embalming and curing of the corpse practiced in hotter lands. To preserve the knowledge and the place of their ancestors in the afterlife, their dead remain among them as counsellors and honorees on holy days.

Undead Judges. The mallqui are not seen as malevolent, though at times they are severe judges against transgressors of their culture's ideals.

Icons of Growth. Through their ability to draw the very moisture from the air, they are seen as conduits to the fertility of the earth. "Mallqui" also means "sapling" in the language of the people who create them.

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

MALLQUI

Medium undead, lawful neutral

Armor Class 14 (natural armor)

Hit Points 120 (16d8 + 48)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	9 (-1)	16 (+3)	11 (+0)	16 (+3)	14 (+2)

Saving Throws Int +3, Cha +5

Skills History +3, Insight +6, Religion +3

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

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages the languages it knew in life

Challenge 8 (3,900 XP)

Regeneration. The mallqui regains 10 hit points at the start of its turn. If the mallqui takes damage from its Water Sensitivity trait, its regeneration doesn't function at the start of the mallqui's next turn. The mallqui dies only if it starts its turn with 0 hit points and doesn't regenerate.

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

At will: *druidcraft, produce flame*

4/day each: *create or destroy water, entangle*

2/day: *locate animals or plants*

1/day each: *dispel magic, plant growth, wind wall*

Water Sensitivity. The flesh of a mallqui putrefies and dissolves rapidly when soaked with water in the following ways:

- Splashed with a waterskin or equivalent: 1d10 damage
- Attacked by creature made of water: Normal damage plus an extra 1d10 damage
- Caught in rain: 2d10 damage per round (DC 11 Dexterity saving throw for half)
- Immersed in water: 4d10 damage per round (DC 13 Dexterity saving throw for half)

Alternatively, the saving throw and DC of the spell used to conjure or control the water damaging the mallqui can be used in place of the saving throws above.

ACTIONS

Multiattack. The mallqui can use its xeric aura and makes two attacks with its desiccating touch.

Desiccating Touch. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 20 (5d6 + 3) necrotic damage.

Xeric Aura. All creatures within 20 feet of the mallqui must succeed on a DC 15 Constitution saving throw or take 11 (2d10) necrotic damage and gain a level of exhaustion. A creature becomes immune to the mallqui's xeric aura for the next 24 hours after making a successful save against it.

Xeric Blast. *Ranged Spell Attack:* +7 to hit, range 30/90 ft., one target. *Hit:* 13 (3d6 + 3) necrotic damage.

Malphas

Keen eyed and dangerous, a malphas is a winged fey warrior, dressed in finery. Her longsword often sport an ornate pommel or a rich scabbard. Among the fey, they are often referred as storm crows, meaning bearers of bad news.

Sworn to the Shadow Fey. Raised with a sword in their hands, the malphas are fierce warriors who serve the aristocracy of the shadow fey unswervingly.

Messengers. Laconic in speech, they nevertheless serve as envoys and messengers from time to time, though as much or more is communicated by the choice in messenger as in the message itself.

MALPHAS (STORM CROW)

Medium fey, neutral evil

Armor Class 16 (studded leather)

Hit Points 120 (16d8 + 48)

Speed 40 ft., fly 30 ft.

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

Saving Throws Dex +7, Con +6, Wis +4, Cha +5

Skills Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Common, Giant, Ravenfolk, Sylvan

Challenge 6 (2,300 XP)

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

At will: *magic missile*

1/day: *haste*

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

Night Terror (1/round). As a bonus action immediately after making a successful melee attack, a malphas storm crow can cast magic missile through his or her sword at the same target.

Swordtrained. Malphas are trained from youth in combat. They are proficient with all martial melee and ranged weapons.

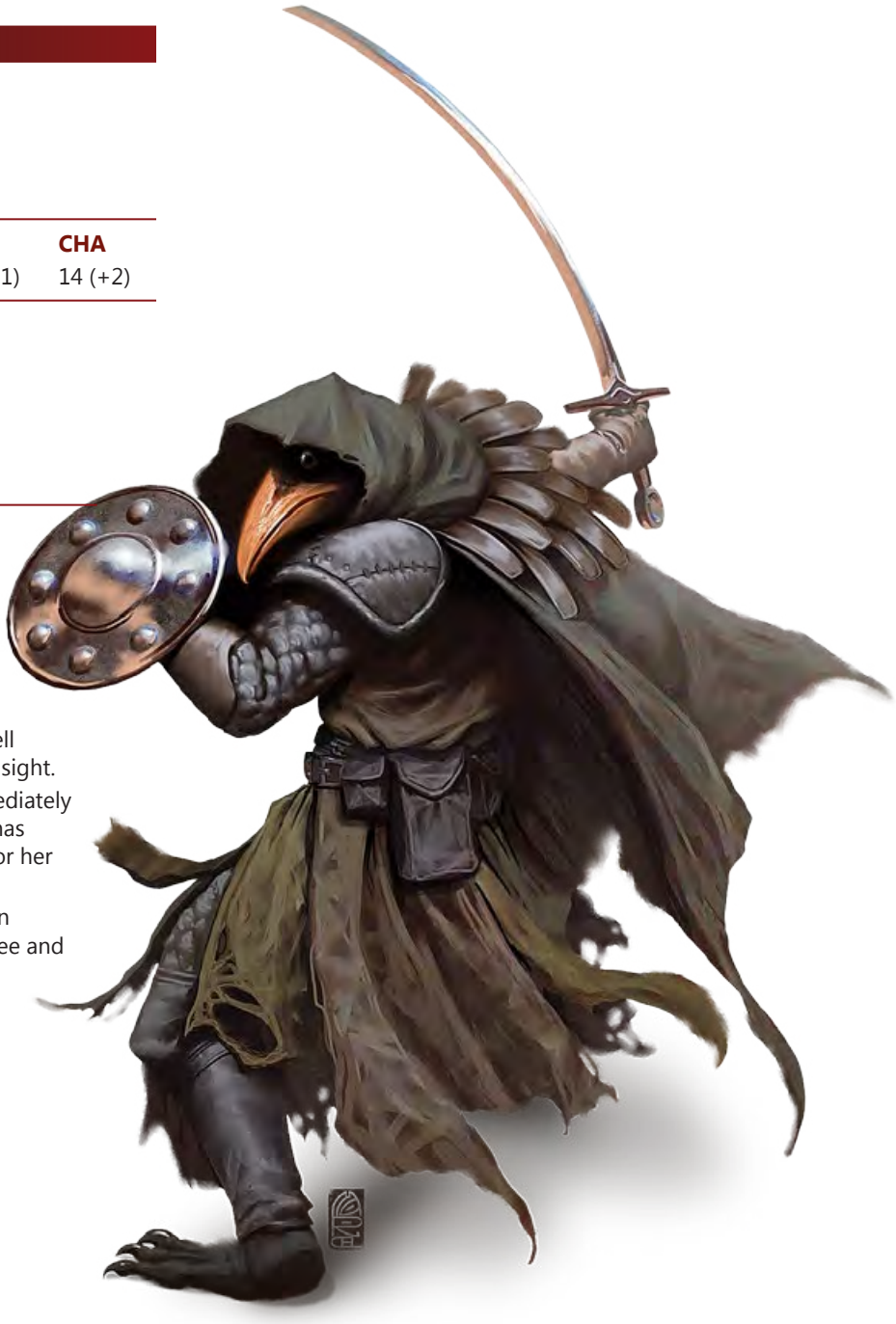
Actions

Multiattack. The malphas makes three longsword attacks.

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

Reactions

Shadow Call. A malphas can cast *magic missile* as a reaction when it is hit by a ranged weapon attack.



MAMURA

This tiny monstrosity combines the worst elements of a dead frog and a rotting fish. Its slimy, scaly, vaguely humanoid form has three clawed arms arranged radially about its body. Its slimy green bat-like wings seem too small to work, yet it flies very well.

Twisted Field Sprites. Mamuras are the twisted faeries of magical wastelands and barren plains. They were once good-aligned, pixie-like fey called "polevoi," or "field sprites," but at some point they swore their souls to a dark goddess and were corrupted by her foul magic. Now they are twisted, alien things.

Cross-Dimensional. The mamura is one degree out of phase with the usual five dimensions. As a result, it always appears blurry and indistinct even in bright light, and it seems translucent in dim light.

Mamuras babble constantly, but their talk is mostly nonsense. Their minds operate in multiple dimensions in time as well as space, and this allows them to talk to creatures of the Realms Beyond. Because of this, their babble may be prophetic, but only few can decipher it.

Prophetic Followers. They occasionally align themselves with powerful goblin tribes or evil wasteland sorcerers for their own unknowable purposes.

MAMURA

Small aberration (fey), neutral evil

Armor Class 16 (natural armor)

Hit Points 97 (13d6 + 52)

Speed 20 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	18 (+4)	19 (+4)	17 (+3)	11 (+0)	16 (+3)

Saving Throws Dex +7, Con +7, Cha +6

Skills Acrobatics +7, Perception +6, Stealth +7

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Senses darkvision 60 ft., passive Perception 16

Languages Common, Elvish, Goblin, Sylvan, Void Speech

Challenge 6 (2,300 XP)

All-Around Vision. Attackers never gain advantage on attacks or bonus damage against a mamura from the presence of nearby allies.

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

Friend to Darkness. In darkness or dim light, the mamura has advantage on Stealth checks. It can attempt to hide as a bonus action at the end of its turn if it's in dim light or darkness.

Distraction. Because of the mamura's alien and forbidding aura, any spellcaster within 20 feet of the mamura must make a successful DC 14 spellcasting check before casting a spell; if the check fails, they lose their action but not the spell slot. They must also make a successful DC 14 spellcasting check to maintain concentration if they spend any part of their turn inside the aura.

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

ACTIONS

Multiattack: The mamura makes three claw attacks and one whiptail sting attack.

Claw. *Melee Weapon Attack*: +7 to hit, range 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, and the target must succeed on a DC 15 Constitution saving throw or be poisoned for 1 round. The poison duration is cumulative with multiple failed saving throws.

Whiptail Stinger. *Melee Weapon Attack*: +7 to hit, range 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage, and the target must succeed on a DC 15 Constitution saving throw or take 1d6 poison damage. If the target is also poisoned by the mamura's claws, it takes another 1d6 poison damage at the start of each of its turns while the poisoning remains in effect.

MAMURAS IN MIDGARD

The mamura are servants of the Black Goat of the Woods, and they live in the Wasted West and various fetid swamps and badlands. They seem friendly with the selang, and they arrange strange and orgiastic rites with them at the equinoxes.

Mask Wight

The frame of this withered demon's corpse barely fills the ash-colored plate armor that encases it. It carries a serrated khopesh sword in spiked gauntlets that hiss with violet smoke, and a horned ivory mask devoid of features is nailed to its face.

Children of Fiends. Long ago, a demon lord of shadow and deceit fell in love with a demon goddess of destruction. At the base of a crater left by a meteor that destroyed a civilization, the two devised a plan to not merely slay their peers, but wholly expunge them from time itself, leaving only each other. Shortly thereafter, the mask wights were conceived.

Rites of Annihilation. To create these undead, the lord of shadows stole the bodies of death knights from beneath the necropolis of an arch-lich. Then, the goddess of the underworld sacrificed a million condemned souls and drained their essence into ivory masks—one for each fiend the couple sought to annihilate. Finally, the masks were hammered onto the knights with cold iron nails, and their armored husks were left at the bottom of the memory-draining River Styx for 600 years.

When they rose, the mask wights marched out into the planes to bury knowledge, conjure secrets, and erase their quarry from memory and history.

Ready for Betrayal. Kept secret from one another, though, the two each created an additional mask wight, a safeguard for in case betrayal should cross their lover's mind.

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

MASK WIGHT

Medium undead, neutral evil

Armor Class 19 (natural armor)

Hit Points 207 (18d8 + 126)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	18 (+4)	24 (+7)	15 (+2)	16 (+3)	18 (+4)

Saving Throws Str +11, Dex +9, Con +12, Int +7, Wis +8, Cha +9

Damage Vulnerabilities radiant

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

Damage Immunities necrotic, poison

Condition Immunities charmed, frightened, paralyzed, petrified, poisoned, stunned, unconscious

Senses darkvision 60 ft., truesight 30 ft., passive Perception 13

Languages Common, Giant, Infernal

Challenge 13 (10,000 XP)

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

At will: *alter self*

1/day each: *counterspell, dispel magic, enlarge/reduce, spider climb, tongues*

1/week: *gate*

Single-minded Purpose. The wight has advantage on attack rolls against followers of the fiend it is tasked to destroy and those in its target's employ (whether or not they are aware of their employer), as well as the fiend itself.

Actions

Multiattack. The mask wight makes one Khopesh of Oblivion attack and one Enervating Spiked Gauntlet attack.

Khopesh of Oblivion. *Melee Weapon Attack*: +11 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) slashing damage, and the target must succeed on a DC 17 Wisdom saving throw or some cherished material thing disappears from the universe, and only the target retains any memory of it. This item can be as large as a building, but it can't be a living entity and it can't be on the target's person or within the target's sight.

Enervating Spiked Gauntlet. *Melee Weapon Attack*: +11 to hit, reach 5 ft., one target. *Hit:* 19 (2d12 + 6) bludgeoning damage plus 11 (2d10) necrotic damage, and the target must succeed on a DC 17 Wisdom saving throw or gain 1 level of exhaustion. The target recovers from all exhaustion caused by the enervating spiked gauntlet at the end of its next long rest.

Wail of the Forgotten (Recharge 6). The mask wight emits an ear-piercing wail. All creatures within 30 feet of the wight take 65 (10d12) thunder damage and are permanently deafened; a successful DC 17 Charisma saving throw reduces damage to half and limits the deafness to 1d4 hours. Targets slain by this attack are erased from the memories of every creature in the planes, all written or pictorial references to the target fade away, and its body is obliterated—the only exception is those who personally witnessed the death. Restoring such a slain creature requires a *wish* or divine intervention; no mortal remembers the creature's life or death.

MAVKA

These twisted dryads have been turned into vampiric monstrosities by undead warlocks and vampiric experiments.

CHARRED DRYADS. With burnt and blackened skin, burnt twigs for hair, and clawed hands and feet that resemble burnt and twisted roots, mavkas seem scorched and even frail. Pupil-less red eyes gleam in their eye sockets with a hellish green flame.

DEATH RIDERS. All mavkas ride nightmare mounts as fearsome raiders, often snatching victims up into the saddle, never to be seen again. They despise and trample foot soldiers as peasants unworthy of attention.

HAG KILLERS. Mavkas are the mortal enemies of red hags, who call these undead horrors "greenbanes."

UNDEAD NATURE. A mavka doesn't require air, food, drink, or sleep.

MAVKA

Medium undead, chaotic evil

Armor Class 17 (natural armor)

Hit Points 170 (20d8 + 80)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	18 (+4)	13 (+1)	13 (+1)	18 (+4)

Saving Throws Str +9, Dex +6, Con +8, Cha +8

Skills Athletics +9, Nature +5, Perception +5

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

Damage Immunities cold, lightning

Senses darkvision 90 ft., passive Perception 15

Languages Common, Infernal, Sylvan

Challenge 12 (8,400 XP)

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

Constant: *protection from evil and good*

At will: *create or destroy water, dancing lights, ray of frost, resistance, witch bolt*

3/day each: *darkness, hold person, inflict wounds, invisibility, silence*

1/day each: *animate dead, bestow curse, blindness/deafness, contagion, dispel magic, vampiric touch*

Nightmare Mount. A mavka is bonded to a nightmare when it is created. Mavkas are encountered with their mounts 95% of the time.

Sunlight Hypersensitivity. The mavka takes 20 radiant damage when she starts her turn in sunlight. While in sunlight, she has disadvantage on attack rolls and ability checks.

ACTIONS

Multiattack. The mavka makes two slam attacks.

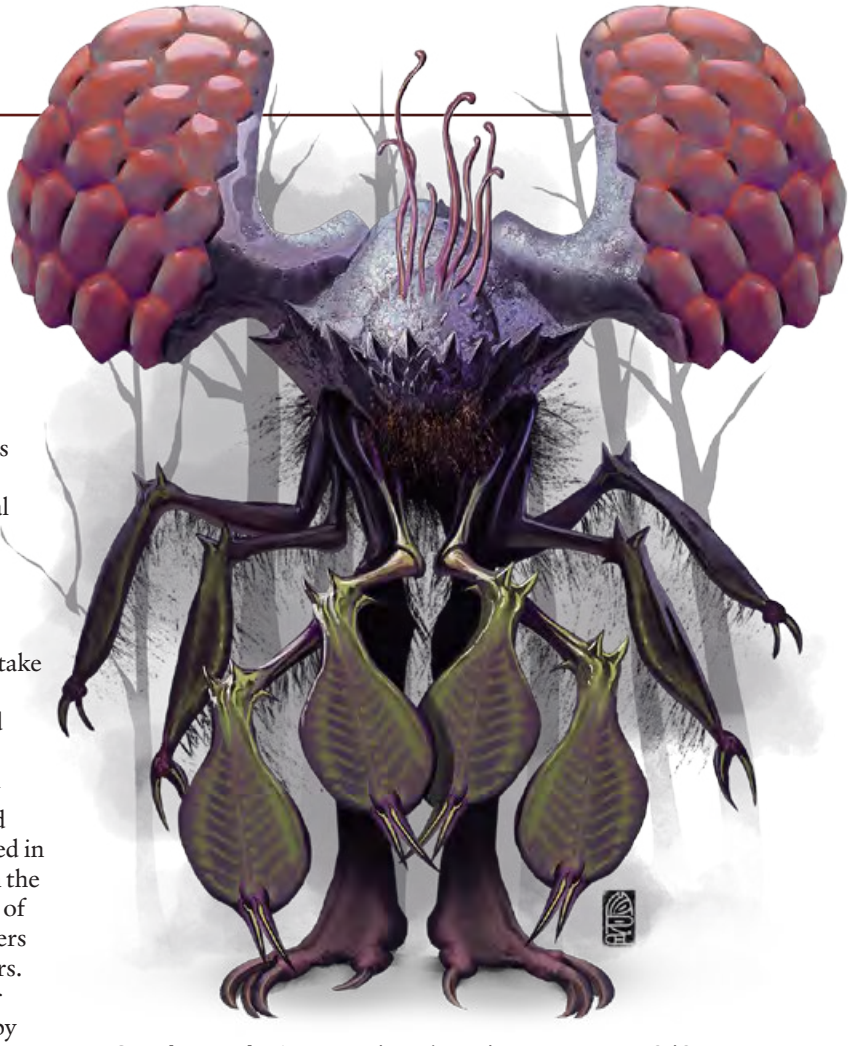
Slam. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. *Hit:* 23 (4d8 + 5) bludgeoning damage plus 11 (2d10) necrotic damage.

MAVKAS IN MIDGARD

Mavkas were once three dryad sisters named Mica, Anthelia, and Saramantha. After his conquest of Morgau, the Black Prince Lucan had the dryads and their trees killed, and then raised the corpses as powerful undead. His warlocks bonded the new undead with nightmares instead of trees to complete their corruption.

These three sisters have since spawned many more such undead fey, and they some serve the Black Prince as wives or concubines while others pursue their own ends, destroying vampires, laying waste to whole villages, and seeking power in the Shadow Realm. The mavkas occasionally refer to one another as "sister-wives."

Mi-Go



Mi-go have been described as "vaguely insectlike," but the emphasis belongs on "vaguely." They have stubby wings, multiple limbs, and nightmarish heads, but the resemblance ends there.

The mi-go are a space-faring race of great skill and vast malevolence. They travel in large numbers between worlds, somehow folding space to cover astronomical distances in months rather than decades.

Alien Technology. Their technology includes mastery of living things, powerful techniques to implant mi-go elements and even minds in alien bodies (or to extract them), and an unparalleled mastery of living tissue in both plant and animal form. While they have their own secrets and goals, they also serve ancient powers from between the stars and carry on an interstellar effort to conquer and spread their species.

World Colonizers. The mi-go are devoted followers of Shub-Niggurath, the goddess of fecundity and growth, and take their evangelical mission extremely seriously. They colonize entire worlds in Shub-Niggurath's name, and they plant and harvest entire species according to her will.

Brain Cylinders. One of the apexes of mi-go technology is the brain cylinder, a device that permits the extraction and maintenance of a living brain outside the body. Safely isolated in a mi-go cylinder, a human brain can be transported between the stars, sheltered—mostly—from the psyche-crushing effects of interstellar space. They deploy, fill, and retrieve these cylinders according to schedules and for purposes mysterious to others. Indeed, most of their technology appears either revolting or simply bizarre to humanoids (plant folk are less disquieted by their functioning).

Mi-go merchants exchange psychic tools, surgical instruments, and engineered materials such as solar wings, illuminating lampfruit, and purple starvines (which induce sleep).

MI-GO

Medium plant, neutral evil

Armor Class 17 (natural armor)

Hit Points 76 (8d8 + 40)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+4)	21 (+5)	25 (+7)	15 (+2)	13 (+1)

Saving Throws Str +6, Con +8, Cha +4

Skills Arcana +10, Deception +7, Medicine +5, Perception +5, Stealth +7

Damage Resistances radiant, cold

Senses blindsight 30 ft., darkvision 240 ft., passive Perception 15

Languages Common, Mi-go, Void Speech

Challenge 5 (1,800 XP)

Astral Travelers. Mi-go do not require air or heat to survive, only sunlight (and very little of that). They can enter a sporulated form capable of surviving travel through the void and returning to consciousness when conditions are right.

Sneak Attack (1/Turn). The mi-go does an extra 7 (2d6) damage when it hits a target with a claw attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the mi-go that isn't incapacitated and the mi-go doesn't have disadvantage on the attack roll.

Disquieting Technology. The mi-go are a highly advanced race, and may carry items of powerful technology. Mi-go technology can be represented using the same rules as magic items, but their functions are very difficult to determine: *identify* is useless, but an hour of study and a successful DC 19 Arcana check can reveal the purpose and proper functioning of a mi-go item.

Actions

Multiattack. The mi-go makes two attacks with its claws.

Claw. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) slashing damage, and the target is grappled (escape DC 13). If both claw attacks strike the same target in a single turn, the target takes an additional 13 (2d12) psychic damage.

Reactions

Spore Release. When a mi-go dies, it releases its remaining spores. All living creatures within 10 feet take 14 (2d8 + 5) poison damage and become poisoned; a successful DC 16 Constitution saving throw halves the damage and prevents poisoning. A poisoned creature repeats the saving throw at the end of its turn, ending the effect on itself with a success.

Millitaur

The millitaur is a purplish-black segmented worm the size of a horse, with hundreds of legs, black multifaceted eyes and thick powerful mandibles. They wield crude stone axes.

Mulch Eaters. Millitaurs roam jungles and woodlands, where dense undergrowth rots beneath the canopy and piles high; leaves and plants provide much of the millitaur diet. Though millitaurs are territorial, they sometimes chase away threats rather than kill intruders. However, they also are good hunters and supplement their diet with squirrel, monkey, and even gnome or goblin.

Poisonous Drool. As formidable as they appear, millitaurs are the preferred prey of some dragons and jungle giants, and tosculi often hunt them for use as slaves and pack animals. In defense, they've developed a mild poison. Millitaur handaxes often drip with this substance, smeared onto them from the beast's mandibles. They use their axes for breaking up mulch for easier digestion, as well as using them for hunting and self-defense.

Clicking Speech. Millitaurs communicate via body language, antennae movements, scent, and clicking sounds. Although they have no voice boxes, millitaurs can make sounds by artfully clicking and grinding their mandibles, and they can mimic the sounds of Common in a peculiar popping tone. They can be good sources for local information so long as they are treated with respect and their territory is not encroached.

MILLITAUR

Large monstrosity, neutral

Armor Class 14 (natural armor)

Hit Points 85 (10d10 + 30)

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

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	8 (–1)	12 (+1)	10 (+0)

Skills Acrobatics +4

Damage Resistances poison; bludgeoning and slashing from nonmagical weapons

Condition Immunities prone

Senses darkvision 60 ft., tremorsense 30 ft., passive Perception 11

Languages Common

Challenge 3 (700 XP)

Actions

Multiattack. The millitaur makes two handaxe attacks.

Handaxe. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage plus 2 (1d4) poison damage.

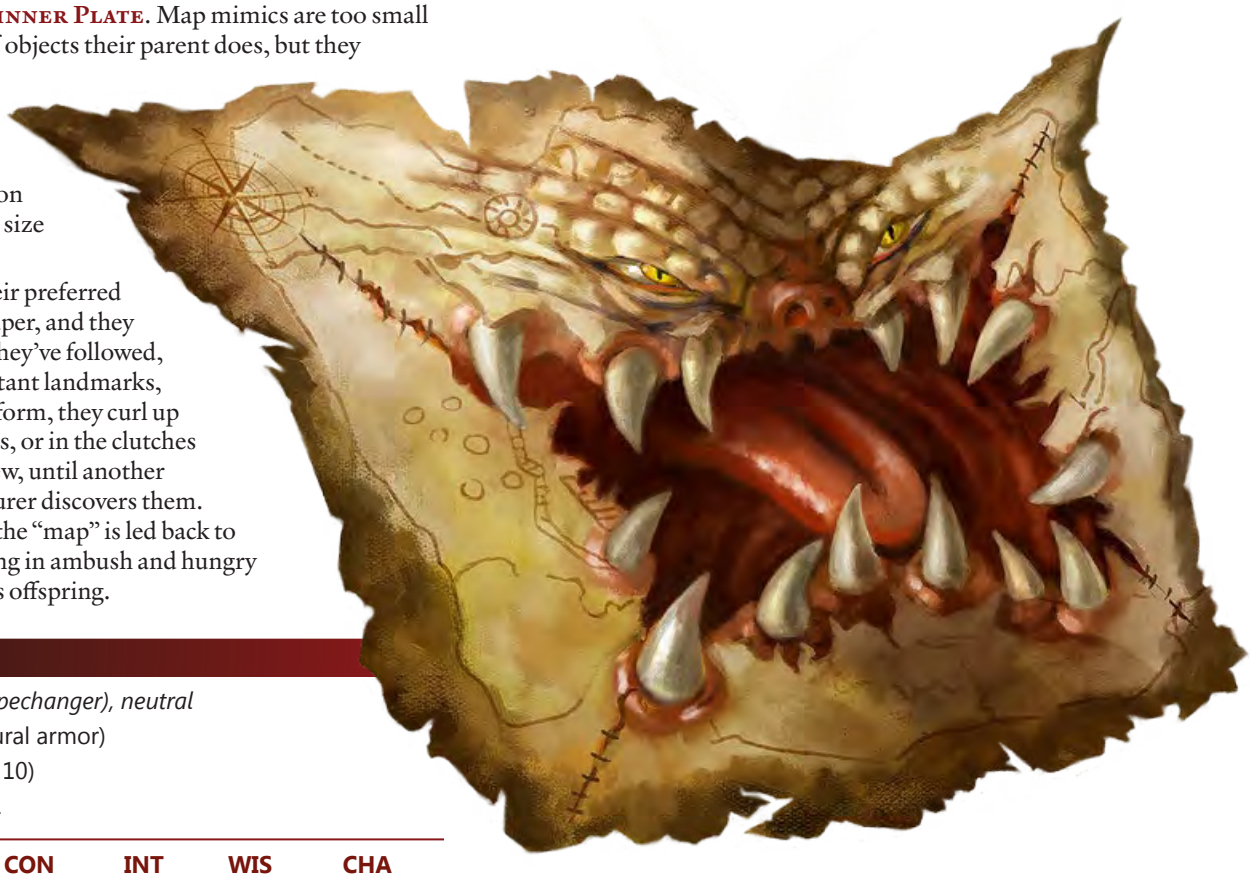
Mimic, Map

This creature resembles a treasure map that flaps as if caught in a strong wind, even in a dungeon where the air is perfectly still. When touched, the map splits open, revealing its fanged mouth and face.

Mimic Spawn. Mimic adhesive is not just a powerful means of trapping prey, it also contains millions of microscopic larvae that feed on flesh. Most of the larvae are consumed by the mimic when it eats. Mimics are either unaware of this, or they're indifferent to the fact that they routinely cannibalize their own offspring. A few manage to survive, however, by adhering to the clothing or equipment of someone who escaped from a fully-grown mimic's attack. These larvae hitch a ride on their host, far from the dungeon, cavern, or ruins of their birth. There they drop off and grow into wormlike mimic young called map mimics. In time, map mimics grow into typical mimics.

Smaller than a Dinner Plate. Map mimics are too small to mimic the types of objects their parent does, but they can still deceive prey by altering their forms. They can assume the shape, texture, and coloration of anything up to the size of a dinner plate.

Paper Scrolls. Their preferred form is parchment paper, and they can display the path they've followed, complete with important landmarks, on their hide. In this form, they curl up and wait inside bottles, or in the clutches of corpses in plain view, until another unsuspecting adventurer discovers them. Anyone who follows the "map" is led back to the parent mimic, lying in ambush and hungry to be reunited with its offspring.



MAP MIMIC

Tiny monstrosity (shapechanger), neutral

Armor Class 14 (natural armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft., fly 15 ft.

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

Damage Immunities acid

Condition Immunities prone

Senses darkvision 60 ft., passive Perception 14

Languages —

Challenge 1/4 (50 XP)

Shapechanger. The mimic can use its action to polymorph into an object or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Constrict Face. When a map mimic touches a Medium or smaller creature or vice versa, it adheres to the creature, enveloping the creature's face and covering its eyes and ears and airways (escape DC 13). The target creature is immediately blinded and deafened, and it begins suffocating at the beginning of the mimic's next turn.

False Appearance (Object Form Only). While the mimic remains motionless, it is indistinguishable from an ordinary object.

Mimic Page. The mimic can disguise itself as any tiny, flat object—a piece of leather, a plate—not only a map. In any form, a map mimic can make a map on its skin leading to its mother mimic.

Actions

Pseudopod. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage. If the mimic is in object form, the target is subjected to its Constrict Face trait.

Mindrot Thrall

A heavily cloaked figure reeks of decay and spreads a floating cloud of spores with every step.

Fungal Rot. Mindrot fungus is an intelligent hive-mind parasite that consumes creatures from the inside out. When inhaled, mindrot spores enter the brain through the bloodstream. As the fungus grows, it dissolves the host's body and slowly replaces the creature's flesh with its own.

The fungus's first target is the motor function of the brain. It takes control of the creature's movement while the victim is still alive and fully conscious—but no longer controls his or her own body! Indeed, sensory awareness may be the last function that the fungus attacks. Eventually, even the victim's skin and muscle are replaced with fungal fibers. At that point, the affected creature no longer looks like its former self. Such a newly-born mindrot thrall conceals its alarming appearance under heavy robes or cloaks so it can travel without causing alarm.

Spore Blisters. A thrall's skin is taut and waxy. Blisters form just beneath the surface, and when they grow as large as a child's fist they burst, releasing a spray of spores. It seeks to infect as many new victims as possible during the few weeks that it survives in humanoid form. At the end of that time, the thrall shrivels to a dried, vaguely humanoid husk. Even a dead mindrot thrall, however, is still dangerous because its half-formed spore blisters can remain infectious for months. Disturbing the husk can burst these blisters and trigger a Mindrot Spores attack.

Dimensional Horrors. Wizards hypothesize the fungus was brought to the mortal world by a shambling horror crossing through a dimensional portal. The remoteness of that wasteland is likely whythe mindrot fungus hasn't destroyed whole cities, though someday it may find a more fertile breeding ground.

MINDROT THRALL

Medium plant, neutral

Armor Class 15 (natural armor)

Hit Points 82 (11d8 + 33)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	17 (+3)	11 (+0)	14 (+2)	6 (–2)

Saving Throws Con +5

Damage Resistances bludgeoning and piercing from nonmagical weapons

Damage Immunities acid, poison

Condition Immunities charmed, frightened, poisoned

Senses tremorsense 30 ft., passive Perception 12

Languages understands Common but cannot speak

Challenge 3 (700 XP)

Fungal Aura. A creature that starts its turn within 5 feet of a mindrot thrall must succeed on a DC 13 Constitution saving throw or become infected with mindrot spores.

Actions

Multiattack. The mindrot thrall makes two claw attacks.

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

Acid Breath (Recharge 4–6). The thrall exhales a blast of acidic spores from its rotten lungs in a 15-foot cone. Each creature in that area takes 36 (8d8) acid damage, or half damage with a successful DC 13 Dexterity saving throw. If the saving throw fails, the creature is also infected with mindrot spores.

Mindrot Spores. Infection occurs when mindrot spores are inhaled or swallowed. Infected creatures must make a DC 13 Constitution saving throw at the end of every long rest; nothing happens if the saving throw succeeds, but if it fails, the creature takes 9 (2d8) acid damage and its hit point maximum is reduced by the same amount. The infection ends when the character makes successful saving throws after two consecutive long rests, or receives the benefits of a *lesser restoration* spell or comparable magic. A creature slain by this disease becomes a mindrot thrall after 24 hours unless the corpse is destroyed.

Mirager

This lovely lass is clad in diaphanous veils and a revealing skirt, and she shows graceful skill while dancing through the dust.

Humanoid Sand. In its natural form, a mirager resembles a shifting mass of sand and dust with a vaguely humanoid shape, crumbling away like a sandcastle in the wind.

Enticing Illusion. A mirage can take on the guise of a lovely man or woman with luminous eyes, delicate features, and seductive garments. Whether male or female, a mirager dresses in veils and flowing robes that accentuate its enticing beauty.

Thirst for Blood. Whatever its apparent form, a mirager's existence is one of unnatural and endless thirst. They hunger for flesh and thirst for blood, and they draw especial pleasure from leeching a creature's fluids in the throes of passion. A victim is drained into a lifeless husk before the mirager feasts on the dehydrated remains.

MIRAGER

Medium fey (shapechanger), neutral evil

Armor Class 13

Hit Points 78 (12d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	10 (+0)	14 (+2)	20 (+5)

Skills Deception +7, Performance +9, Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Common, Sylvan

Challenge 3 (700 XP)

Shapechanger. The mirager can use its action to polymorph into a Small or Medium humanoid, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

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

3/day: *charm person*

1/day each: *hallucinatory terrain, suggestion*

Enthralling Mirage. When the mirager casts *hallucinatory terrain*, the area appears so lush and inviting that those who view it feel compelled to visit. Any creature that approaches within 120 feet of the terrain must make a DC 15 Wisdom saving throw. Those that fail are affected as by the *enthrall* spell with the mirager as the caster; they give the mirage their undivided attention, wanting only to explore it, marvel at its beauty, and rest there for an hour. The mirager can choose to have creatures focus their attention on it instead of the *hallucinatory terrain*. Creatures affected by the *enthrall* effect automatically fail saving throws to disbelieve the *hallucinatory terrain*. This effect ends if the *hallucinatory terrain* is dispelled.

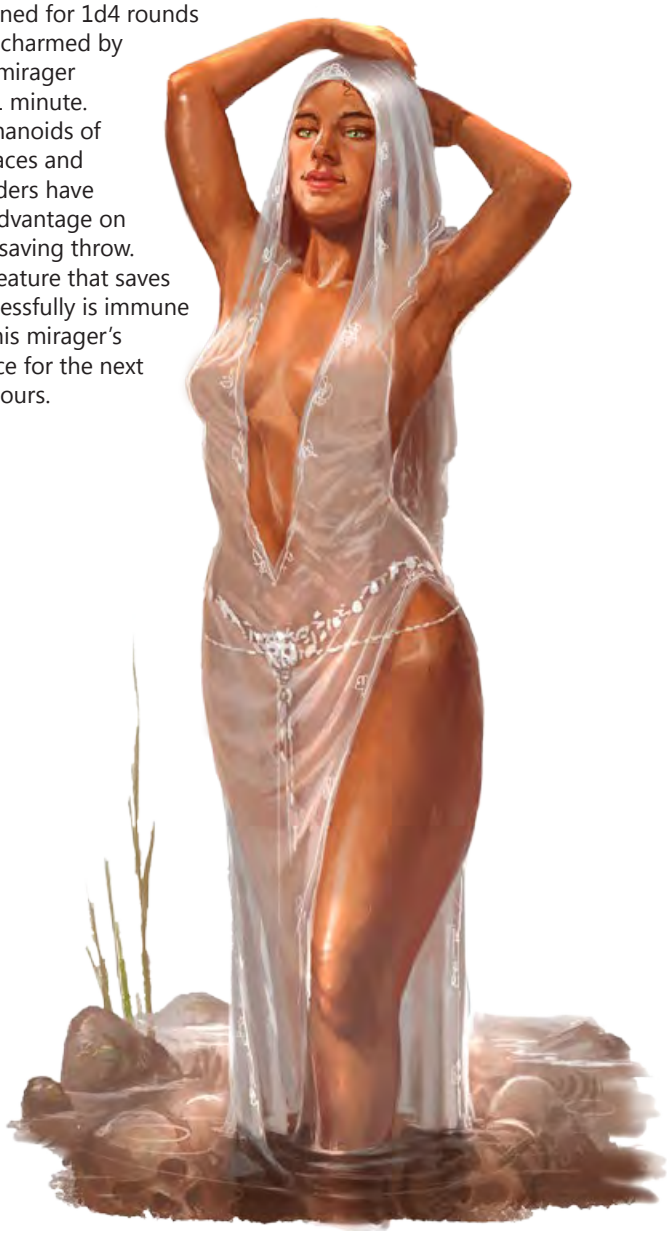
Actions

Multiattack: The mirager makes two slam attacks.

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

Thirst Kiss. The mirager feeds on the body moisture of creatures it lures into kissing it. A creature must be charmed, grappled, or incapacitated to be kissed. A kiss hits automatically, does 21 (6d6) necrotic damage, and fills the mirager with an exultant rush of euphoria that has the same effect as a *heroism* spell lasting 1 minute. The creature that was kissed doesn't notice that it took damage from the kiss unless it makes a successful DC 15 Wisdom (Perception) check.

Captivating Dance (Recharges after a Short or Long Rest, Humanoid Form Only). The mirager performs a sinuously swaying dance. Humanoids within 20 feet that view this dance must make a successful DC 15 Wisdom saving throw or be stunned for 1d4 rounds and charmed by the mirager for 1 minute. Humanoids of all races and genders have disadvantage on this saving throw. A creature that saves successfully is immune to this mirager's dance for the next 24 hours.



MIREMAL

The creature emerging from the shadows of the swamp is short and lean. Its pale-skinned body is covered in fungus and moss that seems to grow directly in its flesh, and its green eyes weep bloody tears.

Miremals are savage, degenerate fey who delight in crafting seemingly safe paths through treacherous swamps—though these paths are, instead, riddled with traps and ambush points.

Unreliable Guides. Miremals hunt in packs of three to six and often serve a more powerful creature, especially one that commands potent magic. As a result, many of these paths lead unwary travelers into the grove of a green hag coven or into the lair of a black dragon.

Swamp. Miremals have adapted from sylvan forests to the swamps: patches of red and green fungus sprout from their skin, mushrooms and branches grow haphazardly out of their bodies, and moss hangs from beneath their arms. Their eyes are forest green and are perpetually wet with bloody tears—their legends say their tears come from rage over their banishment and agony from knowing they can never return.

Hate Moss Lurkers. Miremals are occasionally confused with moss lurkers, but the two despise one another and both consider the comparison odious.

MIREMAL

Small fey, chaotic evil

Armor Class 13

Hit Points 22 (5d6 + 5)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	10 (+0)	12 (+1)	8 (-1)

Skills Perception +3, Stealth +5, Survival +3

Senses darkvision 60 ft., passive Perception 13

Languages Sylvan, Umbral

Challenge 1/2 (100 XP)

Amphibious. The miremal can breathe air and water.

Swamp Camouflage. The miremal has advantage on Dexterity (Stealth) checks made to hide in swampy terrain.

Savage Move. If the miremal surprises a creature, it gets a bonus action it can use on its first turn of combat for a claw attack, a bite attack, or a Bog Spew attack.

ACTIONS

Multiattack. The miremal makes two attacks, one of which must be a claw attack.

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

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

Bog Spew (Recharge 5-6). The miremal spews a noxious stream of bog filth mixed with stomach acid at a target up to 20 feet away. Target must succeed on a DC 11 Constitution saving throw or be blinded for 1d4 rounds.

REACTIONS

Muddled Escape (1/Day). If an attack would reduce the miremal's hit points to 0, it collapses into a pool of filth-laden swamp water and its hit points are reduced to 1 instead. The miremal can move at its normal speed in this form, including moving through spaces occupied by other creatures. As a bonus action at the beginning of the miremal's next turn, it can reform, still with 1 hit point.

MIREMALS IN MIDGARD

Miremals once served the Faerie Queen Titania as honorable scouts and spies. The habits of mind they cultivated, though, made them susceptible to the blandishments of Titania's dark sister Sarastra, Queen of Night and Magic. She planted within the miremal a hunger for flesh, and many succumbed to Sarastra's enchantment. They turned against those fey who resisted and devoured their former companions.

When the miremal regained their senses, they saw the slaughter they had wrought, including the remains of a cherished young changeling Titania had sworn to protect. Titania cursed and banished the miremal, changing their form and admonishing them to repent and atone. They have not heeded her warning and have shown no remorse.

Mngwa

Tiny wisps of grayish smoke ooze from the slate-colored coat of this leonine beast.

Ethereal Lions. The elusive mngwa (MING-wah; "the strange ones") are the offspring of a sentient feline beast from the Ethereal Plane that mated with a lioness long ago. Also called nunda ("smoke-cats"), mngwas are strong and cunning hunters that can elude pursuit or approach their prey unnoticed by disappearing into the ether for a brief time.

Rocky Terrain. Mngwas choose their hunting ground carefully, avoiding flatlands where competing predators are plentiful. They favor rocky and treacherous terrain where their talent for dancing along the veil between worlds allows them to easily outmaneuver their prey.

Feline Allies. The strongest mngwa recruit other great cats into their prides, though these associations tend to be short-lived. They hunt with especially savage groups of nkosi, though only a great pridelord can command one during a hunt. When the hunt is over, the mngwa move on, and sometimes they take one of the young nkosi with them to become a shaman.

MNGWA

Medium aberration, neutral evil

Armor Class 16

Hit Points 91 (14d8 + 28)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	15 (+2)	11 (+0)	17 (+3)	17 (+3)

Skills Perception +5, Stealth +7

Senses darkvision 60 ft., passive Perception 15

Languages Common, Sylvan, can speak with felines

Challenge 4 (1,100 XP)

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

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

Running Leap. With a 10-foot running start, the mngwa can long jump up to 25 feet.

Feline Empathy. The mngwa has advantage on Wisdom (Animal Handling) checks to deal with felines.

Ethereal Coat. The armor class of the mngwa includes its Charisma modifier. All attack rolls against the mngwa have disadvantage. If the mngwa is adjacent to an area of smoke or mist, it can take a Hide action even if under direct observation.

Actions

Multiattack: The mngwa makes one bite attack and two claw attacks.

Bite. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Claw. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Monolith Champion

This suit of armor stands motionless, its visor raised to reveal a black skull with eyes cold as a winter moon. A cloak of owl feathers hangs from its shoulders, and a greatsword is slung across its back.

Beautiful Constructs. Monolithic servitors are constructs designed to serve the courts of the shadow fey. As constructs go, these are uncommonly beautiful; they are meant to be as pleasing to the eyes as they are functional. Beauty, of course, is in the eye of the beholder, and what's beautiful in the eyes of the shadow fey might be considered strange, disturbing, or even alarming by mortal folk.

Expensive Armor. Regardless of a viewer's esthetic opinion, it's obvious that a monolith champion incorporates amazing workmanship. Every fitting is perfect; every surface is masterfully burnished and etched with detail almost invisible to the naked eye or decorated with macabre inlays and precious chasing. The skull in the helmet is mere decoration, meant to frighten the weak of heart and mislead opponents into thinking the champion is some form of undead rather than a pure construct.

Keeping Out the Rabble. As its name implies, the monolith champion serves as a guardian, warrior, or sentry. In those roles, it never tires, never becomes distracted or bored, never questions its loyalty, and never swerves from its duty. It delights in throwing non-fey visitors out of fey settlements and buildings.

Constructed Nature. A monolith champion doesn't require air, food, drink, or sleep.

MONOLITH CHAMPION

Large construct, unaligned

Armor Class 17 (natural armor)

Hit Points 102 (12d10 + 36)

Speed 40 ft.

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

Damage Immunities poison, bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantine

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Elvish, Umbral

Challenge 8 (3,900 XP)

Blatant Dismissal. While in a fey court or castle, a monolith champion that scores a successful hit with its greatsword can try to force the substitution of the target with a shadow double. The target must succeed at a DC 14 Charisma saving throw or become invisible, silent, and paralyzed, while an illusory version of itself remains visible and audible—and under the monolith champion's control, shouting for a retreat or the like. Outside fey locales, this ability does not function.

Fey Flame. The ritual powering a monolith champion grants it an inner flame that it can use to enhance its weapon or its fists with additional fire or cold damage, depending on the construct's needs.

Actions

Multiattack. The champion makes two greatsword attacks or two slam attacks.

Greatsword. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) slashing damage plus 11 (2d10) cold or fire damage.

Slam. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage plus 11 (2d10) cold or fire damage.

Monolith Footman

A suit of elven parade armor, beautifully ornate but perhaps not terribly functional, stands at attention.

Beautiful Construct. Like the monolith champion, a monolith footman is an esthetic triumph in the construct-builder's craft. If anything, form takes a higher priority in the footman than function, since their function is largely to look fine as they stand ready to perform servant's duties for their shadow fey masters.

More Servant than Warrior. Because it's fashioned as grand armor, the footman looks more ferocious than it is. Its fighting ability is nothing to dismiss, but fighting is not its primary function. It's a combination of household servant and watchdog with imposing martial flair. Like the champion, a monolith footman's most alarming power is its ability to replace an opponent with a shadow double. This threat should be taken seriously by strangers to shadow as they weigh the risks of causing trouble in the fey courts.

Perfect Loyalty. Monolith footmen follow orders to the letter and are unswerving in their loyalty.

Constructed Nature. A monolith footman doesn't require air, food, drink, or sleep.

MONOLITH FOOTMAN

Large construct, unaligned

Armor Class 14 (natural armor)

Hit Points 60 (8d10 + 16)

Speed 40 ft.

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

Damage Immunities poison, bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantine

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Elvish, Umbral

Challenge 3 (700 XP)

Blatant Dismissal. While in the courts or castles of the fey, a monolith footman that scores a successful hit with its longsword can try to force the substitution of the target with a shadow double. The target must succeed at a DC 10 Charisma saving throw or become invisible, silent, and paralyzed, while an illusory version of itself remains visible and audible—and under the monolith footman's control, shouting for a retreat or the like. Outside fey locales, this ability does not function.

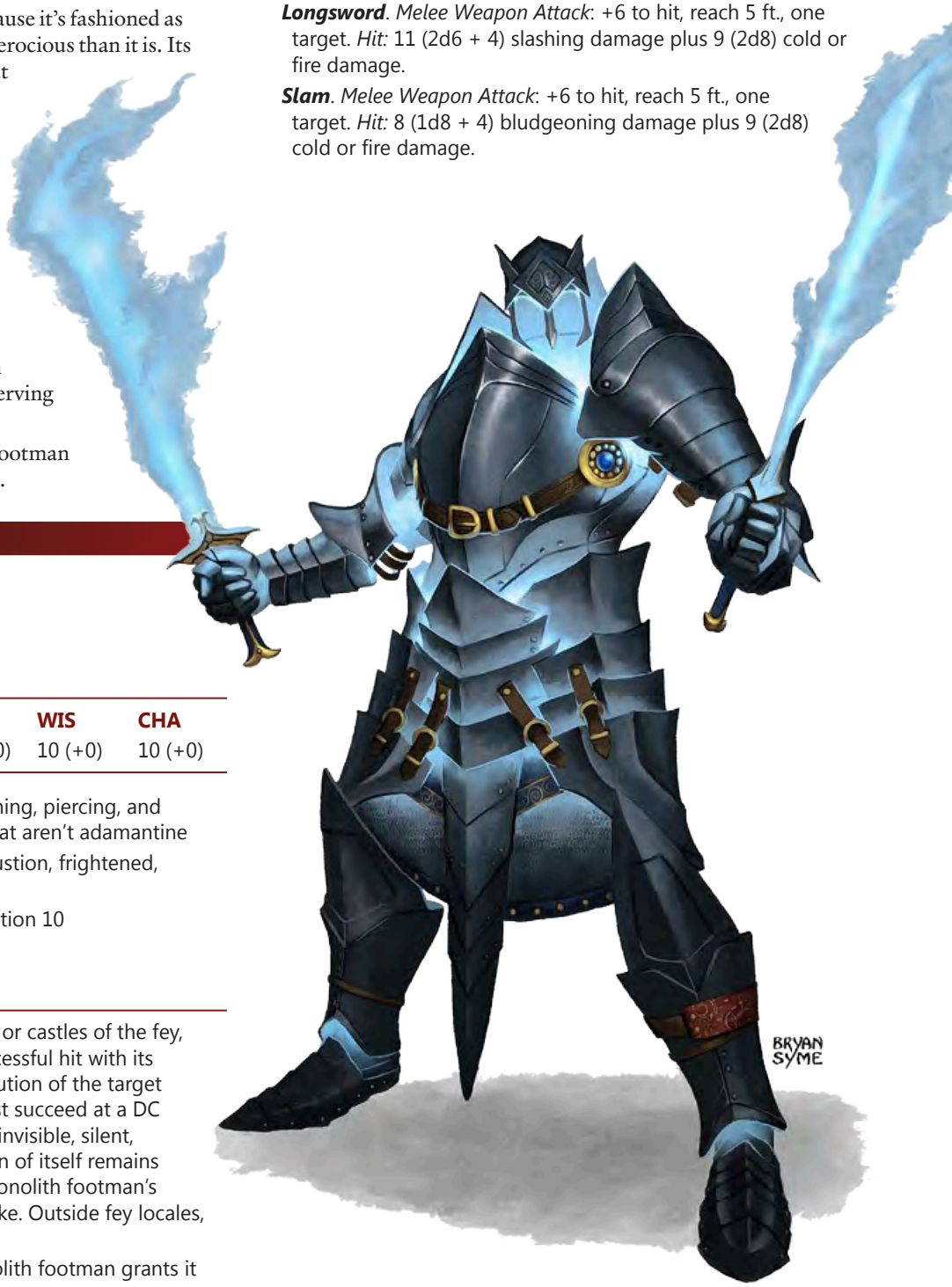
Fey Flame. The ritual powering a monolith footman grants it an inner flame that it can use to enhance its weapon or its fists with additional fire or cold damage, depending on the construct's needs.

Simple Construction. Monolith footmen are designed with a delicate fey construction. They burst into pieces and are destroyed when they receive a critical hit.

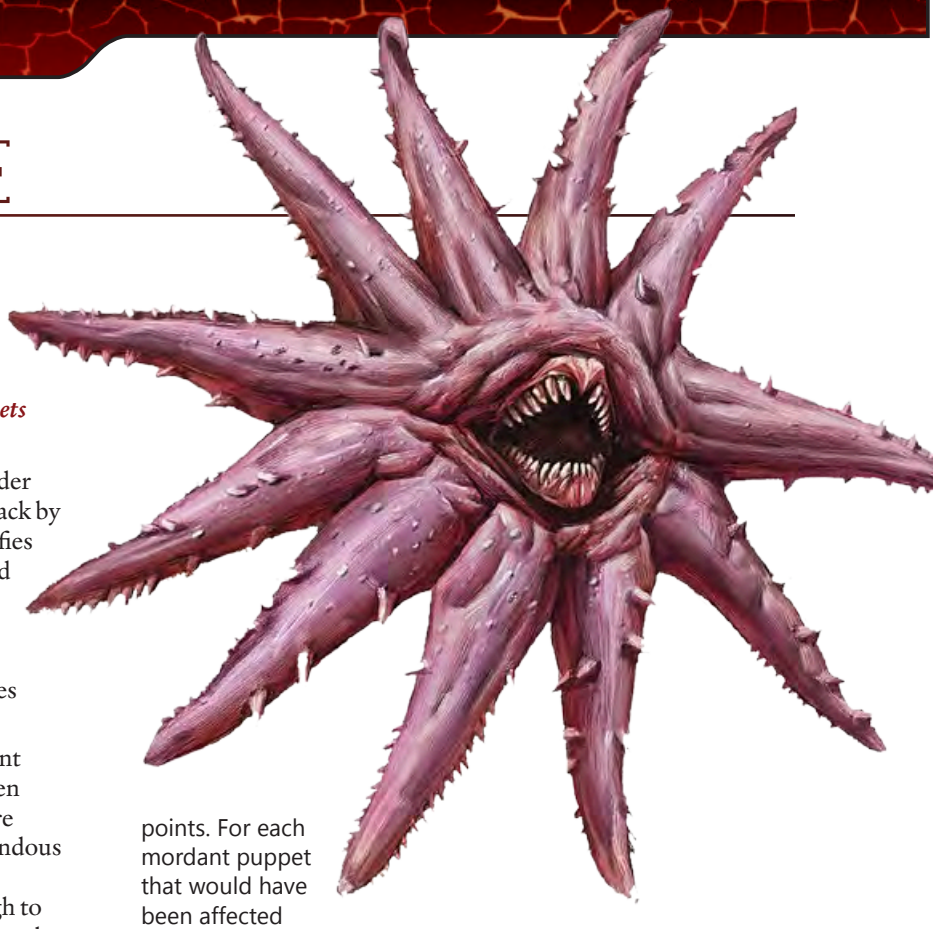
Actions

Longsword. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage plus 9 (2d8) cold or fire damage.

Slam. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage plus 9 (2d8) cold or fire damage.



Mordant Snare



Mordant snares were created by war mages of ancient times. Each resembles an immense, dark gray, 11-armed starfish weighing eight tons, and yet a mordant snare is never obvious. Instead, it controls a few humanoids shuffling about aimlessly, their skin glistening with moisture, occasionally forming loose groups near the snare. These puppets pay little attention to their surroundings.

Starfish Puppet Masters. Snares bury themselves under loose soil to attack creatures walking above them. They attack by extruding filaments that inject acid into victims; this liquefies organs and muscle while leaving the skeleton, tendons, and skin intact. With the body thus hollowed out and refilled with acid and filaments, the mordant snare can control it from below like a puppet, creating a group of awkward, disoriented people. New victims fall prey to mordant snares when they approach to investigate.

Brains Preferred. The mordant snare prefers intelligent food. With its tremorsense, it can easily distinguish between prey; it prefers Small and Medium bipeds. A mordant snare hunts an area until it is empty, so a village can suffer tremendous losses or even be wiped out before discovering what's happening. However, a mordant snare is intelligent enough to know that escaped victims may come back with friends, shovels, and weapons, ready for battle. When this occurs, the snare abandons its puppets, burrows deeper underground, and seeks a new home.

Cooperative Killers. Mordant snares are few in number and cannot reproduce. Since the secret of their creation was lost long ago, eventually they will disappear forever—until then, they cooperate well with each other, using puppets to lure victims to one another. A team is much more dangerous than a lone snare, and when three or more link up, they are especially deadly.

MORDANT SNARE

Gargantuan aberration, chaotic evil

Armor Class 18 (natural armor)

Hit Points 264 (16d20 + 96)

Speed 10 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	16 (+3)	22 (+6)	15 (+2)	14 (+2)	6 (–2)

Skills Deception +8

Damage Resistances bludgeoning from nonmagical weapons

Damage Immunities acid

Condition Immunities prone

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 12

Languages Common, Primordial

Challenge 15 (13,000 XP)

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

Absorb Channeled Energy. If a mordant snare is in the area of effect of a turn undead attempt, it gains temporary hit points. For each mordant puppet that would have been affected by the turning if it were a zombie, the mordant snare gains 10 temporary hit points, to a maximum of 60.

Buried. Until it does something to reveal its presence, a buried mordant snare is treated as if it's invisible.

Mordant Puppets. A mordant snare can control up to four bodies per tentacle. These "puppets" look and move like zombies. Treat each one as a zombie, but limited in movement to the 30-foot-by-30-foot area above the buried snare. Unlike normal zombies, any creature within 5 feet of a mordant puppet when the puppet takes piercing or slashing damage takes 3 (1d6) acid damage (spray from the wound). All puppets attached to a particular tentacle are destroyed if the mordant snare attacks with that tentacle; this does 9 (2d8) acid damage per puppet to all creatures within 5 feet of any of those puppets, or half damage with a successful DC 16 Dexterity saving throw. Damage done to puppet zombies doesn't affect the mordant snare. If the snare is killed, all of its puppets die immediately without causing any acid damage.

Actions

Multiattack. The mordant snare makes four melee attacks, using any combination of tentacle attacks, spike attacks, and filament attacks. No creature can be targeted by more than one filament attack per turn.

Spike. *Ranged Weapon Attack*: +8 to hit, range 20/60 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage plus 3 (1d6) acid damage.

Tentacle. *Melee Weapon Attack*: +11 to hit, reach 5 ft., one target. *Hit:* 17 (2d10 + 6) bludgeoning damage plus 7 (2d6) acid damage.

Filaments. *Melee Weapon Attack*: +11 to hit, reach 5 ft., one target. *Hit:* 22 (3d10 + 6) bludgeoning damage plus 10 (3d6) acid damage, and the target is grappled (escape DC 16) and restrained.

Morphoi

These blue-skinned humanoids wield tridents and have unusual faces with vertical eyes but no mouth or nose.

Shapeshifter Plants. Morphoi are shape-shifting plant creatures indigenous to many islands. In their natural forms, the morphoi are androgynous beings between 5 and 6 feet tall. Their elliptical heads have eyes on both front and back. When harmed, they bleed a dark red sap.

As plants, the morphoi don't need to eat. Instead, they gather nutrients from the sun and air. When posing as humanoids, they consume small amounts of food to aid their disguise, but since they have no internal digestive system, the food is just stored inside their bodies until they can spit it out.

Ship Travel. Morphoi live in island communities and in nearby waters. Many travel by ship—usually by posing as beautiful women, handsome men, or stranded travelers. They harbor a powerful animosity toward intelligent animal life, and their disguised agents are behind many otherwise inexplicable acts of sabotage and murder.

Unlike doppelgangers, morphoi can't mimic specific individuals or read thoughts. Instead, they create intriguing backgrounds to go along with their disguises.

Four Eyes Always. No matter what form they shift into, morphoi always have four eyes, never two. They can relocate their eyes to anywhere on their bodies, however, and they try to keep the second pair of eyes on the back of the head or neck (concealed by long hair or a tall collar), or the backs of the hands (under gloves but useful to peer around corners).

About one in 30 morphoi are chieftains, and they have rangers, shamans, and warlocks among them. Those chosen as infiltrators are often rogues or bards. Stories tell of shapeshifted morphoi falling in love with humans, but it is impossible for the two species to interbreed.

MORPHOI

Medium plant (shapechanger), chaotic evil

Armor Class 13 (may be higher with armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	13 (+1)	14 (+2)	10 (+0)	15 (+2)

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 1/2 (100 XP)

Amphibious. The morphoi can breathe air and water.

Immunity to Temporal Effects. The morphoi is immune to all time-related spells and effects.

Shapeshifter. The morphoi can use its action to polymorph into a Medium creature or back into its true form. Its statistics are the same in each form. Any equipment the morphoi is carrying or wearing isn't transformed. The morphoi reverts to its true form when it dies.

Actions

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

Trident. *Melee or Ranged Weapon Attack*: +2 to hit, reach 5 ft., or +5 to hit, range 20/60 ft., one target. *Hit:* 4 (1d8) piercing damage if used with both hands to make a melee attack, or 6 (1d6 + 3) if thrown.

Shortbow. *Ranged Weapon Attack*: +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Morphoi in Midgard

All of the morphoi serve and venerate Mnemosyne, the goddess of memory. They willingly give their lives to protect her and her handmaidens, and seek to aid her imprisoned husband, the god of the sea.

Moss Lurker

Somewhat like the cruel crossbreed of troll and gnome, the moss lurkers are a primitive race of forest and cavern dwellers with long, greenish beards and hair. Their hides are mossy green or peaty amber, and a vaguely fungal scent surrounds them at all times.

Like their trollish relatives, moss lurkers have large and often grotesque noses. Their claws are bright red when unsheathed, and their teeth tend toward the long and snaggly. They wear simple clothes of homespun wool or leather, or go naked in the summer. Their hats are sometimes festooned with toadstools or ferns as primitive camouflage.

Rocks and Large Weapons. Moss lurkers have a fondness for throwing stones onto enemies from a great height, and they often employ enormous axes, warhammers, and two-handed swords that seem much larger than such a small creature should be able to lift.

MOSS LURKER

Small humanoid, chaotic neutral

Armor Class 15 (natural armor)
Hit Points 45 (10d6 + 10)
Speed 30 ft.

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

Saving Throws Str +4, Dex +4
Skills Perception +2, Stealth +4
Damage Immunities fire, poison
Condition Immunities blind, poisoned
Senses blindsight 60 ft., passive Perception 12
Languages Giant, Sylvan, Trollkin
Challenge 1 (200 XP)

Camouflage. A moss lurker has advantage on Dexterity (Stealth) checks to hide in forested or swampy terrain.

Love of Heavy Weapons. While moss lurkers can use heavy weapons, they have disadvantage while wielding them.

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

Poisoned Gifts. A moss lurker can contaminate liquids or food with poison. Someone who consumes the contaminated substance must make a successful DC 11 Constitution saving throw or become poisoned for 1 hour. When the poison is introduced, the moss lurker can choose a poison that also causes the victim to fall unconscious, or to become paralyzed while poisoned in this way. An unconscious creature wakes if it takes damage, or if a creature uses an action to shake it awake.

Actions

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

Great Sword or Maul. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing or bludgeoning damage.

Mushroom-Poisoned Javelin. *Ranged Weapon Attack*: +4 to hit, range 30 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage plus 6 (1d12) poison damage and the target is poisoned until the start of the moss lurker's next turn. A successful DC 11 Constitution save halves the poison damage and prevents poisoning.

Dropped Boulder. *Ranged Weapon Attack*: +4 to hit, range 100 ft. (vertically), one target. *Hit:* 10 (3d6) bludgeoning damage.

Mummy, Venomous

This shambling corpse warrior is draped in stained linen wrappings. Green liquid drips from rents in the fabric.

Servant of the Scorpion Goddess. These mummies are crafted by Selket's faithful to guard holy sites and tombs and to serve as agents of the goddess's retribution. Should Selket or her faithful feel themselves slighted by an individual or a community, they perform dangerous rituals to awaken these creatures from the crypts of her temples. Venomous mummies delight in wreaking deadly vengeance against those who disrespect the goddess.

Death to Blasphemers. In most cases, retribution is limited to people who actually undertook the acts of blasphemy, but if her priests determine that an entire community has grown heretical and earned Selket's wrath, they may set mummies loose against the entire populace.

Deadly Smoke. Burning a venomous mummy is a terrible idea; the smoke of their immolation is toxic.

VENOMOUS MUMMY

Medium undead, lawful evil

Armor Class 11 (natural armor)

Hit Points 58 (9d8 + 18)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (−1)	15 (+2)	7 (−2)	10 (+0)	14 (+2)

Saving Throws Wis +2

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages the languages it knew in life

Challenge 3 (700 XP)

Selket's Venom. The venomous mummy's body and wrappings are magically imbued with substances that are highly toxic. Any creature that comes in physical contact with the venomous mummy (e.g., touching the mummy bare-handed, grappling, using a bite attack) must succeed on a DC 12 Constitution saving throw or be poisoned with Selket's venom. The poisoned target takes 3 (1d6) poison damage every 10 minutes. Selket's venom is a curse, so it lasts until ended by the *remove curse* spell or comparable magic.

Toxic Smoke. The venomous mummy's poison-imbued wrappings and flesh create toxic fumes when burned. If a venomous mummy takes fire damage, it is surrounded by a cloud of toxic smoke in a 10-foot radius. This cloud persists for one full round. A creature that starts its turn inside the cloud or enters it for the first time on its turn takes 14 (4d6) poison damage, or half damage with a successful DC 12 Constitution saving throw.

Actions

Venomous Fist. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage plus 10 (3d6) necrotic damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw or be affected by the Selket's venom curse (see above).

Myconid, Deathcap

Deathcap flesh ranges from white to pale gray to a warm yellow-orange. Their heads resemble fungal caps, often either red with white spots, red at the center with a brown edge, or a bluish-purple tone. Although deathcaps have vicious-looking fanged mouths, they use them only to ingest earth or mineral nutrients.

Mushroom Farmers. These sentient mushroom folk tend the white forests of fungi in the underworld and are allies of the darakhul. Despite their ominous name, deathcap myconids are chiefly farmers. They cultivate dozens of species of mushrooms anywhere they have water, dung, and a bit of earth or slime in the underworld deeps. For this reason, other races rarely attack them. The ghouls do not eat them, and they cannot be made into darakhul.

Toxic Spores. Although deathcaps are mostly peaceful, their spores are toxic and sleep-inducing. They make excellent allies in combat because their abilities tend to punish attackers, but they aren't especially lethal on their own. They use their poison and slumber spores to full effect against living creatures; they typically flee from constructs and undead. They count on their allies (carrion beetles, darakhul, purple worms, dark creepers, or even various devils) to fend off the most powerful foes.

Clones. Deathcap myconids live in communal groups of related clones. They reproduce asexually, and an elder and its offspring can be nearly identical in all but age. These clone groups are called deathcap rings.

Myconids build no huts or towns, but their groups are defined by their crops and general appearance. Indeed, many sages claim that the deathcaps are merely the fruiting, mobile bodies of the forests they tend, and that this is why they fight so ferociously to defend their forests of giant fungi.

DEATHCAP MYCONID

Medium plant, neutral evil

Armor Class 15 (natural armor)

Hit Points 90 (12d8 + 36)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	16 (+3)	10 (+0)	11 (+0)	9 (–1)

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 4 (1,100 XP)

Distress Spores. When a deathcap myconid takes damage, all other myconids within 240 feet of it sense its pain.

Sun Sickness. While in sunlight, the myconid has disadvantage on ability checks, attack rolls, and saving throws. The myconid dies if it spends more than 1 hour in direct sunlight.

Actions

Multiattack. The myconid uses either its Deathcap Spores or its Slumber Spores, then makes a fist attack.

Fist. *Melee Weapon Attack*: +3 to hit, reach 5 ft., one target. *Hit:* 11 (4d4 + 1) bludgeoning damage plus 10 (4d4) poison damage.

Deathcap Spores (3/day). The myconid ejects spores at one creature it can see within 5 feet of it. The target must succeed on a DC 13 Constitution saving throw or be poisoned for 3 rounds. While poisoned this way, the target also takes 10 (4d4) poison damage at the start of each of its turns. The target repeats the saving throw at the end of each of its turns, ending the effect on itself on a success.

Slumber Spores (3/day). The myconid ejects spores at one creature it can see within 5 feet of it. The target must succeed on a DC 13 Constitution saving throw or be poisoned and unconscious for 1 minute. A creature wakes up if it takes damage, or if another creature uses its action to shake it awake.

Myling

Mylings are the souls of the unburied, those who died in the forest from abandonment or exposure and can find no peace until their bodies are properly interred. Given the circumstances around their deaths, mylings tend to be solitary. They haunt the places where they died. When some tragedy resulted in multiple deaths, the resulting mylings stay together and hunt as a pack.

Attack in a Rage. Mylings prefer to attack lone wanderers, but they target a group when desperate or when there's more than one myling in the pack. They shadow a target until after dark, then jump onto the target's back and demand to be carried to their chosen burial ground. They cling tightly to a victim with arms and legs locked around the victim's shoulders and midsection, begging, threatening, and biting until the victim gives in to their demands. Mylings will bite victims to death if they are unable or unwilling to carry them, or if a victim moves too slowly.

Ungrateful Rest. While all mylings seek a creature to carry them to their final resting place, even when a chosen "mount" is willing to carry the myling, the creature's body grows immensely heavier as it nears its burial place. Once there, it sinks into the earth, taking its bearers with it. Being buried alive is their reward for helping the myling.

Urchin Rhymes and Songs. Some mylings maintain traces of the personalities they had while alive— charming, sullen, or sadistic—and they can speak touchingly and piteously. Dressed in ragged clothing, their skin blue with cold, they sometimes reach victims who believe they are helping an injured child or young adult. They hide their faces and sing innocent rhymes when they aren't screeching in fury, for they know that their dead eyes and cold blue skin cause fright and alarm.

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

MYLING

Small undead, chaotic evil

Armor Class 13 (natural armor)

Hit Points 45 (10d6 + 10)

Speed 30 ft., burrow 10 ft.

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

Skills Stealth +4

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities necrotic, poison

Condition Immunities charmed, frightened, poisoned, stunned, unconscious

Senses darkvision 60 ft., passive Perception 11

Languages Common

Challenge 2 (450 XP)

Actions

Multiattack. The myling makes one bite and two claw attacks.

Bite. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage, and the target is grappled (escape DC 12). If the target was grappled by the myling at the start of the myling's turn, the bite attack hits automatically.

Claw. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit:* 8 (2d6 + 1) slashing damage.

Buried Alive. If the myling starts its turn on its chosen burial ground, it sinks into the earth. If it has a creature grappled, that creature sinks with the myling. A Medium or larger creature sinks up to its waist; a Small creature sinks up to its neck. If the myling still has the victim grappled at the start of the myling's next turn, both of them disappear into the earth. While buried this way, a creature is considered stunned. It can free itself with a successful DC 20 Strength (Athletics) check, but only one check is allowed; if it fails, the creature is powerless to aid itself except with magic. The creature must also make a DC 10 Constitution saving throw; if it succeeds, the creature has a lungful of air and can hold its breath for (Constitution modifier + 1) minutes before suffocation begins. Otherwise, it begins suffocating immediately. Allies equipped with digging tools can reach it in four minutes divided by the number of diggers; someone using an improvised tool (a sword, a plate, bare hands) counts as only one-half of a digger.

Naina

These drakes are resplendent in their natural form, plumed and scaled in glittering, multicolored hues. In humanoid form, they appear as elderly homespun human crones or as young, beautiful elvish women.

Drakes in Human Form. These faerie drakes can take the shape of wise, old, human women. They retain full use of their sorcerous powers in their humanoid forms, and they can retain that form indefinitely.

Difficult to Spot. A naina shapeshifted into human form is nearly impossible to spot as anything but human unless she makes a mistake that gives away her true nature, and they seldom do. Draconic roars, a flash of scales, a fondness for raw meat, and a flash of wrathful dragon breath are the most common tells.

Hunted by Rumor. When rumors of a naina circulate, any woman who is a stranger may be persecuted, ostracized, or even tortured unless she can prove that she's entirely human.

NAINA

Large dragon (shapechanger), lawful evil

Armor Class 17 (natural armor)

Hit Points 231 (22d10 + 110)

Speed 40 ft., fly 120 ft.

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

Saving Throws Dex +7, Con +9, Int +6, Wis +8, Cha +8

Skills Arcana +6, Deception +8, Insight +8, Perception +8, Persuasion +8, Sleight of Hand +7

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities paralyzed, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 18

Languages Common, Darakhul, Draconic, Elvish, Sylvan

Challenge 11 (7,200 XP)

Magic Sensitive. The naina detects magic as if it were permanently under the effect of a *detect magic* spell.

Spellcasting. The naina is a 9th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). The naina has the following sorcerer spells prepared:

- **Cantrips (at will)**: *dancing lights, mage hand, mending, ray of frost, resistance, silent image*
- **1st level (4 slots)**: *charm person, thunderwave, witch bolt*
- **2nd level (3 slots)**: *darkness, invisibility, locate object*
- **3rd level (3 slots)**: *dispel magic, hypnotic pattern*
- **4th level (3 slots)**: *dimension door*
- **5th level (1 slot)**: *dominate person*

Shapechanger. The naina can use her action to polymorph into one of her two forms: a drake or a female humanoid. She cannot alter either form's appearance or capabilities (with the exception of her breath weapon) using this ability, and damage sustained in one form transfers to the other form.

Actions

Multiattack. The naina makes two claw attacks and one bite attack.

Bite (drake form only). *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. *Hit:* 24 (3d12 + 5) piercing damage.

Claw (drake form only). *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. *Hit:* 24 (3d12 + 5) slashing damage.

Poison Breath (Recharge 5-6). While in drake form (only), the naina breathes a 20-foot cone of poison gas, paralytic gas, or sleep gas.

Poison. A creature caught in this poison gas takes 18 (4d8) poison damage and is poisoned; a successful DC 17 Constitution saving throw reduces damage to half and negates the poisoned condition. While poisoned this way, the creature must repeat the saving throw at the end of each of its turns. On a failure, it takes 9 (2d8) poison damage and the poisoning continues; on a success, the poisoning ends.

Paralysis. A creature caught in this paralytic gas must succeed on a DC 17 Constitution saving throw or be paralyzed for 2d4 rounds. A paralyzed creature repeats the saving throw at the end of each of its turns; a successful save ends the paralysis.

Sleep. A creature caught in this sleeping gas must succeed on a DC 17 Constitution saving throw or fall unconscious for 6 rounds. A sleeping creature repeats the saving throw at the end of each of its turns; it wakes up if it makes the save successfully.

Naina in Midgard

The naina are employed by the Dragon Empire as spies, infiltrators, and agents provocateur. Some sages say they serve Baba Yaga, and she can speak through them.

Nichny

These ancient creatures resemble nothing so much as black cats dressed in sumptuous, if archaic, clothing.

Xenophobic. The nichny are highly xenophobic and gleefully carnivorous fey who dwell in deep, primeval forests.

True and False Prophets. They can dispense luck to those they like and they certainly have oracular powers, but they rarely share their prophecies with outsiders. Their prophecies are always delivered in triples, and legend holds that two inevitably prove true and one proves false.

Answer Three Questions. One final legend claims that if a nichny can be bound with gold or orichalcum chains, it must answer three questions. As with their prophecies, two answers will be true and one will be a lie. All three questions must be posed before any will be answered. When the third answer is given, the nichny and the chains disappear.

NICHNY

Medium fey, neutral evil

Armor Class 17 (natural armor)

Hit Points 112 (15d8 + 45)

Speed 30 ft., climb 30 ft.

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

Saving Throws Dex +7

Skills Acrobatics +7, Insight +7, Perception +7

Damage Resistances acid, cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities poison

Condition Immunities charmed, frightened, paralyzed, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 17

Languages Elvish, Primordial, Sylvan, Void Speech

Challenge 6 (2,300 XP)

Freedom of Movement. A nichny ignores difficult terrain and cannot be entangled, grappled, or otherwise impeded in its movements as if it is under the effect of a constant freedom of movement spell. This ability is negated for grapple attempts if the attacker is wearing gold or orichalcum gauntlets or using a gold or orichalcum chain as part of its attack.

Imbue Luck (1/Day). Nichny can enchant a small gem or stone to bring good luck. If the nichny gives this lucky stone to another creature, the bearer receives a +1 bonus to all saving throws for 24 hours.

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

At Will: *detect magic, invisibility, magic missile, ray of frost*

3/day each: *blink, dimension door, haste, polymorph* (self only)

1/day each: *teleport, word of recall*

Luck Aura. A nichny is surrounded by an aura of luck. All creatures it considers friends within 10 feet of the nichny gain a +1 bonus to attack rolls, saving throws, and ability checks. Creatures that it considers its enemies take a –1 penalty to attack rolls, saving throws, and ability checks. The nichny can activate or suppress this aura on its turn as a bonus action.

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

Soothsaying. Once per week, a nichny can answer up to three questions about the past, present, or future. All three questions must be asked before the nichny can give its answers, which are short and may be in the form of a paradox or riddle. One answer always is false, and the other two must be true.

Actions

Multiattack. The nichny makes two claw attacks.

Claw. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 17 (2d12 + 4) slashing damage.

Nichny in Midgard

Known as dolia ("fate speakers") in Old Elvish, elven legend says the nichny welcomed the first elves to Midgard, as if they had been present since its creation. They also gifted the first Emperor of the Elves with three prophecies: humans would cause a great schism and estrangement among the elves, and force them to flee Midgard; an elfmarked child would be the doom of all elvenkind; and a third prophecy so horrific that the elves erased it with powerful magic.

Even with their most puissant divination spells, the mages of Bemmea cannot determine the nature of the final prophecy. Because one will prove untrue, the elves' precautions may be unnecessary, but many would dearly like to know what the elves are so terrified of.

Nightgarm

These humanoid creatures work with their lupine mother and their worg and winter wolf brothers and sisters to destroy human and dwarvish settlements. Their howls are songs of vengeance, and their fangs and jaws seem ready to swallow the world.

Champions of the Northern Packs. Created in a magical ritual performed over a pregnant worg by her packmates, nightgarms are always female and are always loyal followers of Fenris. They are dedicated to harassing servants of the gods, especially the northern gods of the sky, thunder, or wisdom. Their spawn infiltrate settlements to bring them down—treachery that always ends with a massed attack by wolves.

Carry Off Plunder. Nightgarms resemble enormous wolves, but up close their wide mouths, hate-filled eyes, and half-formed fingers give them away as something different from—and much worse than—worgs. They can wield items in their front paws and can walk on their hind limbs when necessary, though they are far swifter on four legs.

Impossibly Wide Jaws. A nightgarm's jaws can open to swallow corpses, living creatures, and items larger than themselves, a magical trick that happens in a matter of seconds.

Renegade Falsemen

One in every thirteen falsemen has the potential to escape their mother's influence. Roll 1d12 whenever the nightgarm spawns a falseman: On a roll of 1 they give birth to a renegade (the 13th spawn is always a renegade if it hasn't occurred yet this cycle). One day after its creation (and up to once per day thereafter), the renegade falseman can make a DC 14 Charisma saving throw. If successful, the controlling nightgarm's influence is broken; the falseman regains its original alignment and the charm effect ends (although not the empathic link). The renegade retains its other characteristics.

NIGHTGARM

Large monstrosity, chaotic evil

Armor Class 15 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 20 ft. (bipedal), 40 ft. (quadrupedal)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	18 (+4)	10 (+0)	15 (+2)	16 (+3)

Skills Perception +5, Stealth +5

Damage Vulnerabilities radiant; silvered weapons

Damage Resistances lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Senses darkvision 60 ft., passive Perception 15

Languages Common, Giant, Goblin, telepathy 200 ft. (with falsemen only)

Challenge 6 (2,300 XP)

Spawn Falseman. If a nightgarm spends an entire round consuming a humanoid corpse, it immediately becomes pregnant. Nine hours later, it gives birth to a duplicate of the devoured creature. Known as a 'falseman,' this duplicate has all the memories and characteristics of the original but serves its mother loyally, somewhat similar to a familiar's relationship to a wizard. A nightgarm can have up to 14 falsemen under her control at a time. A nightgarm can communicate telepathically with its falsemen at ranges up to 200 feet.

Distending Maw. Like snakes, nightgarms can open their mouths far wider than other creatures of similar size. This ability grants it a formidable bite and allows it to swallow creatures up to Medium size.

Superstitious. A nightgarm must stay at least 5 feet away from a brandished holy symbol or a burning sprig of wolf's bane, and it cannot touch or make melee attacks against a creature holding one of these items. After 1 round, the nightgarm can make a DC 15 Charisma saving throw at the start of each of its turns; if the save succeeds, the nightgarm temporarily overcomes its superstition and these restrictions are lifted until the start of the nightgarm's next turn.

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

3/day each: *darkness, dissonant whispers, hold person*

1/day each: *conjure woodland beings* (wolves only), *dimension door, scrying* (targets falsemen only)

ACTIONS

Bite. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit:* 27 (4d10 + 5) piercing damage, and a Medium or smaller target must succeed on a DC 15 Strength saving throw or be swallowed whole. A swallowed creature is blinded and restrained and has total cover against attacks and other effects outside the nightgarm. It takes 21 (6d6) acid damage at the start of each of the nightgarm's turns. A nightgarm can have only one creature swallowed at a time.

If the nightgarm takes 25 damage or more on a single turn from the swallowed creature, the nightgarm must succeed on a DC 14 Constitution saving throw at the end of that turn or regurgitate the creature, which falls prone within 5 feet of the nightgarm. If the nightgarm dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 10 feet of movement, exiting prone.

FALSEMAN

Falsemen have all the memories and capabilities of the victim they were created from. They have no magical aura, but every falseman has 1d3 physical signs that differ from the original victim and that can be recognized by someone who knew the victim (with a successful DC 20 Wisdom (Insight) check). These might be hairy palms, eyebrows that meet in the middle, general hirsuteness, an extra toe, blood that tastes like seawater, hair that grows back within hours when cut, an inability to drink fresh milk, a tendency to write backward, a split tongue, or any other new, odd trait.

The nightgarm sends its spawn back to infiltrate their previous settlements. They pretend to rejoin friends and family and seek to gain positions that will allow them to betray their community, while also luring others out to be devoured by their mother and join the conspiracy. This alone can be a clue that something's not right: a formerly lazy or drunken farmer who suddenly reforms and runs for mayor is likely to raise suspicions. Once the settlement's defenses are weakened, the nightgarm arrives with a raiding party of wolves and the slaughter begins.

Medium monstrosity, chaotic evil

Damage Vulnerabilities: radiant; silvered weapons

Keen Sense of Smell. The falseman has advantage on Wisdom (Perception) checks that rely on smell.

Mother's Love. All falsemen have an empathic link with their mother, which works similarly to the connection between a wizard and familiar. They obey their mother as though charmed.

Nkosi

With a thick mane of beaded locks, these powerful-looking bestial humanoids grin with a huge mouthful of pointed teeth—as befits a shapeshifter that can turn into a noble lion.

Beads and Braids. The nkosi resemble bestial humans with cat's eyes, slender tails, and the fangs and fur of a lion. Most grow their hair long, braiding colorful beads into their locks to mark important events in their lives. Although the nkosi's true form is that of a feline humanoid with leonine features, the most striking feature of the nkosi is their ability to change their shape, taking the form of a lion. Although comfortable in the wilds, nkosi can adapt to any environment.

Clawlike Blades. In combat, they favor curved blades, wielded in a brutal fighting style in concert with snapping lunges using their sharp teeth. They prefer light armor decorated with bone beads, fetishes, and similar tokens taken from beasts they've slain.

Pridelords. Nkosi pridelords are exceptionally tall and muscular members of the race, and they are leaders among their kin. Pridelords feature impressive manes but they are more famous for their powerful roar, which wakes the feral heart inside all members of this race.

NKOSI

Medium humanoid (shapechanger, nkosi), lawful neutral

Armor Class 15 (studded leather)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

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

Skills Survival +2

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 1/2 (100 XP)

Shapechanger. The nkosi can use its action to polymorph into a Medium lion or back into its true form. While in lion form, the nkosi can't speak, and its speed is 50 feet. Other than its speed, its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

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

Hunter's Maw. If the nkosi moves at least 20 feet straight toward a creature and then hits it with a scimitar attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is knocked prone, the nkosi can immediately make one bite attack against it as a bonus action.

Actions

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

Mambele Throwing Knife (Nkosi Form Only). *Ranged Weapon Attack*: +5 to hit, range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

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

NKOSI PRIDELORD

Medium humanoid (shapechanger, nkosi), lawful neutral

Armor Class 16 (studded leather)

Hit Points 93 (17d8 + 17)

Speed 30 ft.

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

Skills Survival +2
Senses darkvision 60 ft., passive Perception 10
Languages Common
Challenge 4 (1,100 XP)

Shapechanger. The nkosi can use its action to polymorph into a Medium lion or back into its true form. While in lion form, the nkosi can't speak and its walking speed is 50 feet. Other than its speed, its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

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

Brute. A melee weapon deals one extra die of damage when the pridelord hits with it (included in the attack).

Hunter's Maw. If the nkosi moves at least 20 feet straight toward a creature and then hits it with a scimitar attack on the same turn, that target must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the nkosi can make one bite attack against it as a bonus action.

ACTIONS

Multiattack. The pridelord makes two attacks with its scimitar or with its mambele throwing knife.

Scimitar (Nkosi Form Only). *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Mambele Throwing Knife (Nkosi Form Only). *Ranged Weapon Attack*: +6 to hit, range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Bite. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Pridelord's Roar (Recharges after a Short or Long Rest). Each nkosi of the pridelord's choice that is within 30 feet of it and can hear it can immediately use its reaction to make a bite attack. The pridelord can then make one bite attack as a bonus action.

WAR OSTRICH

In the wild, war ostriches are dangerous and skittish beasts, prone to lashing out with punishing kicks while sprinting around the battlefield. The nkosi use them to create chaos among their foes, by driving a flock of fast-moving war ostriches into a caravan or into enemy troop formations.

Faster than Horses. War ostriches have been domesticated for centuries, and they are a fearsome sight on the field of combat when bearing warriors into battle. War ostriches are heavily employed in regions where horses are rare or impractical or where their incredible leaping ability enables cavalry to charge over broken ground.

War Ostrich

Large beast, unaligned
Armor Class 11
Hit Points 42 (5d10 + 15)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	16 (+3)	2 (−4)	10 (+0)	5 (−3)

Senses passive Perception 10
Languages —
Challenge 1/2 (100 XP)

Standing Leap. The ostrich can jump horizontally up to 20 feet and vertically up to 10 feet, with or without a running start.

Battle Leaper. If a riderless ostrich jumps at least 10 feet and lands within 5 feet of a creature, it has advantage on attacks against that creature this turn.

ACTIONS

Multiattack. The ostrich makes two kicking claw attacks.

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

Noctiny

A grinning man brandishes a staff surmounted by a rune-covered skull. Blasphemous sigils adorn his clothes, and ashes stain his skin a sickly gray.

Noctiny are wretched humanoids corrupted by fell power. Their skin is sallow and gaunt even before they smear it with ash, bone dust, and worse materials to wash all living color from their bodies. The noctiny embrace all manner of blasphemous and taboo behaviors to please their masters.

Pyramid of Power. The noctiny's lust for power drives them away from decency and reason. They are initiates who form the lowest rung of fext society. They swear themselves into service to the undead fext as thugs, servants, acolytes, and cannon fodder, and in exchange draw a trickle of power for themselves.

A Race Apart. Though they arise from any humanoid stock, the noctiny are corrupted by the powers they serve. Noctiny retain the cosmetic traits that identify their original race if one looks hard enough, but any connection they once had to their fellows is overpowered by their transformation into noctiny.

NOCTINY

Medium humanoid (noctiny), neutral evil

Armor Class 13 (studded leather armor)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	16 (+3)

Condition Immunities frightened

Senses passive Perception 10

Languages Common, plus the language spoken by the noctini's fext master

Challenge 2 (450 XP)

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

Pact Wrath. One of the noctiny's weapons is infused with power. Its attacks with this weapon count as magical, and it adds its Charisma bonus to the weapon's damage (included below).

Spellcasting. The noctiny is a 3rd-level spellcaster. Its spellcasting ability score is Charisma (save DC 13, +5 to hit with spell attacks). It knows the following warlock spells.

Cantrips (at will): *chill touch, eldritch blast, poison spray*

1st level (4 slots): *armor of agathys, charm person, hellish rebuke, hex*

2nd level (2 slots): *crown of madness, misty step*

Actions

Multiattack. The noctiny makes two melee attacks.

Pact Staff. *Melee Weapon Attack*: +3 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage or 8 (1d8 + 4) bludgeoning damage if used in two hands.

Oculo Swarm

This collection of hundreds of eyes floats along, trailing ganglia and dripping caustic fluid that sizzles when it hits the ground.

Failed Experiment. An oculo swarm results from an experiment to create a live scrying sensor that went poorly. Once set loose, these horrors attain a form of distributed self-awareness. Exactly what motivates them is unknown, except that they are driven to survive.

Flesh Stealers. A weakened oculo swarm can reinvigorate itself by tearing fresh eyes from almost any type of living creature. If a badly depleted oculus swarm escapes from battle—and they seldom fight to the death unless cornered—it attacks lone creatures or weak groups until the mass of gore-spattered eyeballs is replenished. The more dismembered eyeballs the swarm contains, the more powerful its paralyzing resonance field becomes.

Single Eye Scouts. The entire swarm sees what any single member sees. Before attacking or even entering a potentially dangerous area, individual eyes scout ahead for prospective victims or dangerous foes. A lone eye has no offensive capability and only 1 hp. It can travel only 100 feet away from the main swarm, and it must return to the swarm within an hour or it dies.

OCULO SWARM

Large swarm of Tiny aberrations, neutral evil

Armor Class 15

Hit Points 110 (13d10 + 39)

Speed 5 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	16 (+3)	8 (–1)	15 (+2)	17 (+3)

Skills Insight +6, Perception +6, Stealth +7

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, paralyzed, petrified, prone, restrained, stunned

Senses darkvision 60 ft., passive Perception 16

Languages understands Common but can't speak

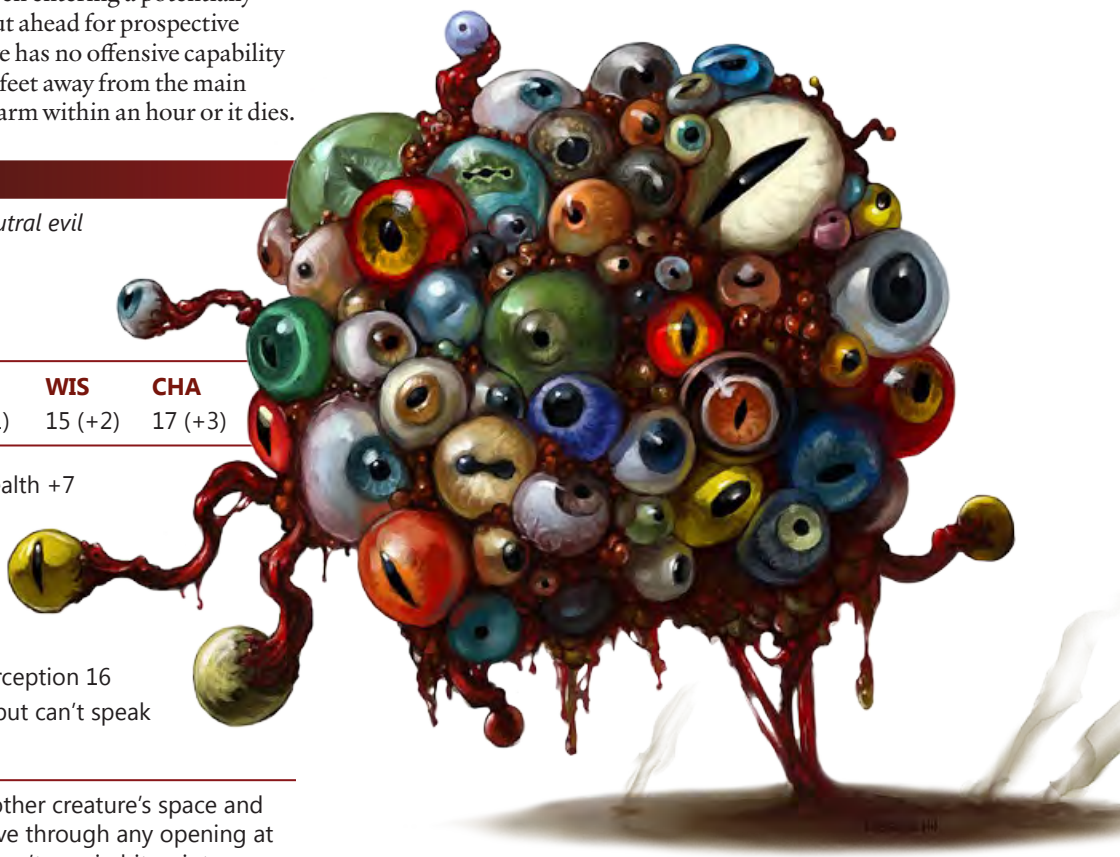
Challenge 4 (1,100 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening at least 2 inches square. The swarm can't regain hit points or gain temporary hit points.

Actions

Eye Extraction. Every creature that occupies the same space as the swarm must succeed on a DC 13 Constitution saving throw or become temporarily blinded as their eyes strain from their sockets. This blindness lasts for as long as the affected creature remains in the same space as the oculus; it ends at the end of the blinded creature's turn if the creature is out of the oculus's space. Also, any cure spell cast on the blinded creature ends the temporary blindness, but not restoration spells. If a creature that's already temporarily blinded is targeted again by eye extraction and fails the saving throw, that creature becomes permanently blind as its eyes are pulled from their sockets to join the swarm (causing 1d8 piercing damage). Success on either saving throw renders that creature immune to eye extraction for 24 hours (but it still doesn't recover its sight until it gets out of the swarm). An oculo swarm with 50 or fewer hit points can't use this ability.

Gaze (recharge 5-6). The swarm targets every creature in its space with a gaze attack. The swarm can choose one of two effects for the attack: *confusion* or *hold person*. Every target in the swarm's space is affected unless it makes a successful DC 14 Charisma saving throw. Even creatures that avert their eyes or are blind can be affected by an oculus swarm's gaze. The *confusion* or *hold person* effect lasts 1d4 rounds.



Oculo Swarms in Midgard

Bemmean wizards have been known to employ oculus swarms as lie detectors during negotiations. An oculus instinctively reads eye movements, and it can communicate what it sees to the wizard by moving in a specific way or by changing the color of its irises. If negotiations go poorly, the mage gives the swarm permission to add a fresh pair of eyes to its number.

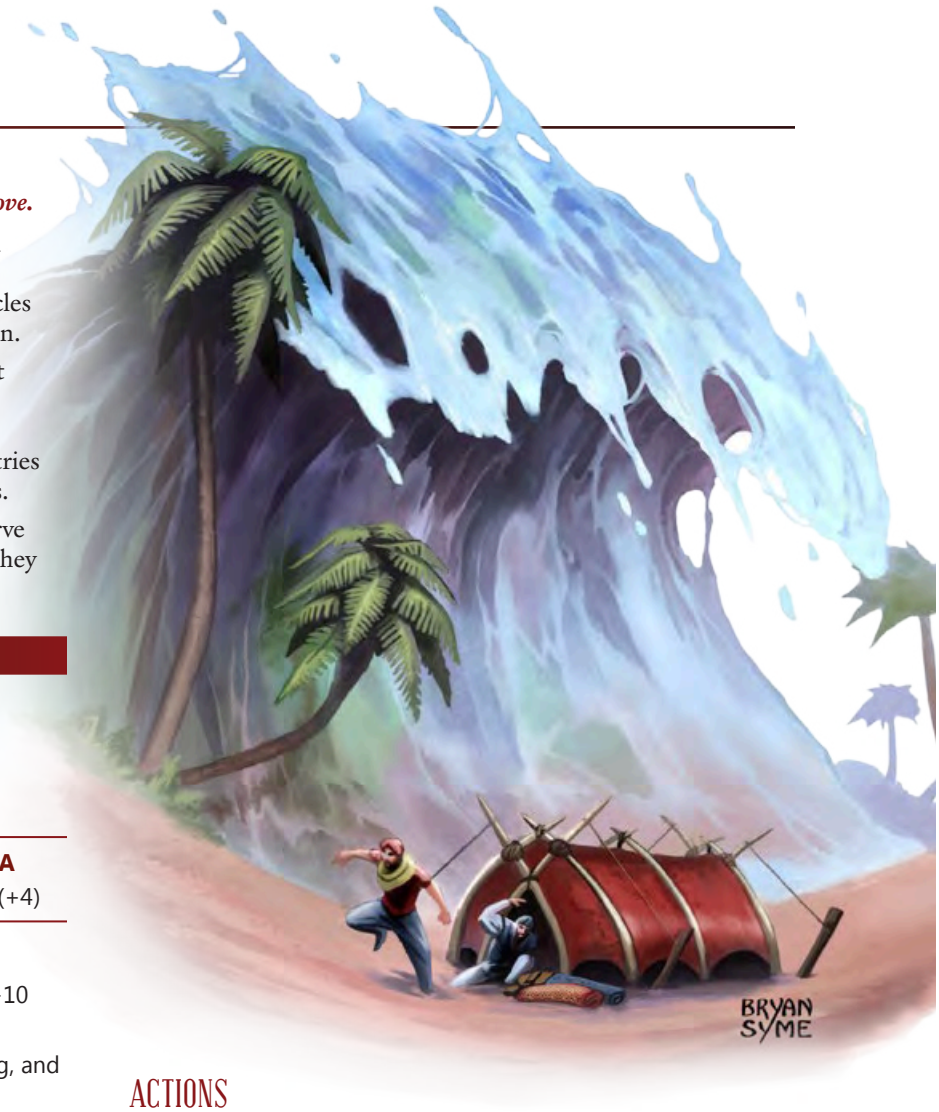
Oozasis

The oasis appears as an idyllic desert respite, offering water, shade, and even perhaps edible fruit and nuts in the trees above.

Mockmire. The oozasis, or oasis ooze, is also known as a mockmire in other climates. It mimics a peaceful, pristine watering hole to draw in unsuspecting prey. An oozasis cycles seemingly at random between wakefulness and hibernation.

Quest Givers. Within its odd physiology stirs an ancient mind with an inscrutable purpose. Far from being a mere mindless sludge, its fractured intelligence occasionally awakens to read the thoughts of visitors. At these times, it tries to coerce them into undertaking quests for cryptic reasons.

Ancient Minds. Some tales claim these creatures preserve the memories of mad wizards from dead empires, or that they have unimaginably ancient, inhuman origins.



OOZASIS

Gargantuan ooze, unaligned

Armor Class 7

Hit Points 217 (14d20 + 70)

Speed 20 ft., climb 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	5 (-3)	20 (+5)	12 (+1)	22 (+6)	18 (+4)

Saving Throws Int +5, Wis +10, Cha +8

Skills Deception +8, History +5, Insight +10, Perception +10

Damage Vulnerabilities thunder

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

Damage Immunities acid

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

Senses blindsight 60 ft. (blind beyond this radius), tremorsense 120 ft., passive Perception 20

Languages understands all languages but can't speak, telepathy 120 ft.

Challenge 9 (5,000 XP)

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

Mirage. As a bonus action, the oozasis can create a mirage around itself to lure victims toward it while disguising its true nature. This functions as the *mirage arcane* spell (save DC 16) but is nonmagical, and therefore can't be detected using *detect magic* or similar magic, and can't be dispelled.

Waters of Unfathomable Compulsion. Any creature that drinks the water of an oozasis or eats fruit from the plants growing in it has a dream (as the spell, save DC 16) the next time it sleeps. In this dream, the oozasis places a compulsion to carry out some activity as a torrent of images and sensations. When the creature awakens, it is affected by a *geas* spell (save DC 16, cast as a 7th-level spell) in addition to the effects of dream.

Actions

Multiattack: The oozasis makes two pseudopod attacks.

Pseudopod. *Melee Weapon Attack*: +8 to hit, reach 15 ft., one creature. *Hit:* 13 (2d8 + 4) bludgeoning damage plus 10 (3d6) acid damage, and a target that's Large or smaller is grappled (escape DC 16) and restrained until the grapple ends. The oozasis has two pseudopods, each of which can grapple one target at a time.

Engulf. The oozasis engulfs creatures grappled by it. An engulfed creature can't breathe, is restrained, is no longer grappled, has total cover against attacks and other effects outside the oozasis, takes 21 (6d6) acid damage at the start of each of the oozasis's turns, and is subject to the oozasis's Waters of Unfathomable Compulsion trait. The creature takes no damage if the oozasis chooses not to inflict any. When the oozasis moves, the engulfed creature moves with it. An engulfed creature can escape by using an action and making a successful DC 16 Strength check. On a success, the creature enters a space of its choice within 5 feet of the oozasis.

Vapors of Tranquility or Turmoil (Recharges after a Short or Long Rest). The oozasis sublimates its waters into a vapor that fills a disk centered on the oozasis, 60 feet in radius, and 10 feet thick. All creatures in the area are affected by either the *calm emotions* spell or the *confusion* spell (save DC 16). The oozasis chooses which effect to use, and it must be the same for all creatures.

Ooze, Corrupting

A corrupting ooze boils and bubbles with rank marsh gas and the fetid stench of the sewer, and it leaves a stinking trail of acidic slime wherever it goes.

Swim and Walk. A corrupting ooze is a festering slime that can slither and even swim like a gigantic sea slug, or it can assume a roughly humanoid form and shamble through the streets, though its stench and its lack of speech make it unlikely that anyone might mistake it for a normal person. They are frequently soldiers and servants to heralds of blood and darkness.

Dissolve Bones. A corrupting ooze can absorb an entire large animal or small person, simply dissolving everything including the bones in a matter of minutes. This function makes them an important element of certain dark rituals.

CORRUPTING OOZE

Large ooze, neutral evil

Armor Class 12 (natural armor)
Hit Points 115 (10d10 + 60)
Speed 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	22 (+6)	4 (-3)	2 (-4)	1 (-5)

Skills Stealth +3
Damage Resistances slashing, bludgeoning
Damage Immunities acid, fire, poison
Condition Immunities exhaustion, frightened, paralyzed, petrified, poisoned
Senses blindsight 60 ft., tremorsense 60 ft., passive Perception 5
Languages –
Challenge 5 (1,800 XP)

Corrupting Touch. When a corrupting ooze scores a critical hit or starts its turn with a foe grappled, it can dissolve one leather, metal, or wood item of its choosing in the possession of the target creature. A mundane item is destroyed automatically; a magical item is destroyed if its owner fails to make a successful DC 16 Dexterity saving throw.

Strong Swimmer. A corrupting ooze naturally floats on the surface of water. It swims with a pulsating motion that propels it faster than walking speed.

Actions

Slam. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) bludgeoning damage plus 3 (1d6) acid damage, and the target is grappled (escape DC 13).

OSTINATO

A bit of catchy, repetitive music emanates from nowhere, drifting and moving as if dancing in the empty air.

BORN FROM DRAMA. Incredibly moving arias, passionate performances, and ditties that drive you mad are often the product of ostinatos. These creatures of living music are born from overwrought emotions, and they feed off the vitality and personality of mortals.

SONG SEARCHERS. Ostinatos wander the mortal world as repetitive snippets of song, searching for hosts and rich feeding grounds. They enter hosts secretly, remaining undetected to prolong their voracious feasting as long as possible.

OSTINATO

Medium aberration, chaotic neutral

Armor Class 15

Hit Points 39 (6d8 + 12)

Speed fly 50 ft. (hover)

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

Skills Perception +3

Damage Vulnerabilities thunder

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

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 13

Languages telepathy 200 ft.

Challenge 4 (1,100 XP)

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

Invisibility. The ostinato is invisible as per a *greater invisibility* spell.

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

ACTIONS

Multiattack. The ostinato makes two cacophony ray attacks.

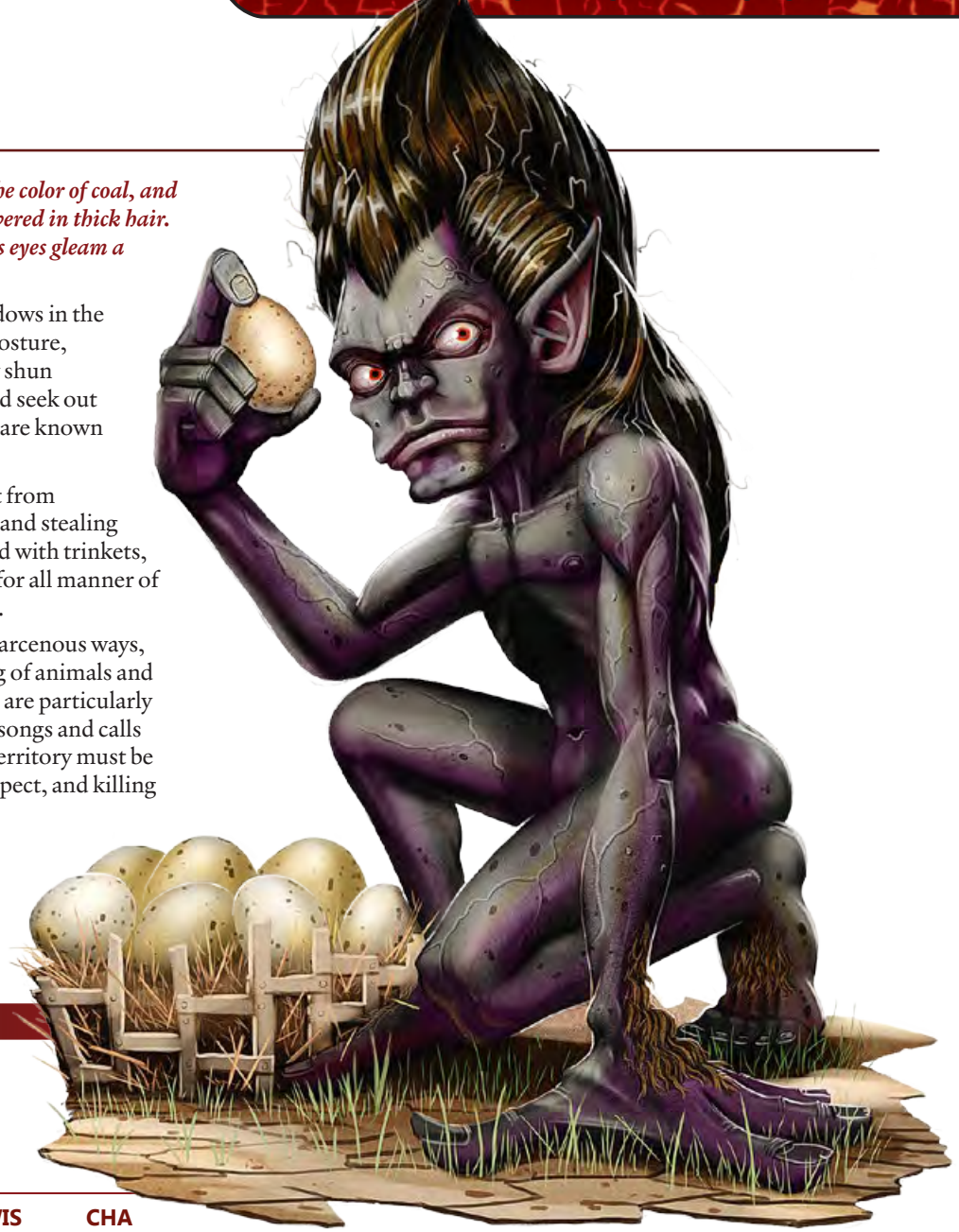
Cacophony Ray. *Ranged Spell Attack:* +7 to hit, range 60 ft., one target. *Hit:* 10 (3d6) thunder damage.

Aural Symbiosis (1/Day). One humanoid that the ostinato can see within 5 feet of it must succeed on a DC 13 Charisma saving throw or the ostinato merges with it, becoming an enjoyable, repetitive tune in its host's mind. The ostinato can't be targeted by any attack, spell, or other effect. The target retains control of its body and is aware of the ostinato's presence only as a melody, not as a living entity. The target no longer needs to eat or drink, gains the ostinato's Magic Resistance trait, and has advantage on Charisma checks. It also has disadvantage on Wisdom saving throws and it can't maintain concentration on spells or other effects for more than a single turn. The target can make a DC 13 Wisdom (Insight) check once every 24 hours; on a success, it realizes that the music it hears comes from an external entity.

The Aural Symbiosis lasts until the target drops to 0 hit points, the ostinato ends it as a bonus action, or the ostinato is forced out by a *dispel evil and good* spell or comparable magic. When the Aural Symbiosis ends, the ostinato bursts forth in a thunderous explosion of sound and reappears in an unoccupied space within 5 feet of the target. All creatures within 60 feet, including the original target, take 21 (6d6) thunder damage, or half damage with a successful DC 13 Constitution saving throw. The target becomes immune to this ostinato's Aural Symbiosis for 24 hours if it succeeds on the saving throw or after the Aural Symbiosis ends.

Voracious Aura (1/Day). While merged with a humanoid (see Aural Symbiosis), the ostinato feeds on nearby creatures. Up to nine creatures of the ostinato's choice within 60 feet of it can be targeted. Each target must succeed on a DC 13 Charisma saving throw or take 3 (1d6) necrotic damage and have its hit point maximum reduced by the same amount until it finishes a long rest. The target dies if its maximum hit points are reduced to 0. Victims notice this damage immediately, but not its source.

Pombero



This squat little man has long limbs and skin the color of coal, and the backs of its hands and tops of its feet are covered in thick hair. Its face seems a bit too wide for its head, and its eyes gleam a little too brightly in the pale light.

Pomberos are strange tricksters, born of shadows in the wild. At rest, they tend to adopt a squatting posture, which accentuates their too-long limbs. They shun bright light, though it doesn't harm them, and seek out shadows and half-light. For this reason, they are known as the Night People.

Joy of Trespassing. Pomberos take delight from creeping into places where they don't belong and stealing interesting objects. A pombero's lair is littered with trinkets, both commonplace and valuable. The blame for all manner of misfortune is laid at the pombero's hairy feet.

Hatred of Hunters. In contrast to their larcenous ways, pomberos take great umbrage over the killing of animals and the destruction of trees in their forests. Birds are particularly beloved pets, and they enjoy mimicking bird songs and calls most of all. Villagers in areas near pombero territory must be careful to treat the animals and trees with respect, and killing birds usually is a strong taboo in such areas.

POMBERO

Medium fey, chaotic neutral

Armor Class 15 (natural armor)
Hit Points 90 (12d8 + 36)
Speed 30 ft.

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

Skills Athletics +5, Sleight of Hand +5, Stealth +5
Senses darkvision 60 ft., passive Perception 10
Languages Sylvan
Challenge 3 (700 XP)

Beast's Voice. The pombero can magically speak with any beast and can perfectly mimic beast sounds.

Twisted Limbs. The pombero can twist and squeeze itself through a space small enough for a Tiny bird to pass through as if it were difficult terrain.

Sneak Attack (1/turn). The pombero does an extra 7 (2d6) damage with a weapon attack when it has advantage on the attack roll, or when the target is within 5 feet of an ally of the pombero that isn't incapacitated and the pombero doesn't have disadvantage on the roll.

Soft Step. The pombero has advantage on Dexterity (Stealth) checks in forest terrain.

Actions

Multiattack. The pombero uses Charming Touch if able, and makes two fist attacks.

Fist. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage and the target is grappled (escape DC 13).

Charming Touch (recharge 5-6). The pombero chooses a creature it can see within 5 feet. The creature must make a successful DC 12 Wisdom saving throw or be charmed for 10 minutes. The effect ends if the charmed creature takes damage. The pombero can have only one creature at a time charmed with this ability. If it charms a new creature, the previous charm effect ends immediately.

Invisibility. The pombero becomes invisible until it chooses to end the effect as a bonus action, or when it attacks.

Possessed Pillar

This ancient animal-headed pillar is engraved with weathered symbols from ancient empires.

Animal Headed. Possessed pillars are carved from enormous blocks of stone to look like animal-headed gods of ancient pantheons, or sometimes demonic figures of zealous cults. The most common are the jackal-faced and the ibis-headed variants, but pillars with baboon, crocodile, elephant, or hawk heads also exist.

Hijacked by Cults. Some such pillars are claimed by various cults, and carved anew with blasphemous symbols or smeared with blood, oils, and unguents as sacrificial offerings.

Weapon Donations. Priests claim the weapons stolen by the pillars and distribute them to temple guards or sell them to fund temple activities.

Constructed Nature. A possessed pillar doesn't require air, food, drink, or sleep.

POSSESSED PILLAR

Large construct, unaligned

Armor Class 14 (natural armor)

Hit Points 95 (10d10 + 40)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (−1)	19 (+4)	3 (−4)	11 (+0)	1 (−5)

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantine

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

Senses darkvision 120 ft., passive Perception 10

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

Challenge 7 (2,900 XP)

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

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

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

Steal Weapons. The eldritch magic that powers the pillar produces a magnetic power that seizes metal objects that touch it, including metal weapons. When a creature successfully strikes the pillar with a metal melee weapon, the attacker must make a successful DC 15 Strength or Dexterity saving throw or the weapon becomes stuck to the pillar until the pillar releases it or is destroyed. The saving throw uses the same ability as the attack used. The pillar can release all metal weapons stuck to it whenever it wants. A pillar always drops all weapons stuck to it when it believes it's no longer threatened. This ability affects armor only during a grapple.

False Appearance. While the pillar remains motionless, it is indistinguishable from a statue or a carved column.

Actions

Multiattack. The pillar makes two slam attacks.

Slam. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage.

Putrid Haunt

These shambling corpses have twigs, branches, and other debris intertwined with their bodies, and their gaping maws often crawl with scrabbling vermin.

Swamp Undead. Putrid haunts are walking corpses infused with moss, mud, and the detritus of the deep swamp. They are the shambling remains of individuals who, either through mishap or misdeed, died while lost in a vast swampland. Their desperate need to escape the marshland in life transforms into a hatred of all living beings in death. They often gather in places tainted by evil deeds.

Mossy Islands. When no potential victims are nearby, putrid haunts sink into the water and muck, where moss and water plants grow over them and vermin inhabit their rotting flesh. When living creatures draw near, the dormant putrid haunt bursts from its watery hiding spot and attacks its prey, slamming wildly with its arms and stomping on prone foes to push them deeper into the muck. There's no planning and little cunning in their assault, but they move through the marshes more freely than most intruders and they attack with a single-mindedness that's easily mistaken for purpose.

Leech Harbors. Putrid haunts create especially favorable conditions for leeches. They are often hosts or hiding places for large gatherings of leeches.

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

PUTRID HAUNT

Medium undead, neutral evil

Armor Class 13 (natural armor)

Hit Points 44 (8d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	8 (–1)	13 (+1)	6 (–2)	11 (+0)	6 (–2)

Damage Resistances bludgeoning and piercing from nonmagical weapons

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 2 (450 XP)

Dead Still. Treat a putrid haunt as invisible while it's buried in swamp muck.

Swamp Shamble. Putrid haunts suffer no movement penalties in marshy terrain.

Actions

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

Vomit Leeches (Recharge 6). A putrid haunt can vomit forth the contents of its stomach onto a target within 5 feet. Along with the bile and mud from its stomach, this includes 2d6 undead leeches that attach to the target. A creature takes 1 necrotic damage per leech on it at the start of the creature's turn, and the putrid haunt gains the same number of temporary hit points. As an action, a creature can remove or destroy 1d3 leeches from itself or an adjacent ally.

QWYLLION

These hideous, reeking creatures resemble toothless, cadaverous hags, their large eyes glowing with unearthly green light, and their fingers tipped with ragged claws.

Twisted Nymphs. Qwyllion (the name means "polluter" in Old Elvish) are nymphs who have been twisted by the corrupted mana of magical wastelands or warped alchemical experiments into baleful versions of their former selves.

Frighten Animals. Besides making them hideously ugly, the transformation leaves them with a deadly gaze attack and the ability to dominate a living creature with a mere glance. Animals refuse to approach within 20 feet of them.

Goblin Mercenaries. Qwyllion and their dominated thralls and enslaved specters are sometimes engaged by goblin sorcerers and evil mages to guard desecrated temples and despoiled gardens. The terms and payments for these arrangements vary wildly from one qwyllion to the next. Anyone who dares to employ a qwyllion must be constantly vigilant, because these creatures are prone to renege on any agreement eventually.

QWYLLION

Medium aberration, neutral evil

Armor Class 16 (natural armor)

Hit Points 110 (13d8 + 52)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	19 (+4)	12 (+1)	13 (+1)	16 (+3)

Saving Throws Dex +8, Cha +6

Skills Acrobatics +11, Perception +4

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

Senses darkvision 60 ft., passive Perception 14

Languages Common, Goblin, Infernal, Sylvan, Void Speech

Challenge 8 (3,900 XP)

Disruptive. Because of the qwyllion's nauseating nature, spellcasters have disadvantage on concentration checks while within 40 feet of the qwyllion.

Nauseating Aura. The qwyllion is nauseatingly corrupt. Any creature that starts its turn within 20 feet of the qwyllion must succeed on a DC 14 Constitution saving throw or be poisoned for 1d8 rounds. If a creature that's already poisoned by this effect fails the saving throw again, it becomes incapacitated instead, and a creature already incapacitated by the qwyllion drops to 0 hit points if it fails the saving throw. A successful saving throw renders a creature immune to the effect for 24 hours. Creatures dominated by the qwyllion are immune to this effect.

ACTIONS

Multiattack. The qwyllion uses its deadly gaze if it can, and makes two claw attacks.

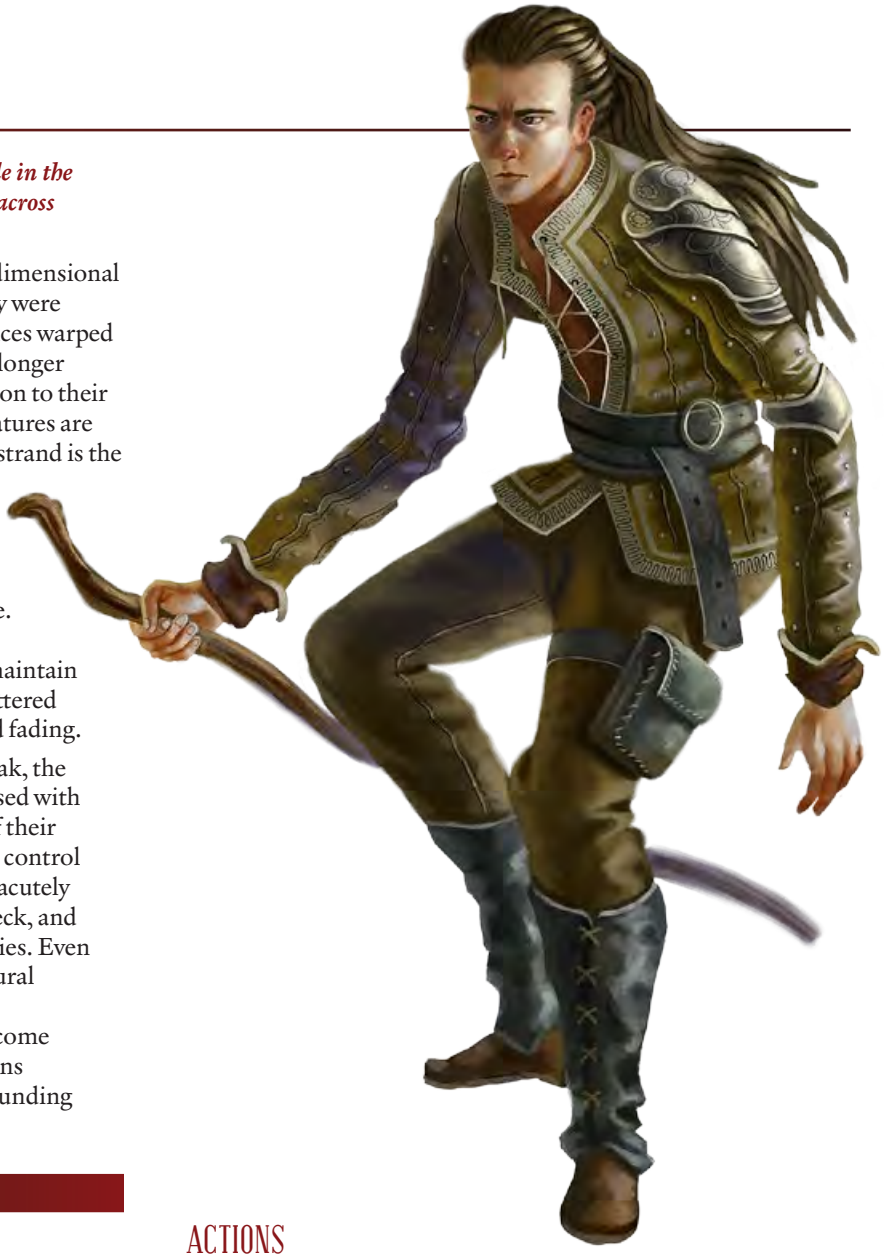
Claw. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit:* 24 (3d12 + 5) slashing damage.

Deadly Gaze (recharge 5-6). The qwyllion turns its gaze against a single creature within 20 feet of the qwyllion. The target must succeed on a DC 14 Constitution saving throw or take 16 (3d8 + 3) necrotic damage and be incapacitated until the start of the qwyllion's next turn. A humanoid slain by a qwyllion's death gaze rises 2d4 hours later as a specter under the qwyllion's control.

Innate Spellcasting. The qwyllion's innate casting ability is Charisma (spell save DC 14). She can innately cast the following spells, requiring no material components:

3/day each: *dominate person* (range 20 feet), *shatter*

Ramag



These few denizens of a blasted desert waste now huddle in the remains of an ancient city—a city magically scattered across hundreds of miles.

Once Human. The ramag were a powerful tribe of dimensional sorcerers allied with a great society of titans, and they were indeed human in ages past. Over time, strange practices warped them into their current state, and they are clearly no longer purely human. Their limbs grow too long in proportion to their bodies, giving them a stooped, odd posture. Their features are angular, and a ramag's hair is impossibly thick; each strand is the width of a human finger. They wear their strange hair tied back in decorative clasps.

Portal Network. The ramag used their innate magical gifts to maintain powerful magical conduits, ley lines that crisscrossed the titan's empire. This mastery of arcane might allowed instantaneous travel to the farthest-flung outpost. The ramag still maintain a network of magical monoliths that connect the scattered districts of their home, but this network is frayed and fading.

Studious and Powerful. Although physically weak, the ramag are sharp-witted, studious, and naturally infused with magic. Lifetimes of exposure to the warping effect of their runaway magical energy have given the ramag innate control over magic, as well as sharp resistance to it. They are acutely aware of their responsibility for keeping magic in check, and fully know the danger of uncontrolled magical energies. Even the the lowliest ramag has a sharp intellect and a natural understanding of magic.

Many ramag take up the study of wizardry. Few become wandering adventurers, but well-equipped expeditions sometimes leave their homeland to inspect the surrounding countryside.

RAMAG

Medium humanoid (ramag), neutral

Armor Class 13 (leather armor)

Hit Points 27 (6d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	10 (+0)	16 (+3)	12 (+1)	11 (+0)

Skills Arcana +5, Investigation +5

Senses passive Perception 11

Languages Common

Challenge 1/4 (50 XP)

Magic Resistance. The ramag has advantage on saving throws against spells or other magical effects.

Actions

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

Shortbow. *Ranged Weapon Attack*: +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Ramag in Midgard

The ramag all live within the twelve scattered districts of their home city, Ramagani (home, in their dialect), with 11 districts in the Abandoned Lands of the Southlands and one on an island off the coast. Though the districts are far apart, the ramag consider them all part of one great metropolis. The inhabited districts are guarded by powerful ramag spellcasters and by the Stormwatch—a garrison of arcane warriors who operate enchanted lightning ballistae in defense of the city. (A lightning ballista functions identically to a standard ballista but does an additional 1d10 lightning damage with each hit.)

Rat King

A great knot of scabrous rats scrabbles together as a mass, with skulls, bones, and flesh entangled in the whole. Teeth, eyes, and fur all flow as a single disturbing rat swarm walking on two legs.

Fused at the Tail. A rat king forms when dozens of rats twist their tails together in a thick knot of bone and lumpy cartilage—and offer praise to the rat demon Chittr'k'k. Its numbers and powers grow quickly.

Rule Sewers and Slums. The rat king is a cunning creature that stalks city sewers, boneyards, and slums. Some even command entire thieves' guilds or hordes of beggars that give it obeisance. They grow larger and more powerful over time until discovered.

Plague and Dark Magic. The rat king is the result of plague infused with twisted magic, and a malignant ceremony that creates one is called "Enthroning the Rat King." Rats afflicted with virulent leavings of dark magic rites or twisted experiments become bound to one another. As more rats add to the mass, the creature's intelligence and force of will grow, and it invariably goes quite mad.

RAT KING

Medium monstrosity, chaotic evil

Armor Class 14 (natural armor)

Hit Points 76 (9d8 + 36)

Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	18 (+4)	11 (+0)	15 (+2)	16 (+3)

Skills Stealth +6

Damage Resistances bludgeoning, piercing, slashing

Damage Immunities poison

Condition Immunities charmed, frightened, paralyzed, petrified, prone, restrained, stunned

Senses darkvision 60 ft., passive Perception 12

Languages Common, Thieves' Cant

Challenge 5 (1,800 XP)

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

Plague of Ill Omen. The rat king radiates a magical aura of misfortune in a 30-foot radius. A foe of the rat king that starts its turn in the aura must make a successful DC 14 Charisma saving throw or be cursed with bad luck until the start of its next turn. When a cursed character makes an attack roll, ability check, or saving throw, it must subtract 1d4 from the result.

Actions

Multiattack. The rat king makes four bite attacks.

Bite. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage, and a bitten creature must succeed on a DC 15 Constitution saving throw or be infected with a disease. A diseased creature gains one level of exhaustion immediately. When the creature finishes a long rest, it must repeat the saving throw. On a failure, the creature gains another level of exhaustion. On a success, the disease does not progress. The creature recovers from the disease if its saving throw succeeds after two consecutive long rests or if it receives a *lesser restoration* spell or comparable magic. The creature then recovers from one level of exhaustion after each long rest.

Summon Swarm (1/Day). The rat king summons three swarms of rats. The swarms appear immediately within 60 feet of the rat king. They can appear in spaces occupied by other creatures. The swarms act as allies of the rat king. They remain for 1 hour or until the rat king dies.

Reactions

Absorption. When the rat king does damage to a rat or rat swarm, it can absorb the rat, or part of the swarm, into its own mass. The rat king regains hit points equal to the damage it did to the rat or swarm.

Ratatosk

Chattering creatures with a superficial similarity to squirrels, the ratatosk have tiny tusks and fur that shimmers in a way that defies the surrounding light.

Sleek-furred Celestials. The ratatosk is a celestial being that is very much convinced of its own indispensable place in the multiverse. Its fur is sleek, and it takes great pride in the cleaning and maintaining of its tusks.

Planar Messengers. Ratatosks were created to carry messages across the planes, bearing word between gods and their servants. Somewhere across the vast march of ages, their nature twisted away from that purpose. Much speculation as to the exact cause of this change continues to occupy sages.

Maddening Gossips. Ratatosk are insatiable tricksters. Their constant chatter is not the mere nattering of their animal counterparts, it is a never-ending celestial gossip network. Ratatosk delight in learning secrets, and spreading those secrets in mischievous ways. It's common for two listeners to hear vastly different words when a ratatosk speaks, and for that misunderstanding to lead to blows.

RATATOSK

Tiny celestial, chaotic neutral

Armor Class 14

Hit Points 42 (12d4 + 12)

Speed 20 ft., climb 20 ft.

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

Saving Throws Wis +4, Cha +6

Skills Deception +6, Persuasion +6, Stealth +6

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons

Senses darkvision 60 ft., passive Perception 10

Languages Celestial, Common; telepathy 100 ft.

Challenge 4 (1,100 XP)

Innate Spellcasting. The ratatosk's spellcasting attribute is Charisma (save DC 14). It can innately cast the following spells without requiring material or somatic components:

At will: *animal messenger, message, vicious mockery*

1/day each: *commune, mirror image*

3/day each: *sending, suggestion*

Skitter. The ratatosk can take the Dash, Disengage, or Hide action as a bonus action on each of its turns.

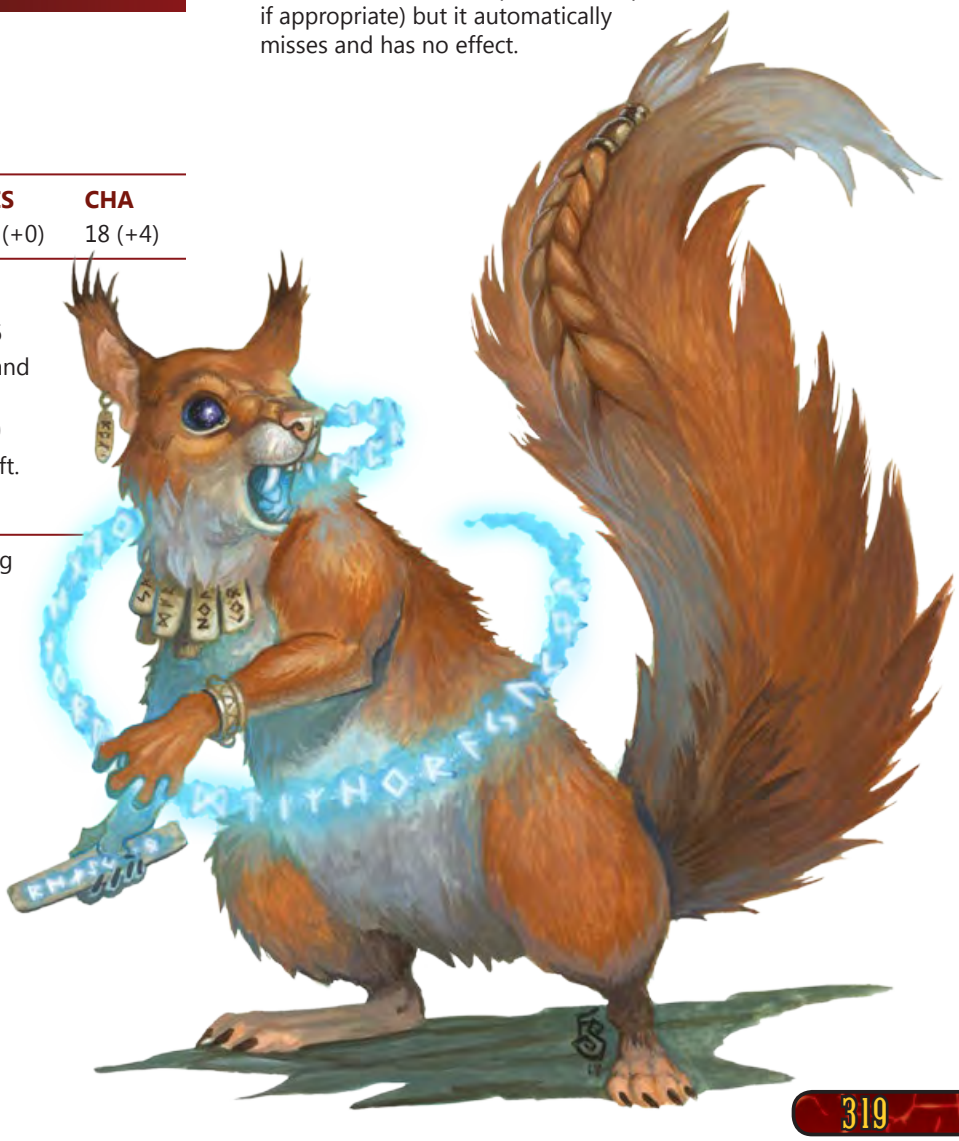
Actions

Gore. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage plus 14 (4d6) psychic damage and the target must make a successful DC 14 Wisdom saving throw or be charmed for 1 round. While charmed in this way, the creature regards one randomly determined ally as a foe.

Divisive Chatter (recharge 5-6). Up to six creatures within 30 feet that can hear the ratatosk must make DC 14 Charisma saving throws. On a failure, the creature is affected as if by a *confusion* spell for 1 minute. An affected creature repeats the saving throw at the end of each of its turns, ending the effect on itself on a success.

Reactions

Desperate Lies. A creature that can hear the ratatosk must make a DC 14 Wisdom saving throw when it attacks the ratatosk. If the saving throw fails, the creature still attacks, but it must choose a different target creature. An ally must be chosen if no other enemies are within the attack's reach or range. If no other target is in the attack's range or reach, the attack is still made (and ammunition or a spell slot is expended, if appropriate) but it automatically misses and has no effect.



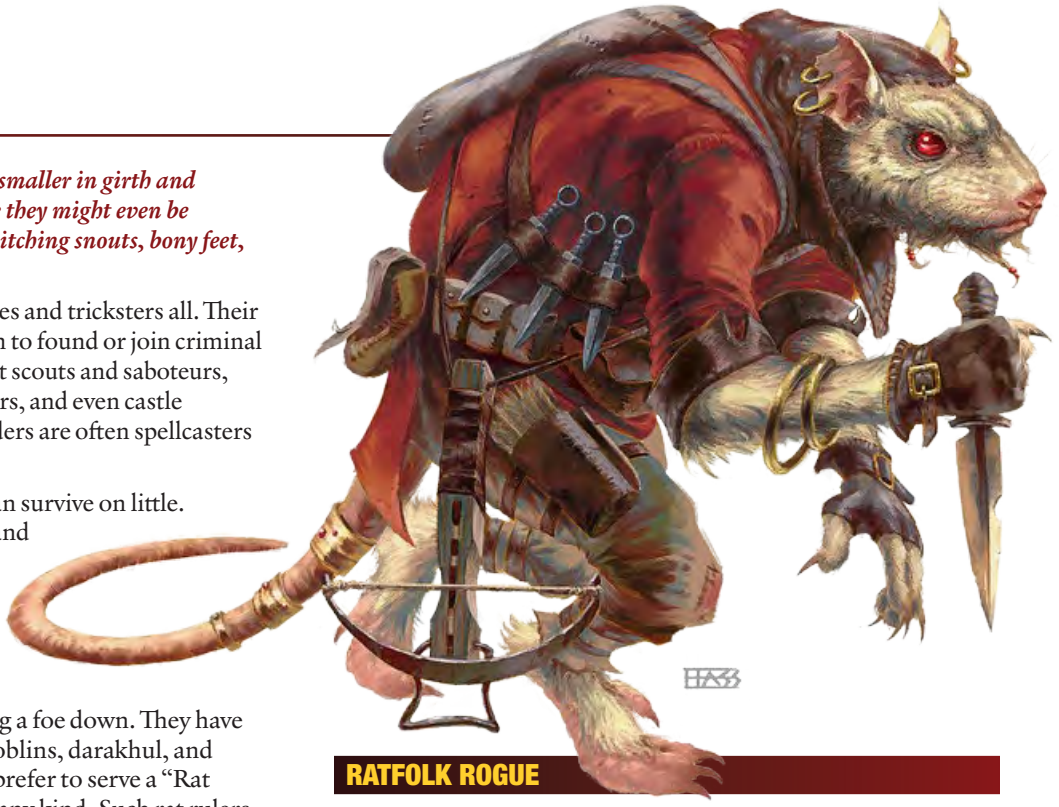
Ratfolk

Ratfolk are the size of halflings, though smaller in girth and quicker in their movements. At a glance they might even be mistaken for halflings if not for their twitching snouts, bony feet, and long, pink tails.

The ratfolk are canny survivors, rogues and tricksters all. Their strong family ties make it easy for them to found or join criminal societies--though others serve as expert scouts and saboteurs, able to infiltrate army camps, city sewers, and even castle dungeons with equal ease. Ratfolk leaders are often spellcasters and rogues.

Adaptable. Ratfolk swim well and can survive on little. Some groups are endemic to tropical and subtropical islands. Others inhabit forests, sewers, labyrinths, and ancient, ruined cities.

Fast Fighters. Ratfolk prefer light weapons and armor, fighting with speed and using numbers to bring a foe down. They have been known to ally themselves with goblins, darakhul, and kobolds on occasion, but more often prefer to serve a "Rat King" who may or may not be a rat of any kind. Such rat rulers might include a wererat, a rat king, an ogre, a minor demon or intelligent undead.



RATFOLK

Small humanoid (ratfolk), neutral

Armor Class 14 (studded leather armor)

Hit Points 7 (2d6)

Speed 25 ft., swim 10 ft.

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

Skills Perception +2

Senses darkvision 60 ft., passive Perception 12

Languages Common

Challenge 1/4 (50 XP)

Nimbleness. The ratfolk can move through the space of any creature size Medium or larger.

Pack Tactics. The ratfolk has advantage on its attack roll against a creature if at least one of the ratfolk's allies is within 5 feet of the creature and the ally is capable of attacking.

Actions

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

Light crossbow. *Ranged Weapon Attack*: +4 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

RATFOLK ROGUE

Small humanoid (ratfolk), neutral

Armor Class 15 (studded leather armor)

Hit Points 18 (4d6 + 4)

Speed 25 ft., swim 10 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	12 (+1)	14 (+2)	10 (+0)	10 (+0)

Skills Acrobatics +5, Perception +2, Stealth +7

Senses darkvision 60 ft., passive Perception 12

Languages Common, Thieves Cant

Challenge 1 (200 XP)

Cunning Action. A ratfolk rogue can use a bonus action to Dash, Disengage, or Hide.

Nimbleness. A ratfolk rogue can move through the space of any creature size Medium or larger.

Pack Tactics. A ratfolk rogue has advantage on its attack roll against a creature if at least one of the ratfolk's allies is within 5 feet of the creature and the ally is capable of attacking.

Sneak Attack (1/Turn). A ratfolk rogue deals an extra 3 (1d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of one of its allies that isn't incapacitated and the rogue doesn't have disadvantage on the attack roll.

Actions

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

Light Crossbow. *Ranged Weapon Attack*: +5 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Rat Dagger Flurry. *Ranged Weapon Attack*: +5 to hit, range 20/60 ft., three targets. *Hit:* 5 (1d4 + 3) piercing damage.

Ravenala

Ravenalas guard tropical forests and watch after local flora and fauna. Their heads are crowned by long-stemmed, green-paddled fronds and spiked seed pods, and their dangling arms end in hooked wooden talons.

Leafy Advisors. Tribal humanoids respect and venerate ravenelas, and sometimes seek their advice or magical aid at times of great need. Ravenalas seldom interact with other species unless approached and questioned.

Prisoners Lamentation. Unlike treants, ravenalas avoid physical conflict in favor of magical responses. If annoyed, they imprison hostile creatures within their trunks rather than killing or eating them. Trapped creatures must sing their own lament as they are carried off to a distant, dangerous locale.

Ravenalas grow to about 20 feet tall and can weigh 1,800 lb.

RAVENALA

Large plant, unaligned

Armor Class 15 (natural armor)
Hit Points 126 (12d10 + 60)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	20 (+5)	12 (+1)	16 (+3)	12 (+1)

Saving Throws Wis +6, Cha +4
Damage Vulnerabilities fire, cold
Damage Resistances bludgeoning, piercing
Condition Immunities blinded, deafened
Senses passive Perception 13
Languages Common, Druidic, Elvish, Sylvan
Challenge 5 (1,800 XP)

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

Innate Spellcasting. The ravenala's innate spellcasting ability is Wisdom (spell save DC 14). It can innately cast the following spells, requiring no material components:

At will: *entangle, sleep*

1/day each: *heal, wall of thorns*

Green Walk. The ravenala can move across undergrowth, natural or magical, without needing to make an ability check and without expending additional movement.

Actions

Multiattack. The ravenala makes two slam attacks or two bursting pod attacks.

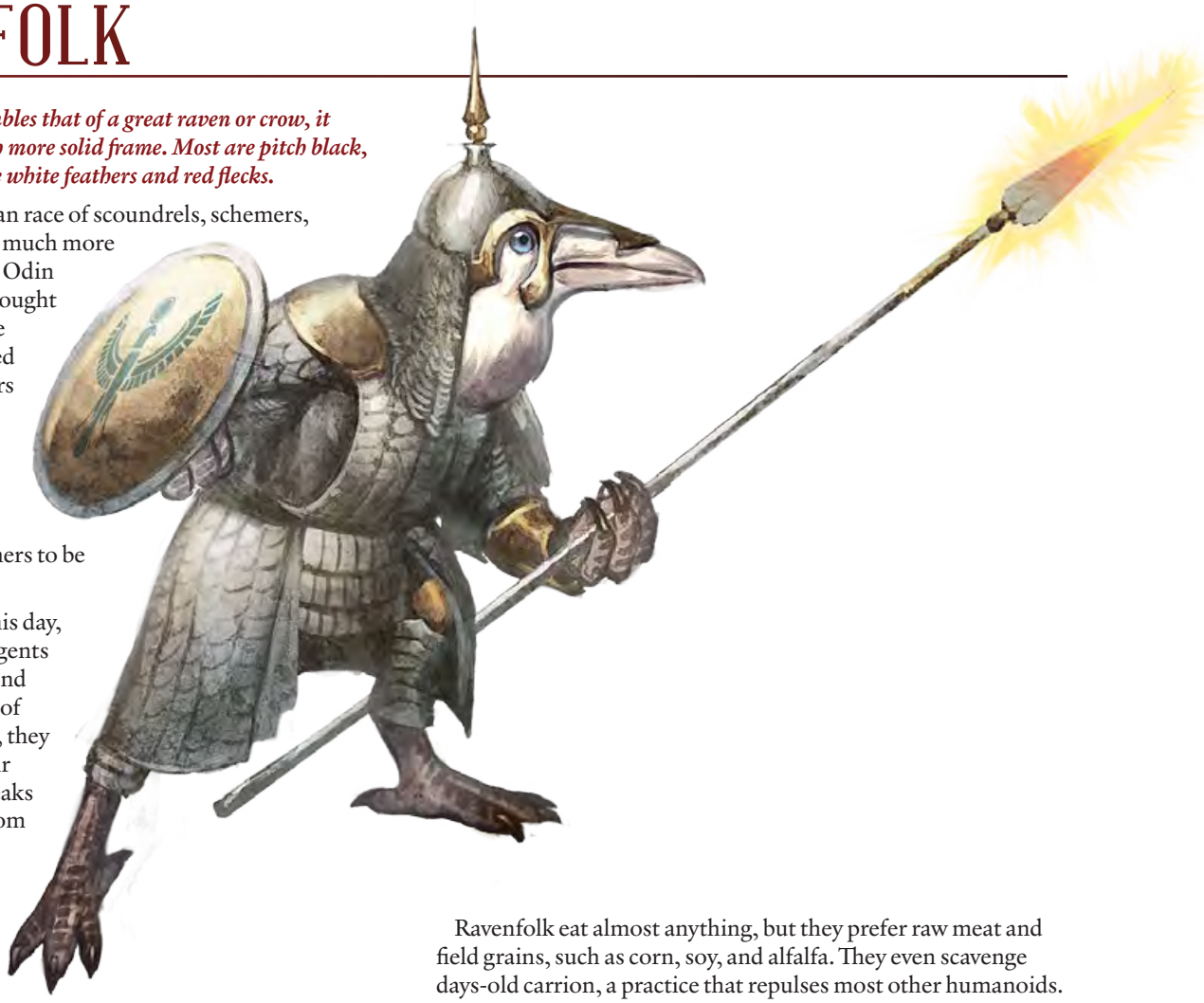
Slam. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage.

Bursting Pod. Melee Ranged Attack: +8 to hit, range 30/120 ft., one target. *Hit:* 8 (1d6 + 5) bludgeoning damage, and the target and all creatures within 5 feet of it also take 5 (2d4) piercing damage, or half as much piercing damage with a successful DC 15 Dexterity saving throw.

Lamenting Engulfment. The ravenala targets a creature within 5 feet of it. The target must succeed on a DC 13 Dexterity saving throw or be grappled and restrained by the ravenala. While restrained, the creature is engulfed inside the ravenala's trunk. The ravenala can grapple one creature at a time; grappling doesn't prevent it from using other attacks against different targets. The restrained creature must make a DC 14 Wisdom saving throw at the start of each of its turns. On a failure, the creature is compelled to sing a lament of all its various mistakes and misdeeds for as long as it remains restrained. Singing prevents uttering command words, casting spells with a verbal component, or any verbal communication. The restrained creature can still make melee attacks. When the ravenala moves, the restrained creature moves with it. A restrained creature can escape by using an action to make a DC 15 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the ravenala.

RAVENFOLK

While a huginn's face resembles that of a great raven or crow, it lacks wings and has a much more solid frame. Most are pitch black, although a smattering have white feathers and red flecks.



The ravenfolk are an avian race of scoundrels, schemers, and sneaks—and they are much more than that. Long ago when Odin brokered the truce that brought peace among the gods, the wily deity magically created the ravenfolk from feathers plucked from his ravens Huginn (Thought) and Muninn (Memory.) He placed this new race into the world alongside elves, dwarves, humans, and others to be his spies.

Odin's Children. To this day, the ravenfolk are Odin's agents and embody his thought and memory. They are thieves of objects, yes, but primarily, they are thieves of secrets. Their black feathers and long beaks are spotted on the road from place to place, trading information or helping to hatch plots. They are widely viewed as spies, informers, thieves, and troublemakers, but when the ravenfolk swear an oath, they abide by it.

Odin grants the best of his ravenfolk magical runespears and runestaves, two-handed heavy weapons enchanted to serve his messengers. These function as long spears or quarterstaves in the hands of other races. The ravenfolk consider them special tokens meant for their use, and no one else's.

Flightless but Bold. Though they have no wings and normally cannot fly, the physiology of ravenfolk is strikingly similar to that of true avians. They stand roughly 5 ft. tall and, because of their hollow bones, weigh just 95–105 lb. Albino ravenfolk are found in southern climates.

RAVENFOLK IN MIDGARD

If the ravenfolk of Midgard have a homeland, it is Beldestan to the East; or on a branch of Wotan's tree in the North; or a high cliff of Horus' hidden temple in the South. They have settlements in Trollheim, Vidim, Domovogrod, Zobeck, Nuria Natal, and the Dragon Empire, but none are large.

They avoid the West and the Seven Cities most of the time, and are most honored in Nuria Natal, where they serve the temples of Horus as sworn guardians, assassins, and seekers of forgotten arcana. Some are said to be members of the Emerald Order, a society devoted to arcane mysteries.

Ravenfolk eat almost anything, but they prefer raw meat and field grains, such as corn, soy, and alfalfa. They even scavenge days-old carrion, a practice that repulses most other humanoids.

Feather Speech. The huginn have their own language, and they have another language which they may use as well: the language of feathers, also known as Feather Speech or Pinion. Ravenfolk can communicate volumes without speaking a word through the dyeing, arrangement, preening, and rustling of their plumage. This language is inherent to ravenfolk and not teachable to unfeathered races.

RAVENFOLK SCOUT

Medium humanoid (kenku), neutral

Armor Class 14 (studded leather armor)
Hit Points 21 (6d8 – 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	8 (-1)	10 (+0)	15 (+2)	12 (+1)

Saving Throws Dex+4, Con +1, Wis +4, Cha +3
Skills Deception +3, Perception +6, Stealth +6
Senses darkvision 120 ft., passive Perception 16
Languages Common, Feather Speech, Huginn
Challenge 1/2 (100 XP)

Mimicry. Ravenfolk scouts can mimic the voices of others with uncanny accuracy. They have advantage on Charisma (Deception) checks involving audible mimicry.

ACTIONS

Multiattack. The ravenfolk scout makes one peck attack and one other melee or ranged attack.

Ghost Wings. The ravenfolk scout furiously "beats" a set of phantasmal wings. Every creature within 5 feet of the ravenfolk must make a successful DC 12 Dexterity saving throw or be blinded until the start of the ravenfolk's next turn.

Longbow. *Ranged Weapon Attack*. +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 +2) piercing damage.

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

Rapier. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+ 2) piercing damage.

RAVENFOLK WARRIOR

Medium humanoid (kenku), neutral

Armor Class 15 (studded leather armor)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

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

Saving Throws Dex+5, Wis +3, Cha +2

Skills Deception +2, Perception +5, Stealth +5

Senses darkvision 120 ft., passive Perception 15

Languages Common, Feather Speech, Huginn

Challenge 3 (700 XP)

Rune Weapons. Kept keen with runic magic, runespears and runestaves are two-handed weapons that count as magical, though they provide no bonus to attack. Their magic must be renewed each week by a doom croaker or by Odin's own hand.

Mimicry. Ravenfolk warriors can mimic the voices of others with uncanny accuracy. They have advantage on Charisma (Deception) checks involving audible mimicry.

ACTIONS

Multiattack. A ravenfolk warrior makes two runespear attacks, or two longbow attacks, or one ghost wings attack and one runespear attack. It can substitute one peck attack for any other attack.

Ghost Wings. The ravenfolk warrior furiously "beats" a set of phantasmal wings. Every creature within 5 feet of the ravenfolk must make a successful DC 13 Dexterity saving throw or be blinded until the start of the ravenfolk's next turn.

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

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

Radiant Runespear. *Melee Weapon Attack*: +3 to hit, reach 10 ft., one target. *Hit:* 7 (1d12 + 1) piercing damage plus 2 (1d4) radiant damage.

REACTIONS

Odin's Call. A ravenfolk warrior can disengage after an attack reduces it to 10 hp or less.

VARIANT: LACK OF RUNES

Some ravenfolk warriors have no access to the runes. They use rapiers instead.

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

RAVENFOLK DOOM CROAKER

Medium humanoid (kenku), neutral

Armor Class 14 (studded leather armor)

Hit Points 88 (16d8 + 16)

Speed 30 ft.

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

Saving Throws Str +3, Dex+5, Wis +7

Skills Intimidate +5, Perception +10

Senses darkvision 120 ft., passive Perception 20

Languages Common, Feather Speech, Huginn

Challenge 5 (1,800 XP)

Mimicry. Ravenfolk doom croakers can mimic the voices of others with uncanny accuracy. They have advantage on Charisma (Deception) checks involving audible mimicry.

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

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

At will: *comprehend languages*

3/day each: *counterspell, fear, phantom steed*

1/day each: *blight, call lightning, clairvoyance, insect plague*

1/week: *legend lore*

ACTIONS

Ghost Wings. The ravenfolk doom croaker furiously "beats" a set of phantasmal wings. Every creature within 5 feet of the ravenfolk must make a successful DC 13 Dexterity saving throw or be blinded until the start of the ravenfolk's next turn.

Radiant Runestaff. *Melee Weapon Attack*: +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d8) bludgeoning damage plus 4 (1d8) radiant damage.

DOOM CROAKERS IN MIDGARD

These oracles of Wotan wander the Northlands and Rothenian Plain. Their visions come from the World Tree Yggdrasil, and they sing the doom of gods and mortals. In addition, they know the runes, and can keep runestaves and runespears humming with the power of runic magic. Assume that many Doom Croakers have mastered one or more runes (see *Deep Magic* for particular runes and their effects, or use *explosives runes* and *glyphs of warding*), and that they have access to prophetic knowledge, such as the names of heroic characters, their goals, and the time of their arrival in a ravenfolk rookery or settlement.

Redcap

This grizzled, weather-beaten creature looks like a sour old man at first glance, complete with scraggly beard. It carries a great pike and wears heavy boots, shod with iron, and the blood-soaked hat jammed on its head is hard to miss. It grins with massive yellow teeth.

Blood-Soaked Caps. Redcaps are exceedingly dangerous creatures who wear the mark of their cruelty and evil quite literally. The caps from which they take their name define their existence, and they must constantly be revived with fresh blood.

Compelled to Kill. Redcaps aren't cruel and murderous by choice, but by necessity. A redcap must frequently bathe its cap in fresh, humanoid blood to sustain itself. If it fails to do so every three days, the creature withers and dies quickly. A redcap whose hat is nearly dry is a desperate, violent force of nature that prefers to die in battle rather than waste away to nothing.

Bandits and Mercenaries. Most long-lived redcaps are drawn to serve in marauding armies or make a living through constant banditry.

REDCAP

Medium fey, neutral evil

Armor Class 15 (natural armor)

Hit Points 105 (14d8 + 42)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	17 (+3)	11 (+0)	13 (+1)	8 (-1)

Saving Throws Con +6

Skills Athletics +8, Intimidation +5

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 11

Languages Common, Sylvan, Undercommon

Challenge 6 (2,300 XP)

Clomping Boots. The redcap has disadvantage on Dexterity (Stealth) checks.

Red Cap. The redcap must soak its cap in the blood of a humanoid killed no more than an hour ago at least once every three days. If it goes more than 72 hours without doing so, the blood on its cap dries and the redcap gains one level of exhaustion every 24 hours. While the cap is dry, the redcap can't remove exhaustion by any means. All levels of exhaustion are removed immediately when the redcap soaks its cap in fresh blood. A redcap that dies as a result of this exhaustion crumbles to dust.

Solid Kick. The redcap can kick a creature within 5 feet as a bonus action. The kicked creature must make a successful DC 15 Strength saving throw or fall prone.

Actions

Multiattack. The redcap makes two pike attacks and one bite attack.

Bite. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage and the creature is bleeding profusely. A bleeding creature must make a successful DC 15 Constitution saving throw at the start of its turn or take 10 (3d6) necrotic damage and continue bleeding. On a successful save the creature takes no necrotic damage and the effect ends. A creature takes only 10 necrotic damage per turn from this effect no matter how many times it's been bitten, and a single successful saving throw ends all bleeding. Spending an action to make a successful DC 15 Wisdom (Medicine) check or any amount of magical healing also stops the bleeding. Constructs and undead are immune to the bleeding effect.

Pike. *Melee Weapon Attack*: +8 to hit, reach 10 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage.

Rift Swine

This enormous pig is as large as an ox, and its mouth bristles with mismatched tusks. Its body is a lopsided mass of tumorous flesh that gives way to eyes and vestigial mouths, and long tentacles trail from its sides.

From time to time, a breach forms in the fabric of the multiverse, and the Material Plane is bathed in the energy of alien dimensions. Living creatures exposed to this incursion can undergo horrible mutations, turning into monstrous mockeries of their former shapes. One example of this phenomenon is the rift swine: once-ordinary pigs transformed into slavering horrors after being bathed in eldritch light.

Destructive Herds. Rift swine travel in herds of 5–8 (and larger herds are possible). Their effect on an area can be catastrophic—they eat nearly anything, possess a fiendish cunning, and delight in the destruction they cause. A rift swine has difficulty perceiving anything smaller than itself as a threat, leading it to attack most other creatures on sight and fighting until it is destroyed.

Abyssal Meat. The rumors of vast herds of hundreds of rift swine on strongly chaos-aligned planes, cultivated by the lords of those places, are thankfully unconfirmed.

RIFT SWINE

Large aberration, chaotic neutral

Armor Class 15 (natural armor)

Hit Points 110 (13d10 + 39)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	17 (+3)	4 (-3)	12 (+1)	5 (-3)

Damage Resistances force, poison

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 5 (1,800 XP)

360-Degree Vision. The rift swine's extra eyes give it advantage on Wisdom (Perception) checks that rely on sight.

Chaos mutations. 50% of rift swine have additional mutant features. Choose or roll on the table below.

Actions

Multiattack. The rift swine makes one tusks attack and two tentacle attacks.

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

Tentacle. *Melee Weapon Attack*: +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage. If the target is a creature, it is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the rift swine can't use this tentacle against another target.

1	**Acid boils**. A creature that hits the rift swine with a melee attack must make a successful DC 12 Dexterity saving throw or take 3 (1d6) acid damage.
2	**Tentacular Tongue**. Instead of using its tusks, the rift swine can attack with its tongue: Melee weapon attack: +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) bludgeoning damage. If the target is a creature, it is grappled and restrained as with a tentacle attack (escape DC 14).
3	**Covered in Slime**. Increase the rift swine's AC by 1.
4	**Acid Saliva**. The rift swine's tusk or tongue attack does an additional 3 (1d6) acid damage.
5	**Poison spit**. *Ranged Weapon Attack*: +3 to hit, range 15 ft., one target. *Hit:* 6 (1d12) poison damage.
6	**Roll twice**.

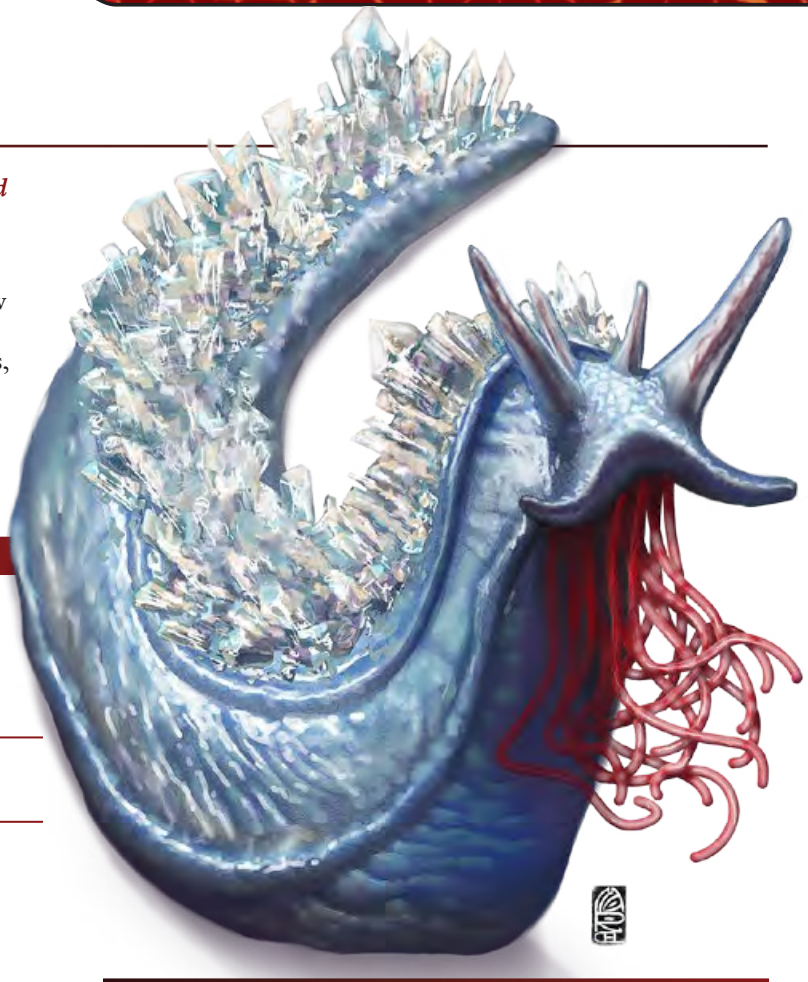
Rime Worm

These long, crusty slugs sparkle like ice. A gaping hole at one end serves as a mouth, from which long tendrils emanate.

Rime worms are sometimes kept as guards by frost giants.

Ice Burrowers. The rime worm's tendrils help it to burrow through ice and snow as well absorb sustenance from prey. Their pale, almost translucent, skin is coated with ice crystals, making them difficult to spot in their snowy habitat.

Spray Black Ice. The worms are fierce hunters, and their ability to spray skewers of ice and rotting flesh makes them extremely dangerous.



ADULT RIME WORM

Large elemental, neutral

Armor Class 15 (natural armor)

Hit Points 105 (10d10 + 50)

Speed 30 ft., swim 30 ft, burrow (snow, ice) 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	20 (+5)	6 (–2)	14 (+2)	3 (–4)

Saving Throws Str +8, Con +8

Damage Immunities cold, necrotic

Senses darkvision 200 ft., passive Perception 12

Languages —

Challenge 6 (2,300 XP)

Born of Rime. A rime worm can breathe air or water with equal ease.

Ringed by Ice and Death. A rime worm is surrounded by an aura of cold, necrotic magic. At the start of the rime worm's turn, enemies within 5 feet take 2 (1d4) cold damage plus 2 (1d4) necrotic damage. If two or more enemies take damage from the aura on a single turn, the rime worm's black ice spray recharges immediately.

Actions

Multiattack. The rime worm makes two tendril attacks.

Tendril. *Melee Weapon Attack*. +8 to hit, reach 10 ft., one target. *Hit:* 8 (1d6 + 5) slashing damage. If both tendril attacks hit the same target in a single turn, that target is grappled (escape DC 15). The rime worm can grapple one creature at a time, and it can't use its tendril or devour attacks against a different target while it has a creature grappled.

Devour. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit:* 18 (2d12 + 5) slashing damage. If the target was grappled by the rime worm, it takes an additional 13 (2d12) cold damage.

Black Ice Spray (Recharge 5-6). The rime worm sprays slivers of ice in a line 30 feet long and 5 feet wide. All creatures in the line take 26 (4d12) necrotic damage and are blinded; a successful DC 15 Constitution saving throw prevents the blindness. A blinded creature repeats the saving throw at the end of its turn, ending the effect on itself with a successful save.

RIME WORM GRUB

Medium elemental, neutral

Armor Class 13 (natural armor)

Hit Points 45 (6d8 + 18)

Speed 30 ft., swim 30 ft, burrow (snow, ice) 20 ft.

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

Saving Throws Str +5, Con +5

Damage Resistances cold

Senses darkvision 200 ft., passive Perception 11

Languages —

Challenge 1 (200 XP)

Born of Rime. A rime worm grub can breathe air or water with equal ease.

Ravenous. At the grub stage, the worm is painfully hungry. Rime worm grubs can make opportunity attacks against enemies who disengage.

Actions

Multiattack. The rime worm makes one tendril attack and one gnash attack.

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

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

Risen Reaver

A body that might once have been human now has four legs and nightmarishly long, thick arms. What's worse, its skin has been flayed off, revealing the dead muscle and sinew beneath.

Spirt of War. The risen reaver is an undead born from a warrior fallen on the battlefield. Its body becomes an avatar of combat, with four legs and a pair of long, heavy arms. In the process, it sheds its skin, becoming entirely undead muscle, bone, and sinew.

Absorb Weapons. When risen reavers take form, they absorb all weapons around them. Some of these weapons pierce their bodies, and others become part of the risen reaver's armament. Their four legs are tipped with blades on which they walk like metallic spiders. Their arms are covered in weaponry infused into their flesh, which they use to crush and flay any living creatures they encounter.

Battle Mad. Risen reavers are battle-maddened spirits of vengeance and slaughter, obsessed with the chaos of combat that led to their own death. They hunt the living with the sole purpose of killing, and they thrive on violence and murder. As they died, so should others die.

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

RISEN REAVER

Large undead, chaotic evil

Armor Class 15 (studded leather)
Hit Points 168 (16d10 + 80)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	20 (+5)	9 (-1)	7 (-2)	6 (-2)

Saving Throws Dex +6
Skills Perception +1
Senses darkvision 120 ft., passive perception 11
Languages any languages it knew in life
Challenge 7 (2,900 XP)

Life Sense. The risen reaver automatically detects all living creatures within 120 feet. This sense is blocked by 3 feet of wood, 1 foot of earth or stone, an inch of metal, or a thin sheet of lead.

Pounce. When the risen reaver hits an enemy with its blade attack after moving at least 20 feet, the target creature must make a DC 15 Strength saving throw. On a failure, the creature falls prone and the risen reaver can use a bonus action to make a single blade attack.

Infused Arsenal. As a bonus action, the risen reaver can absorb one unattended weapon into its body. For every weapon it absorbs, it deals +1 damage with its blade attacks (maximum of +3).

Skitter. The risen reaver can take the Dash action as a bonus action.

Actions

Multiattack. The risen reaver makes three blade attacks.

Blade. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one creature. *Hit:* 15 (2d10 + 4) slashing damage.

Roachling

The creature is humanoid but disturbingly roachlike. Its legs are too short, its arms too long, its skin is oily, and its back is covered by a carapace. Atop those features sits an incongruously humanlike face.

Combining the worst of human and cockroach qualities, these nimble creatures have a talent for stealth and for fighting dirty. Also known as scuttlers, roachlings are an unpleasant humanoid race—inquisitive and covetous, unclean and ill-mannered—and most other races shun them.

Devious Combatants. Roachlings are skittish and easily frightened, but they aren't cowards. Rather, they are practical about their weaknesses. They understand survival often depends on remaining unseen and out of reach. Most roachlings prefer to fight only when the chance for victory sits squarely on their side.

They also have a well-deserved reputation for deviousness. Roachlings are adept at skulking, underhanded tactics, and hit-and-run fighting. Filth and trickery are their most useful tools.

Deeply Paranoid. Because they have long been hunted and persecuted, roachlings are naturally suspicious, and they extend their trust slowly. A deep-rooted paranoia infects the race, and unsurprisingly their paranoia often turns out to be justified.

Fused Carapace. Roachlings have prominent, whip-like antennae, a carapace covering much of their backs, and small spines on their legs and arms. They have short, noticeably bowed legs. Hair is unusual among roachlings, but when present, it's always oily and dark, pressed flat against the skull.

Roachling coloration varies across tan, yellow, dark brown, and black. Regardless of color, their thick, hardened skin appears shiny and slightly oily although it is dry. Roachlings have an internal skeleton, however, not the exoskeleton of a true insect.

ROACHLING SKIRMISHER

Small humanoid (roachling), chaotic neutral

Armor Class 13 (natural armor)
Hit Points 7 (2d6)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	11 (+0)	10 (+0)	9 (-1)	8 (-1)

Saving Throws Dexterity +4, Constitution +2
Skills Acrobatics +4, Stealth +6
Senses darkvision 60 ft., tremorsense 10 ft., passive Perception 9
Languages Common
Challenge 1/4 (50 XP)

Resistant. The roachling skirmisher has advantage on Constitution saving throws.

Unlovely. The skirmisher has disadvantage on Performance and Persuasion checks in interactions with nonroachlings.

Actions

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

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

ROACHLING LORD

Small humanoid (roachling), chaotic neutral

Armor Class 15 (natural armor)
Hit Points 63 (14d6 + 14)
Speed 25 ft.

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

Saving Throws Dexterity +5, Constitution +3
Skills Acrobatics +5, Stealth +7
Senses darkvision 60 ft., tremorsense 10 ft., passive Perception 9
Languages Common
Challenge 2 (450 XP)

Resistant. As roachling skirmisher.

Unlovely. As roachling skirmisher.

Actions

Multiattack. The roachling lord makes two melee attacks or throws two darts.

Begrimed Shortsword. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 7 (2d6) poison damage.

Begrimed Dart. *Ranged Weapon Attack*: +5 to hit, range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage plus 7 (2d6) poison damage.

Rotting Wind

A rotting wind brings a chilling gust to the air, turning nearby foliage to rot and raising a sense of dread in all creatures in its path.

Air of Tombs. A rotting wind is an undead creature made up of the foul air and grave dust sloughed off by innumerable undead creatures within lost tombs and grand necropoli.

Scouts for Undead Armies. A rotting wind carries the foul stench of death upon it, sometimes flying before undead armies and tomb legions or circling around long-extinct cities and civilizations.

Withering Crops. Rotting winds sometimes drift mindlessly across a moor or desert, blighting all life they find and leaving only famine and death in their wake. This is especially dangerous when they drift across fields full of crops; they can destroy an entire harvest in minutes.

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

ROTTING WIND

Large undead, neutral evil

Armor Class 15

Hit Points 82 (11d10 + 22)

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

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	15 (+2)	7 (–2)	12 (+1)	10 (+0)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities necrotic, poison

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

Senses blindsight 60 ft. (blind beyond this), passive Perception 10

Languages —

Challenge 6 (2,300 XP)

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

Befouling Presence. All normal plant life and liquid in the same space as a rotting wind at the end of the wind's turn is blighted and cursed. Normal vegetation dies in 1d4 days, while plant creatures take double damage from the wind of decay action. Unattended liquids become noxious and undrinkable.

Invisibility. The rotting wind is invisible as per a *greater invisibility* spell.

Actions

Wind of Decay. *Melee Weapon Attack*: +8 to hit, reach 0 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage plus 14 (4d6) necrotic damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or be cursed with tomb rot. The cursed target can't regain hit points, and its hit point maximum decreases by 10 (3d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies and its body turns to dust. The curse lasts until removed by the *remove curse* spell or comparable magic.

Rusalka

A barefoot woman with long hair and almost transparent skin sits upon a willow branch. Her hair and clothing are wet, as if she has just returned from a swim. Her smile seems friendly enough.

When a woman drowns, her dripping body may rise again as a rusalka. Some claim the drowning must be a suicide. Others say that the water itself must be tainted with murder or some great evil spirit.

Near Water. Rusalkas dwell in the water where they died, emerging only at night. Some climb a nearby tree, dangle their feet in the water, and sing alluring songs. Others sit on the bank, combing their wet tresses and awaiting prey. They must, however, remain in or near the water where they died, as part of their curse. However, during a full moon, the rusalki can leave the water to dance along the shore or the riverbank, singing all night long and inviting young men to join them.

Songs and Poetry. Rusalkas mesmerize and seduce passersby with song and dance and poetry. Young men are their usual victims, but they also prey on curious children, lonely older men, and other heartbroken women. When a potential victim comes near enough, the rusalki entangles the person with her hair and drags him or her beneath the water to drown.

Lover's Walks. A rusalka cannot pass for human on any but the darkest night, but she might claim to be a lonely tree spirit or a benevolent nymph willing to grant a wish in exchange for a kiss. She may part the water of a lake and coax her victim toward the center with the promise of a kiss—delivered as her hair entraps the victim and the water rushes around him. Alternatively, she may use *water walk* so she and the victim can stroll across the surface of the water, reward him with a long kiss (to prevent him from catching a deep breath), then end the spell over deep water and drag him to the bottom.

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

RUSALKA

Medium undead, chaotic evil

Armor Class 14 (natural armor)

Hit Points 88 (16d8 + 16)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	12 (+1)	11 (+0)	15 (+2)	18 (+4)

Damage Immunities necrotic, poison; piercing and slashing damage from nonmagical weapons

Condition Immunities charmed, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Common

Challenge 6 (2,300 XP)

Withered Tresses. If a rusalka is kept out of water for 24 consecutive hours, its hair and body dry into desiccated swamp weeds and the creature is utterly destroyed.

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

At will: *control water, suggestion, tongues, water walk* (can be ended freely at will)

1/day: *dominate person*

Watery Camouflage. In dim light or darkness, a rusalka that's underwater is invisible.

Actions

Breathless Kiss. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* the target is grappled (escape DC 13) and the rusalka draws all the air from the target's lungs with a kiss. If the rusalka has movement remaining, she drags the grappled creature into deep water, where it begins suffocating.

Drowning Hair (1/Day). The rusalka's long hair tangles around a creature the rusalka has grappled. The creature takes 33 (6d10) necrotic damage, or half damage with a successful DC 15 Constitution saving throw. In addition, until it escapes the rusalka's grapple, it is restrained and has disadvantage on Strength checks to break free of the grapple.

Sand Silhouette

Sand silhouettes are spirits of those who died in desperation in sandy ground, buried during sandstorms, thrown into dry wells, or the victims of a dune collapse. Looking like a shadow stretched out along the ground, a sand silhouette's erratic movements are difficult to discern.

Sand Bodies. If disturbed or agitated, these restless souls cause the sand around them to swirl and form into a loose vortex that vaguely resembles their physical body in life. They can control these shapes as they controlled their physical bodies.

Traceless Movement. Sand silhouettes glide through the sand without leaving a trace or creating any telltale sign of their approach, which makes it easy for them to surprise even cautious travelers with their sudden attacks from below.

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

SAND SILHOUETTE

Medium undead, neutral evil

Armor Class 15 (natural armor)

Hit Points 105 (14d8 + 42)

Speed 30 ft., burrow 30 ft.

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

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 11

Languages all languages it knew in life

Challenge 6 (2,300 XP)

Camouflage. While in desert environments, the sand silhouette can use the Hide action even while under direct observation.

Sand Form. The sand silhouette can move through a space as narrow as 1 inch wide without squeezing.

Sand Glide. The sand silhouette can burrow through nonmagical, loose sand without disturbing the material it is moving through. It is invisible while burrowing this way.

Vulnerability to Water. For every 5 feet the sand silhouette moves while touching water, or for every gallon of water splashed on it, it takes 2 (1d4) cold damage. If the sand silhouette is completely immersed in water, it takes 10 (4d4) cold damage.

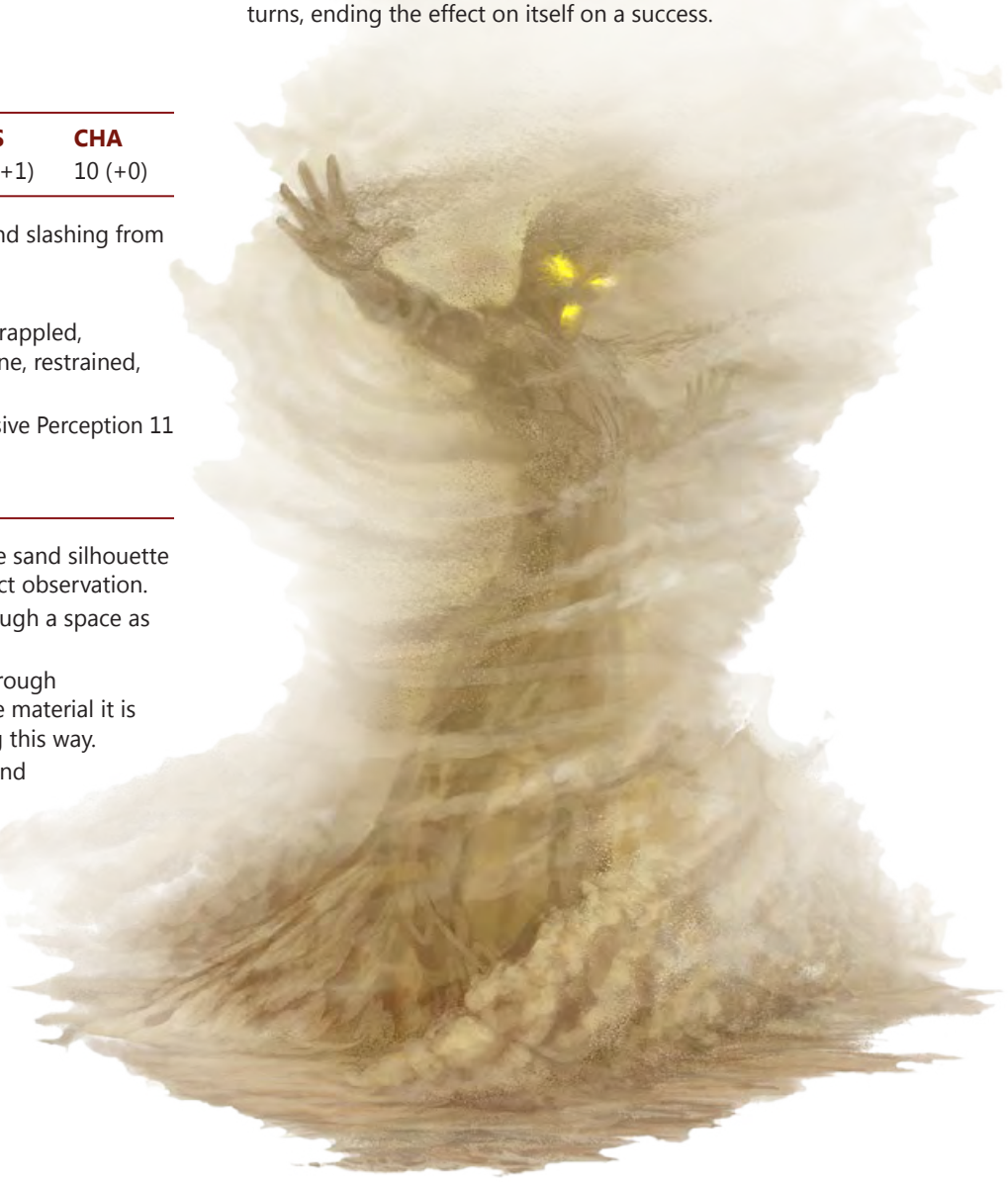
Actions

Multiattack. The sand silhouette makes two slam attacks.

Slam. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) bludgeoning damage. If both attacks hit a Medium or smaller target, the target is grappled (escape DC 14), and the sand silhouette engulfs it.

Engulf. The sand silhouette engulfs a Medium or smaller creature grappled by it. The engulfed target is blinded and restrained, but no longer grappled. It must make a successful DC 15 Constitution saving throw at the start of each of the sand silhouette's turns or take 14 (3d6 + 4) bludgeoning damage. If the sand silhouette moves, the engulfed target moves with it. The sand silhouette can only engulf one creature at a time.

Haunted Haboob (Recharge 4–6). The sand silhouette turns into a 60-foot radius roiling cloud of dust and sand filled with frightening shapes. A creature that starts its turn inside the cloud must choose whether to close its eyes and be blinded until the start of its next turn, or keep its eyes open and make a DC 15 Wisdom saving throw. If the saving throw fails, the creature is frightened for 1 minute. A frightened creature repeats the Wisdom saving throw at the end of each of its turns, ending the effect on itself on a success.



Sandman

Stick-thin and moon-faced with a raptor's eyes and a mane of hawk feathers, this grinning humanoid pirouettes as nimbly as a dancer. Between its long, taloned fingers trickles sand that gleams with the cold light of stars.

Bringers of Nightmares. Sandmen are sinister-looking bringers of sleep and dreams. Visiting the mortal world each night, sandmen ensure that their targets slumber deeply and experience vivid dreams that swell the dream realm's power. Some sandmen develop a talent for a specific flavor of dream; fantasies of lost love or childhood, prophecies and religious visions, or terrible nightmares.

Abduct Dreamers. Powerful dreamers attract both the attention and the protection of sandmen: children, madmen, would-be tyrants, and heroes. They protect such charges fiercely but have also been known to abduct them, taking them on wild adventures to inspire yet greater dreams. To them, all dreams are vital and good, be they uplifting or terrifying. Although they bring horrific nightmares as well as idyllic dreams, sandmen are not specifically baneful. Their actions are motivated by their connection to the dream realm, not by concerns over good and evil.

Ethereal Dreamscapes. When not on the Material Plane, sandmen ride bubble-like dreamscapes through the Ethereal Plane, breaching the Sea of Possibilities, nurturing and harvesting its contents. Sandmen are a common and welcome sight in markets across the Fey Realms, elemental planes, and even in Hell—anywhere that dreams or nightmares are a valuable commodity. They are merciless to any who threaten the sanctity of dreams, but especially dream eaters.

SANDMAN

Medium celestial, chaotic neutral

Armor Class 14

Hit Points 82 (11d8 + 33)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	19 (+4)	16 (+3)	13 (+1)	14 (+2)	19 (+4)

Saving Throws Dex +7, Cha +7

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

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, poisoned, unconscious

Senses truesight 60 ft., passive Perception 12

Languages Common, Celestial, Giant, Infernal, Umbral

Challenge 5 (1,800 XP)

Eye-Closer's Curse. If a sandman obtains a critical hit or successful surprise attack against an opponent, its talons scratch a rune onto the target's eyeballs that snaps their eyelids shut, leaving them blinded. This effect can be ended with *greater restoration, remove curse*, or comparable magic.

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

At will: *darkness, minor illusion, plane shift* (at night only), *phantom steed, prestidigitation, sleep* (11d8)

3/day each: *hypnotic pattern, major image*

1/day each: *dream, phantasmal killer* (5d10)

Stuff of Dreams. Made partially from dreams and imagination, a sandman takes only half damage from critical hits and from sneak attacks. All of the attack's damage is halved, not just bonus damage.

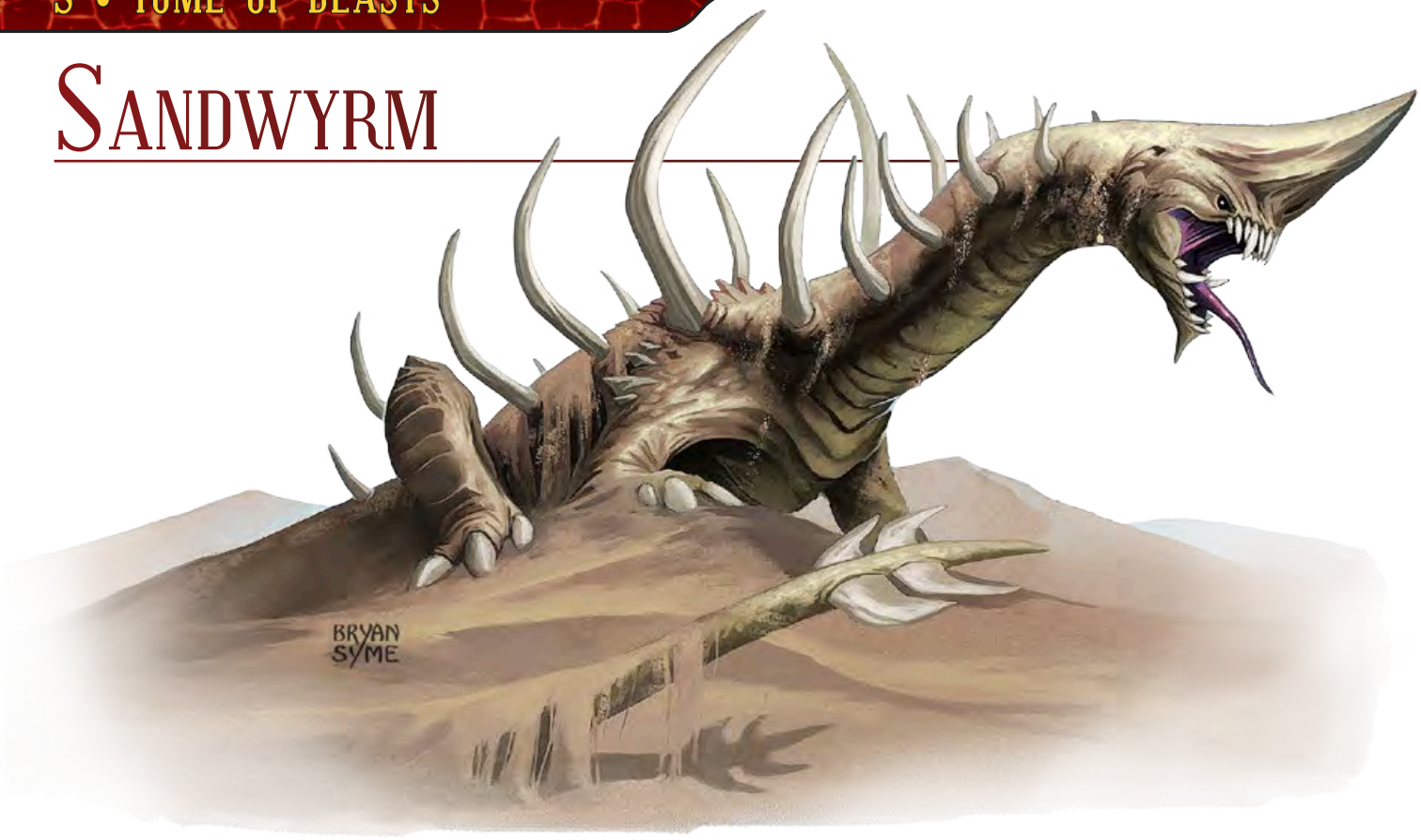
Surprise Attack. If the sandman hits a surprised creature during the first round of combat, the target takes 14 (4d6) extra damage from the attack.

Actions

Multiattack. The sandman makes two claw attacks.

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

SANDWYRM



While they mimic the bleached bones of a desert creature, the bony adornments atop along their backs are part of their peculiar melding of bone and scale.

Hidden by Sand. These lethargic, horned, yellow-scaled lizards spend most of their lives underground, lying in wait under the desert sand with their long-necked, spine-tailed bulk hidden below the surface and only the long, jagged bones lining their backs exposed. These bones resemble a sun-bleached ribcage so perfectly that it attracts carrion birds—and curious travelers. When prey passes between the "ribs," the sandwyrm snaps the rows of bone tightly over its prey. Once its victim is restrained, the sandwyrm paralyzes its meal with repeated stings before carrying it away.

Torpid and Slow. Sandwyrms sometimes wait for weeks in torpid hibernation before footsteps on the sand alert it to a fresh meal approaching. To guard against lean weeks, sandwyrms store excess prey in subterranean lairs. They're not above eating carrion if fresh meat isn't available. When outmatched in a fight, sandwyrms retreat to their lairs with their paralyzed prety.

Peculiar Drakes. Sandwyrms evolved as an offshoot to drakes or wyverns rather than from true dragons; their anatomy suggests they were originally four-limbed creatures and that their forearms are recent additions to the animal's body. The bones on their backs may have once been wings, so that sandwyrms are the remnants of some primordial, winged reptiles that migrated to the deep deserts.

SANDWYRM

Large dragon, unaligned

Armor Class 15 (natural armor)

Hit Points 142 (15d10 + 60)

Speed 20 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	18 (+4)	5 (–3)	13 (+1)	8 (–1)

Skills Perception +7, Stealth +4

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

Challenge 6 (2,300 XP)

Spine Trap. When underground with its spines exposed, the sandwyrm can snap its spines closed on one Large, two Medium, or four Small or Tiny creatures above it. Each creature must make a successful DC 15 Dexterity saving throw or be restrained. A restrained creature can use its action to make a DC 15 Strength check to free itself or another restrained creature, ending the effect on a success. Creatures restrained by this trait move with the sandwyrm. The sandwyrm's stinger attack has advantage against creatures restrained by this trait.

ACTIONS

Multiattack. The sandwyrm makes one bite attack and one stinger attack. It can gore in place of the bite attack.

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

Gore. *Melee Weapon Attack*: +8 to hit, reach 10 ft., one target. *Hit:* 11 (1d12 + 5) piercing damage.

Stinger. *Melee Weapon Attack*: +8 to hit, reach 10 ft., one creature. *Hit:* 12 (2d6 + 5) piercing damage plus 24 (7d6) poison damage, or half as much poison damage with a successful DC 15 Constitution saving throw. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned and paralyzed for 1 hour. Regaining hit points doesn't end the poisoning or paralysis.

Sap Demon

When a sap demon leaves a tree, its milky amber fluid oozes from an axe wound on a stout maple's trunk and shapes itself into a small, vaguely humanoid form on the forest floor beside the tree. This languid creature half walks and half flows forward, implacably following the axe wielder's path to certain revenge.

Tree Oozes. Sap demons aren't true demons, but rather are intelligent oozes that form when an enchanted tree is cut or injured. Though typically Small, the larger the sap source is, the larger the resulting creature can be. Over a few hours, they pool into a shape that vaguely resembles their tree's attacker: for instance, if the tree cutter wore a hat, then a hat may be incorporated into the sap demon's overall shape. The similarity is faint at best; no one would ever confuse a sap demon for the creature it hunts, because its shape has no sharp features or color other than amber.

Called to Vengeance. Sap demons can pummel their prey with partially-crystallized fists, but they especially enjoy claiming the weapon that wounded their tree and wielding it to deliver a final blow. Once their prey is destroyed, most sap demons return to their tree, but not all do. Some are curious or malevolent enough to explore the world further.

Reckless Possessors. A sap demon can possess another creature by grappling it and oozing down its throat. Once inside, the sap demon dominates its host and makes it bleed as the tree bled. Since the sap demon takes no damage when its host is wounded, it's free to be as reckless as it likes. It might wander into a town to cause trouble. However, no matter how its new body is bandaged or cured, it never stops bleeding slowly. If the host body is killed, the sap demon oozes out during the next hour and either returns to its tree or seeks another host.

SAP DEMON

Small ooze, chaotic evil

Armor Class 13 (natural)
Hit Points 67 (15d6 + 15)
Speed 20 ft., climb 20 ft.

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

Damage Resistances piercing and slashing from nonmagical weapons
Damage Immunities bludgeoning; acid, lightning
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone
Senses blindsight 90 ft. (blind beyond this radius), passive Perception 12
Languages none in its natural form; knows the same languages as a creature it dominates
Challenge 4 (1,100 XP)

Amorphous. The sap demon can move through a space as narrow as 1 inch wide without squeezing.

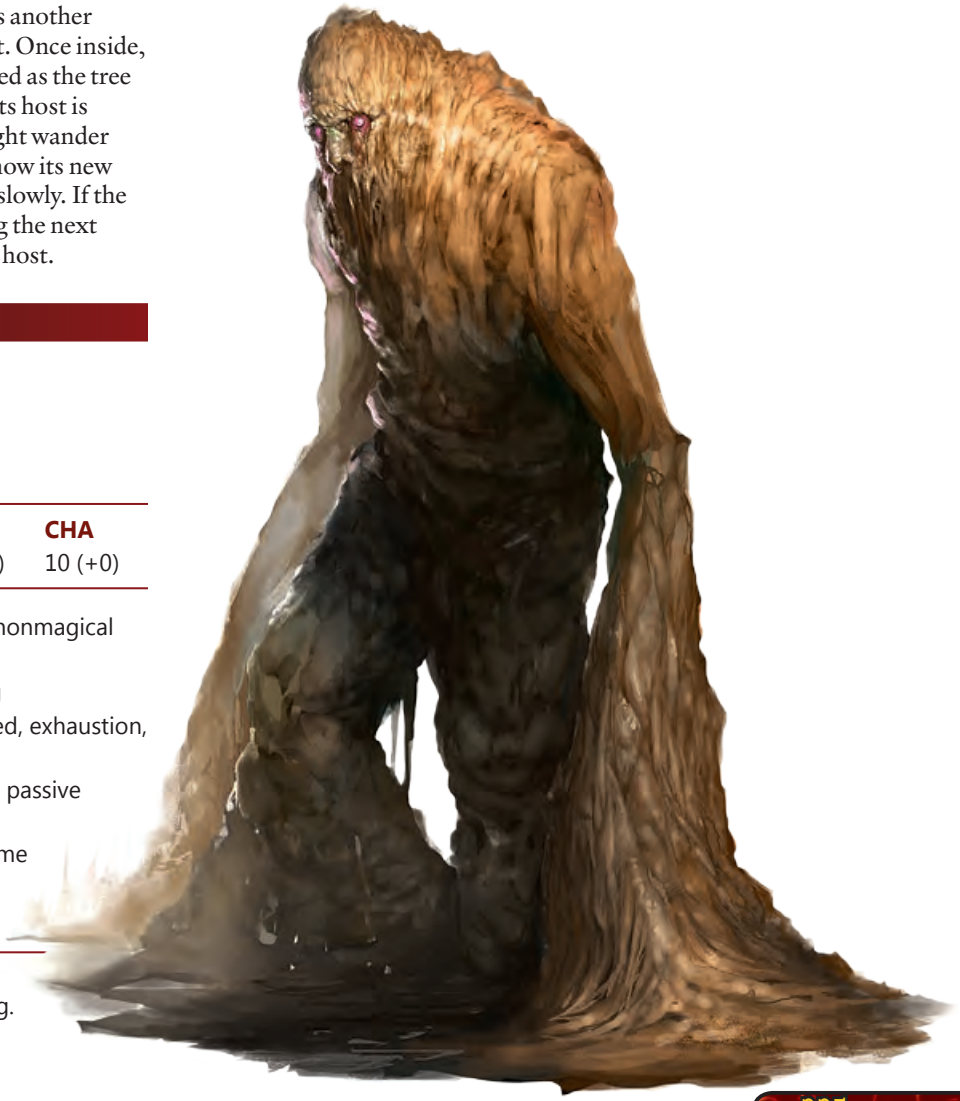
Season's Change. If a sap demon (or its host) takes at least 10 fire damage, it also gains the effect of a *haste* spell until the end of its next turn. If it takes at least 10 cold damage, it gains the effect of a slow spell until the end of its next turn.

Actions

Multiattack. The sap demon makes two slam attacks.

Slam. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) bludgeoning damage. If both attacks hit a Medium or smaller target, the target is grappled (escape DC 12), and the sap demon uses Soul Sap on it as a bonus action.

Soul Sap. The sap demon slides down the throat of a sleeping, helpless, or grappled living creature of Medium size or smaller. Once inside, the sap demon takes control of its host, as per the *dominate monster* spell (Wisdom DC 12 negates). While dominated, the host gains blindsight 90 feet. The host drips blood from its ears, nose, eyes, or from a wound that resembles the injury done to the sap demon's tree (1 damage/hour). Damage inflicted on the host has no effect on the sap demon. If the host dies or is reduced to 0 hit points, the sap demon must leave the body within one hour.



Sarcophagus Slime

The sarcophagus opens to reveal an eerie, scintillating light. Wisps of gelid amber ectoplasm undulate outward from a quivering mass with a blackened skull at its center.

Vigilant Slime. Sarcophagus slimes are amorphous undead guardians placed in the tombs of the powerful to guard them and to wreak terrible vengeance on would-be defilers of the ancient crypts. They seethe with baleful energy, and their blackened skulls retain a simple watchfulness.

Muddled Origins. Many sages speculate that the first sarcophagus slime was spawned accidentally, in a mummy creation ritual that gave life to the congealed contents of canopic jars rather than the intended, mummified body. Others maintain sarcophagus slime was created by a powerful necromancer-pharaoh bent on formulating the perfect alchemical sentry to guard his crypt.

Death to Tomb Robbers. These ectoplasmic slimes are the bane of burglars and a constant danger for excavators and antiquarians exploring ruins or tombs. The rituals for their creation have not been entirely lost; modern necromancers still create these undead abominations for their own fell purposes, and tomb robbers are turned into slimes if they lack proper caution.

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

SARCOPHAGUS SLIME

Medium undead, neutral evil

Armor Class 11

Hit Points 102 (12d8 + 48)

Speed 20 ft.

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

Saving Throws Wis +4, Cha +4

Skills Stealth +4

Damage Resistances acid, necrotic

Damage Immunities poison

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

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 11

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

Challenge 5 (1,800 XP)

Amorphous. The sarcophagus slime can move through a space as narrow as 1 inch wide without squeezing.

Actions

Multiattack. The sarcophagus slime uses its Frightful Presence, uses its Corrupting Gaze, and makes two slam attacks.

Slam. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage plus 14 (4d6) acid damage.

Frightful Presence. Each creature of the sarcophagus slime's choice that is within 60 feet of the sarcophagus slime and aware of it must succeed on a DC 15 Wisdom saving throw or become frightened for 1 minute. A frightened creature repeats the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the sarcophagus slime's Frightful Presence for the next 24 hours.

Corrupting Gaze. The sarcophagus slime targets one creature it can see within 30 feet of it. If the target can see the sarcophagus slime, the target must succeed on a DC 15 Constitution saving throw or take 14 (4d6) necrotic damage and its hit point maximum is reduced by an amount equal to the necrotic damage taken. If this effect reduces a creature's hit point maximum to 0, the creature dies and its corpse becomes a sarcophagus slime within 24 hours. This reduction lasts until the creature finishes a long rest or until it is affected by *greater restoration* or comparable magic.

Sathaq Worm

This titanic worm's rocky hide is rough and hard as stone. Its yawning gullet writhes with miniature worms like itself.

Elemental Predators. Sathaq worms are nightmarish predators from the Plane of Elemental Earth, 30 feet long and 10 feet thick, with rugged brown hide embedded with stones. They devour stone and flesh with equal ease.

Guts Filled with Larvae. Sathaq worms are solitary; they approach each other only to mate. Their young incubate inside the worms' gullets. Creatures they swallow are simultaneously digested by the parent worm and devoured by the larvae.

Painful Presence. Ultrasonic noise and magical ripples that tear at flesh and bone make the very presence of a sathaq worm extremely uncomfortable for creatures of the Material Plane.

SATHAQ WORM

Huge elemental, neutral evil

Armor Class 16 (natural armor)

Hit Points 172 (15d12 + 75)

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

STR	DEX	CON	INT	WIS	CHA
22 (+6)	6 (–2)	20 (+5)	5 (–3)	12 (+1)	9 (–1)

Skills Perception +5, Stealth +2 (+6 in sand, mud, or stone terrain)

Damage Vulnerabilities thunder

Damage Resistances fire; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities acid, poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses tremorsense 60 ft., passive Perception 15

Languages understands Deep Speech and Terran, but can't speak

Challenge 10 (5,900 XP)

Agonizing Aura. The sathaq worms' presence induces pain in creatures native to the Material Plane. Any creature that starts its turn within 30 feet of the sathaq worm must make a DC 17 Fortitude saving throw. On a failed save, the creature is poisoned until the start of its next turn. If a creature's saving throw succeeds, it is immune to the sathaq worm's Agonizing Aura for the next 24 hours.

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

Siege Monster. The sathaq worm deals double damage to objects and structures.

Actions

Bite. *Melee Weapon Attack*: +10 to hit, reach 10 ft., one target. *Hit:* 24 (4d8 + 6) piercing damage. If the target is a Large or smaller creature, it must succeed on a DC 18 Dexterity saving throw or be swallowed by the sathaq worm. A swallowed creature is blinded and restrained, has total cover against attacks and other effects outside the worm, and takes 7 (2d6) bludgeoning damage plus 7 (2d6) slashing damage plus 7 (2d6) acid damage at the start of each of the sathaq worm's turns. The sathaq worm can have only one creature swallowed at a time. If the sathaq worm takes 20 damage or more on a single turn from a creature inside it, the sathaq worm must succeed on a DC 15 Constitution saving throw at the end of that turn or regurgitate the swallowed creature, which falls prone in a space within 5 feet of the sathaq worm. If the sathaq worm dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 10 feet of movement, exiting prone.

SAVAGER

A porcupine-quilled creature built like a grizzly bear with claws and fangs like scimitars. A savager's forelegs are mangled and scabbed, and its eyes shine with hatred and anticipation.

Driven by Dark Spirits. While druids claim these bear-like animals are not cursed or enchanted, the savager's habit of killing any living creature on sight is not natural behavior. Hunger doesn't explain their attacks, since savagers eat only part of their kills before abandoning the meal and looking for other animals to attack. Some dark forest spirit drives them.

Gnaws Itself. When there are no other creatures nearby to attack, a savager gnaws on its own forelimbs, resulting in scabs, scars, and calluses so thick and numb that they protect the savager from even the sharpest of swords.

Rare Meetings. The only creature a savager won't attack on sight is another savager. If they are of the same sex, the two avoid each out of self-preservation, and if they're of the opposite sex, they mate so ferociously that both creatures are left wounded, angry, and hungry. A savager litter contains anywhere from 10 to 25 cubs, all of them born able to walk and fend for themselves. This is important, because within 24 hours after giving birth, a savager mother no longer recognizes her own offspring, and she will attack and cannibalize any that don't escape on their own.

A savager weighs 1,800 pounds and is 11 feet long.

SAVAGER

Large beast, neutral evil

Armor Class 17 (natural armor)

Hit Points 115 (1d10 + 60)

Speed 40 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	22 (+6)	2 (–4)	10 (+0)	13 (+1)

Saving Throws Dex +5, Con +9

Skills Perception +3

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 13

Challenge 8 (3,900 XP)

Mighty Swing. When a savager attacks without moving during its turn, it makes its claw attack with advantage.

Quills. A creature takes 4 (1d8) piercing damage at the start of its turn while it is grappling a savager.

ACTIONS

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

Bite. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. *Hit:* 19 (2d12 + 6) piercing damage.

Claw. *Melee Weapon Attack*: +9 to hit, reach 10 ft., one target. *Hit:* 38 (5d12 + 6) slashing damage.

SCHEZNYKI

These small, vicious fey look like dirty, lazy dwarves dressed in burlap pants and shirts tied on with dirty twine and frayed rope. They are usually bootless with broken, dirty toenails and wearing rough burlap and leather tams as hats.

CORRUPTED DWARVES. Nicknamed "vanishers," these small, vicious, dwarf-like fey haunt abandoned quarries and ancient ruins, killing and robbing unsuspecting visitors. Legend says the scheznykis are lazy dwarves corrupted by the shadow fey, though others claim that these are dwarves who swore allegiance to fey lords and ladies long ago. They live in drowned and abandoned mines, tumbledown ruins, and even in the tomb complexes of long-departed priests and god-kings.

MAGICAL HATS. Their shadow fey masters have given them magical hats that allow them to fly and become invisible at will. These hats can be stolen and used by adventurers (see sidebar), but the scheznykis fight hard to retrieve them.

ARCANE BEARDS. If an adventurer can successfully grapple a scheznyki, they can attempt to cut the creature's beard with a magical blade (the beard is AC 15 and has 5 hp). When an attacker successfully cuts off the beard, the scheznyki loses access to all spell-like and spell casting abilities—and the beard hair itself is valuable in making potion inks.

If the scheznyki loses its hat and beard at the same time, it falls into a deep, wasting coma and dies in 24 hours or when next exposed to sunlight. When this occurs, the scheznyki's body crumbles into dust and blows away one round later. If its beard is magically mended or regrown, or its hat restored to its head before this happens, the scheznyki recovers fully and immediately.

SCHEZNYKI

Small fey, chaotic evil

Armor Class 16 (natural armor)

Hit Points 153 (18d6 + 72)

Speed 20 ft., climb 15 ft.

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

Saving Throws Str +10, Con +10

Condition Immunities unconscious

Senses darkvision 60 ft., passive Perception 13

Languages Common, Darakhul, Elvish

Challenge 6 (2,300 XP)

Innate Spellcasting. The scheznyki's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *dancing lights, darkness, detect evil and good, faerie fire, invisibility*, fly*, mage hand, ray of frost* (*only when wearing a vanisher hat)

5/day each: *magic missile, ray of enfeeblement, silent image*

3/day each: *locate object* (radius 3,000 ft. to locate a vanisher hat), *hideous laughter, web*

1/day each: *dispel magic, dominate person, hold person*

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

ACTIONS

Multiattack. The scheznyki makes four war pick attacks or two hand crossbow attacks.

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

Hand Crossbow. *Ranged Weapon Attack*: +5 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

VANISHER HAT

Wondrous item, uncommon (requires attunement)

This hat grants a non-scheznyki wearer the ability to become invisible or fly once per day (self only) for up to 1 minute. The wearer must use an action to trigger the hat's ability. The hats normally appear to be rough burlap tams, but a *true seeing* spell reveals them to be golden, bejeweled coronets.

Scorpion

Scorpion, Night

These midnight-black scorpions have a bright-red stripe on their tails, signaling the crippling poison within.

Blinding Poison. This aptly named arachnid hunter blinds victims with a dose of its crippling poison. It feeds on whole camels when given the chance, but it more commonly devours goats, sheep, and people. It hunts by night, when its blindvision is most effective.

Underdark Giants. The species is common in deep caves and underworld realms. They are eight feet long with a seven-foot tail and daggerlike stinger. They weigh up to 200 pounds.

Valuable Venom. Night scorpion venom is highly prized and can command upwards of 400 gp per dose.

NIGHT SCORPION

Large beast, unaligned

Armor Class 14 (natural armor)

Hit Points 90 (12d10 + 24)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	1 (–5)	9 (–1)	3 (–4)

Senses blindsight 60 ft., passive Perception 9

Languages —

Challenge 3 (700 XP)

Actions

Multiattack. The scorpion makes three attacks: two with its claws and one with its sting.

Claw. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage, and the target is grappled (escape DC 12). The scorpion has two claws, each of which can grapple one target.

Sting. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one creature. *Hit:* 7 (1d10 + 2) piercing damage, and the target takes 7 (2d6) poison damage and is blinded for 1d3 hours; a successful DC 12 Constitution saving throw reduces damage by half and prevents blindness. If the target fails the saving throw by 5 or more, the target is also paralyzed while poisoned. The poisoned target can repeat the saving throw at the end of each of its turns, ending the effect on itself with a successful save.

Scorpion, Stygian Fat-Tailed

The black carapace gleams in the desert sun, and its tail drips translucent venom. Even the largest lion avoids this scorpion.

Highly Venomous. Known for its small size and aggressive behavior, the Stygian fat-tailed scorpion brings a swift death to those who feel its toxic sting.

Pit Traps. A Stygian fat-tailed scorpion is no more than a foot long, with a tail about the same length. It weighs no more than 5 pounds for the largest specimens—they make excellent guard animals that require little food or care, and are often kept at the bottom of pits or in rarely used tunnels.

Valuable Venom. A dose of fat-tailed scorpion venom can be worth 4,000 gp or more to the right buyer.

STYGIAN FAT-TAILED SCORPION

Tiny beast, unaligned

Armor Class 14 (natural armor)

Hit Points 10 (4d4)

Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
3 (–4)	16 (+3)	10 (+0)	1 (–5)	10 (+0)	2 (–4)

Senses darkvision 60 ft., passive Perception 10

Languages —

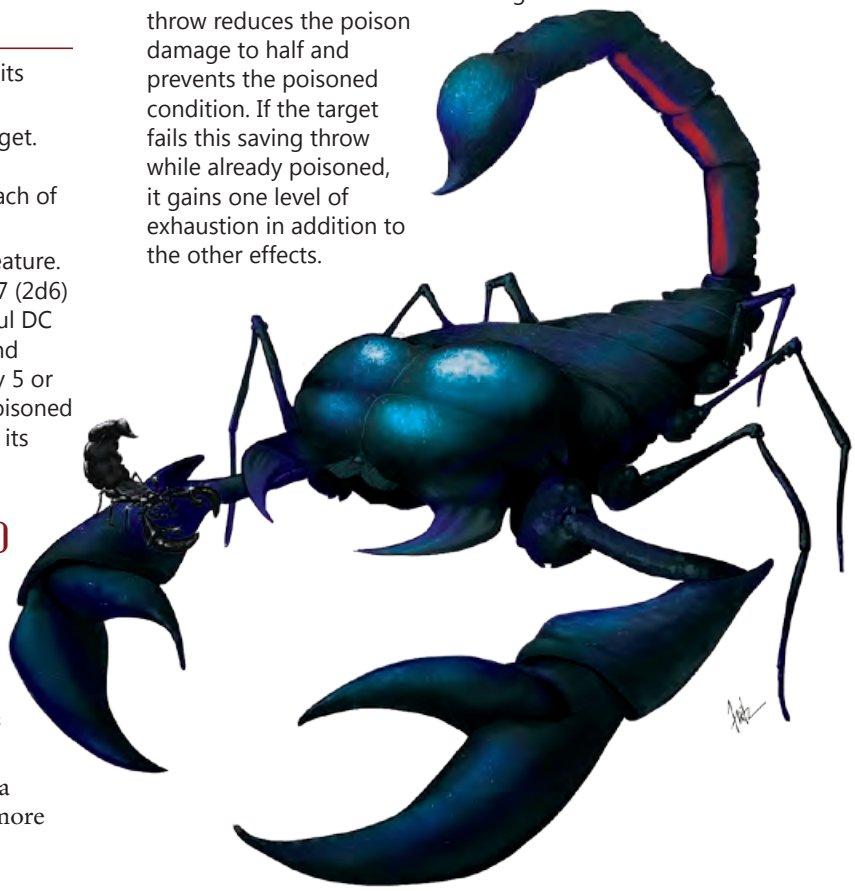
Challenge 3 (700 XP)

Actions

Multiattack. The scorpion makes three attacks: two with its claws and one with its sting.

Claw. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage.

Sting. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage, plus 21 (6d6) poison damage and the target is poisoned until it completes a short or long rest. A successful DC 10 Constitution saving throw reduces the poison damage to half and prevents the poisoned condition. If the target fails this saving throw while already poisoned, it gains one level of exhaustion in addition to the other effects.



Selang

This grinning humanoid looks like a handsome man, though his skin is black as obsidian, his eye glow red, and he has both insectoid legs and antennae.

Dark Satyrs. The selang or dark satyrs are twisted and vicious fauns who have abandoned nature worship, and instead venerate ancient gods of deep and malign intelligence. Selangs seek to help those evil gods enter the mortal world by opening dark portals and bridging a path to realms beyond mortal understanding.

Battle Song and Laughter. Selangs relish battle, pain, and torture—they find violence thrilling and bloodshed exciting, and they often laugh, sing, and boast shamelessly during combat. Although they are the diplomats and spokesmen of the old gods, their manic speech and alien logic can be hard to follow, requiring an Intelligence check (DC 16) to understand a dark satyr each round. They are most comfortable with the slithering tones of the Void Speech.

Blasphemous Music. Their cults and settlements are often found at the sites sacred to the dark gods, making hypnotic and alien harmonies with swarms of dorreqi. They are rarely the strongest soldiers, instead encouraging evil humanoids or other creatures of martial mien to fill the ranks, while the dark satyrs use their magic and poison against their foes.

SELANG

Medium fey, chaotic evil

Armor Class 15 (natural armor)

Hit Points 76 (9d8 + 36)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	18 (+4)	12 (+1)	14 (+2)	19 (+4)

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

Skills Perception +6, Performance +8

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities acid, lightning

Senses darkvision 60 ft., passive Perception 16

Languages Common, Elvish, Sylvan, Void Speech

Challenge 4 (1,100 XP)

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

At will: *dancing lights, minor illusion*

3/day each: *alter self, fear, sleep, suggestion*

Actions

Multiattack. The selang makes two dagger attacks or two short bow attacks.

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

Short Bow. *Ranged Weapon Attack*: +4 to hit, range 80/320, one target. *Hit:* 5 (1d6 + 2) piercing damage plus sleep poison.

Sleep Poison. An injured creature must succeed on a DC 14 Constitution saving throw or be poisoned for 2d6 rounds. A creature poisoned in this way is unconscious. An unconscious creature wakes if it takes damage, or if a creature uses its action to shake it awake.

Alien Piping. A selang can confuse and injure its enemies by playing weird, ear-bending harmonies on alien pipes, made from the beaks, cartilage, and throat sacs of a dorreq. When the selang plays a tune on these pipes, all creatures within 60 feet must make a successful DC 14 Wisdom saving throw or be affected by *contagion, confusion, irresistible dance*, or *hideous laughter*, depending on what alien and otherworldly music the dark satyr chooses to play. A creature that saves successfully against this psychic effect is immune to the piping for 24 hours. The selang can use each of these spell-like effects once per day.

SERPOPARD

These spotted and scaly quadrupeds run on hairless leonine paws, while their cat heads perch atop sinuous, serpentine necks.

Swaying, Snakelike Cats. Serpopards are 13 feet long and weigh 600 lb, with little gender dimorphism. They have feline bodies but long, serpentine necks topped by vaguely draconic heads. Their hairless paws have wickedly curved, retractable talons. A serpopard's neck is in constant motion, swaying like a cobra, allowing it to track foes on all sides and to strike in unexpected directions.

Easily Distracted. Serpopards are foul-tempered predators and scavengers, and are known to occasionally resort to cannibalizing their weakest pack mate. They actively hunt humanoids when possible and also attack other predators to steal their kills—or to kill and eat the predators, then take their kills. Serpopards are not tenacious hunters, however. They can be distracted from a pursuit by the appearance of an easier meal.

Musk Glands. In some culture, serpopard pelts and musk glands are prized for use in fashion and perfumes. Images of these odd animals appear regularly in southern tomb iconography and temple decoration.

SERPOPARD

Large beast, unaligned

Armor Class 15 (natural armor)
Hit Points 85 (10d10 + 30)
Speed 40 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	16 (+3)	2 (−4)	12 (+1)	6 (−2)

Skills Perception +3, Stealth +5 (+7 in sand or swamp terrain)
Damage Resistances poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 13
Languages —
Challenge 4 (1,100 XP)

Sinuous Strikeback. The serpopard can take any number of reactions in a round, but it can react only once to each trigger.

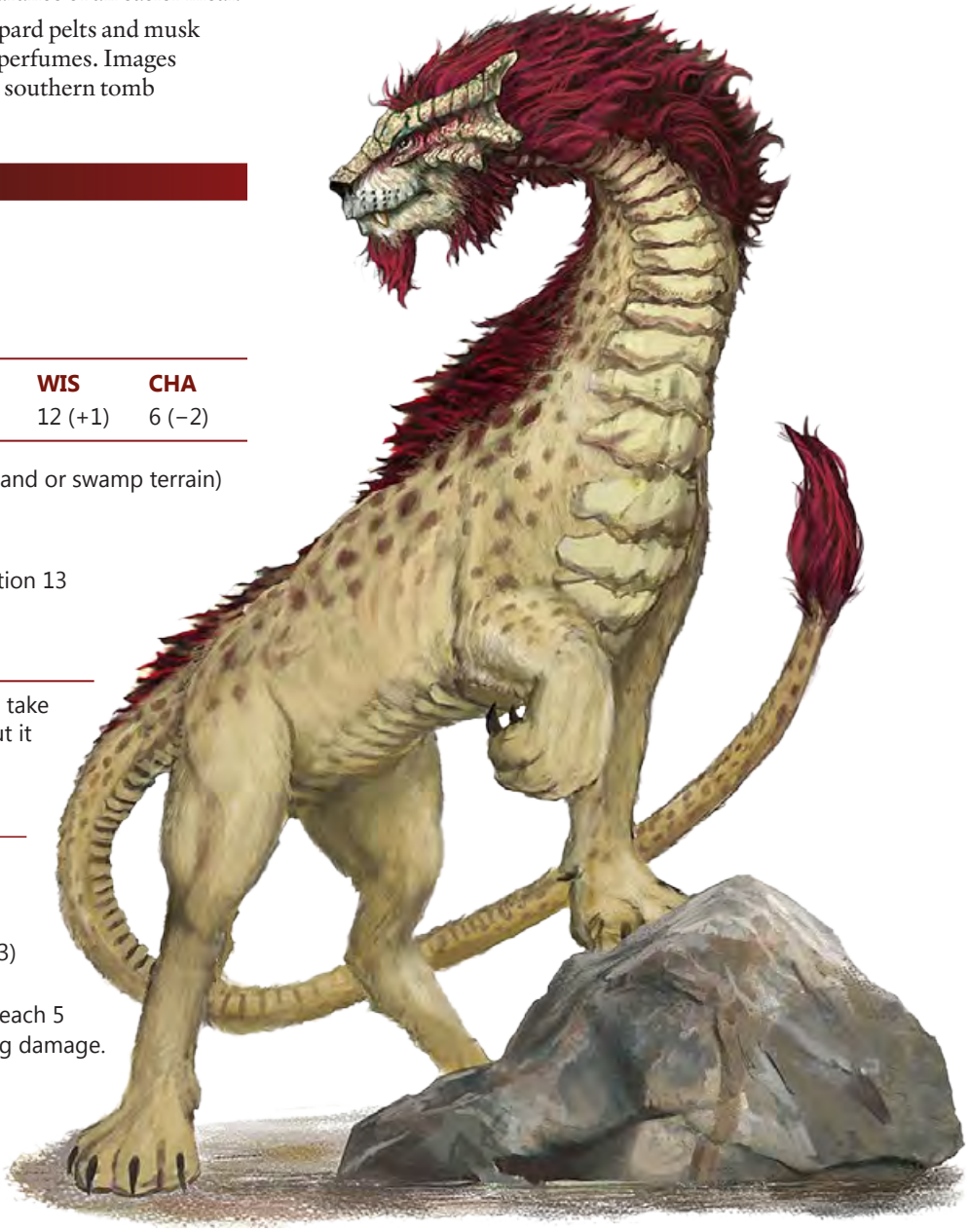
ACTIONS

Multiattack. The serpopard makes two bite attacks and two claw attacks.

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

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

Musk (Recharges after a Short or Long Rest). The serpopard releases a jet of foul-smelling musk in a 15-foot cone that lasts for 2d4 rounds. Creatures in the cone must make DC 13 Dexterity saving throws. If the save succeeds, the creature moves to the nearest empty space outside the cone; if the saving throw fails, the creature becomes drenched in musk. A creature that enters the area of the cone while the musk persists is saturated automatically. A creature saturated in musk is poisoned. In addition, every creature that starts its turn within 5 feet of a saturated creature must make a successful DC 15 Constitution saving throw or be poisoned until the start of its next turn. Serpopard musk (and the poisoning) wear off naturally in 1d4 hours. A saturated creature can end the effect early by spending 20 minutes thoroughly washing itself, its clothes, and its equipment with water and soap.



Shabti

Wearing silver and red enamel pectoral jewelry and stylized armlets, as well as carrying a thin, carved stick, this angular, dark-eyed human appears almost normal. When it moves, gears clash and whir faintly within it.

Lifelike Servants. Shabti are constructs made to tend to their masters needs in the afterlife. Dressed in ceremonial regalia, they are sometimes mistaken for living beings by intruders into their ancient tombs, though careful examination reveals faintly glowing hieroglyphs graven into their garments and their bodies.

Insane Machines. Usually driven mad by centuries within its master's tomb, a shabti fiercely attacks anything that threatens its sworn charge. Some ceaselessly babble ancient scriptures or invocations to the gods of death.

Ancient Weapons. A shabti fights by releasing its serpentine armlets, then using telekinesis against spellcasters while thrashing anyone within reach with archaic but effective stick-fighting maneuvers. The shabti's weapon, the nabboot, is a 4-foot stick made of rattan or bundled reeds; this weapon was common in ancient forms of single-stick fighting. Shabti always fight until destroyed.

Constructed Nature. A shabti slime doesn't require air, food, drink, or sleep.

SHABTI

Medium construct, unaligned

Armor Class 17 (natural armor)

Hit Points 102 (12d8 + 48)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	18 (+4)	6 (−2)	11 (+0)	6 (−2)

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantine

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

Senses darkvision 60 ft., passive Perception 10

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

Challenge 8 (3,900 XP)

Immutable Form. The shabti is immune to spells and effects that would alter its form.

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

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

Serpentine Armlets. As a bonus action, the shabti commands its armlets to drop to the floor, whereupon they become two giant poisonous snakes. The shabti can mentally direct the serpents (this does not require an action). If the snakes are killed, they dissolve into wisps of smoke which reform around the shabti's forearms, and they can't be turned into snakes for 1 week. These armlets are linked to the shabti at the time of its creation and do not function for other creatures.

Actions

Multiattack. The shabti uses Telekinesis and makes two attacks with its nabboot.

Nabboot. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d4 + 5) bludgeoning damage plus 7 (2d6) necrotic damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or be cursed with tomb taint. The cursed target's speed is reduced to half, and its hit point maximum decreases by 3 (1d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies and its body turns to dust. The curse lasts until removed by the *remove curse* spell or comparable magic.

Telekinesis. The shabti targets a creature within 60 feet. The target must succeed on a DC 15 Strength check or the shabti moves it up to 30 feet in any direction (including upward), and it is restrained until the end of the shabti's next turn.

SHADHAVAR

Often a shadhavar is first noticed for the haunting melody it makes, and some mistake them for unicorns or fey steeds. On closer inspection, they look like desiccated unicorns, their skeletons clearly visible beneath their taut flesh.

Shadow Horses. Shadhavar are natives of the plane of Shadow. Although they resemble undead unicorns, they are living creatures imbued with shadow essences.

Fey and Undead Riders. While the shadhavar are intelligent creatures, they sometimes serve as mounts for the shadow fey, noctiny, hobgoblins, wights, or other creatures. They expect to be treated well during such an arrangement; more than one unkind rider has ridden off on a shadhavar and never returned.

Deceptive Hunters. Shadhavar use their hollow horn to play captivating sounds for defense or to draw in prey. They hunt when they must and are not discriminating about their quarry, but shadhavar primarily eat carrion. Despite their horrific appearance, they are not naturally evil.

SHADHAVAR

Large monstrosity, neutral

Armor Class 14 (natural)

Hit Points 97 (13d10 + 26)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	14 (+2)	8 (-1)	10 (+0)	16 (+3)

Skills Stealth +4

Senses darkvision 60 ft., passive Perception 12

Languages understands Elvish and Umbral but can't speak

Challenge 2 (450 XP)

Innate Spellcasting. A shadhavar's innate spellcasting ability score is Charisma (spell save DC 13). It can cast the following spells, requiring no components:

At will: *disguise self* (as horse or unicorn only)

2/day: *darkness* (centered on itself, moves with the shadhavar)

Magic Weapons. A shadhavar's gore attacks are magical.

Plaintive Melody (3/day). As a bonus action, a shadhavar can play a captivating melody through its hollow horn. Creatures within 60 feet that can hear the shadhavar must make a successful DC 13 Wisdom saving throw or be charmed until the start of the shadhavar's next turn. A creature charmed in this way is incapacitated, its speed is reduced to 0, and a shadhavar has advantage on attack rolls against it.

Shadesight. A shadhavar's darkvision functions in magical darkness.

ACTIONS

Multiattack. A shadhavar makes one gore attack and one hooves attack.

Gore. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Hooves. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit:* 12 (3d6 + 2) bludgeoning damage.

Shadow Beast

A mass of shadows and cloudstuff, never touching the ground, a shadow beast may at first look harmless—except for its clawed hands and the glint of its jagged teeth.

Called from the Void. Shadow beasts are thought to be the result of shadow fey dabbling in the magic of the void. Almost shapeless and largely incorporeal, through an act of will they can form rough semblances of their old bodies when needed.

Hate the Past. The motivations of these creatures are inscrutable. They despise light and anything that reminds them of light or of their former existence. Beyond that, little is understood about them.

Cryptic Messages. Shadow beasts are seldom found in groups, but when they are, they seem to have no difficulty or reluctance about operating and fighting together. They have been known to deliver cryptic and threatening messages, but speaking is difficult for them. At times, they perform arcane rituals with the aid of evil humanoids and the use of dark materials. In these rituals they sacrifice magical energies and life blood as well as the tears of innocents and the souls of the damned.

SHADOW BEAST

Medium fey, chaotic evil

Armor Class 14

Hit Points 135 (18d8 + 54)

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

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	17 (+3)	14 (+2)	14 (+2)	19 (+4)

Saving Throws Dex +7, Con +6

Skills Stealth +7

Senses darkvision 60 ft., passive Perception 12

Languages Common, Elvish, Umbral, Void Speech

Challenge 7 (2,900 XP)

Amorphous. The shadow beast can move through a space as narrow as 1 inch wide without squeezing.

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

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

3/day each: *fear, telekinesis*

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

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

Actions

Multiattack. The shadow beast makes one bite attack and two claw attacks.

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

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

Shadow Push (Recharge 5–6). The shadow beast buffets opponents with a gale of animated shadows in a 15-foot cone. Any creatures in the area of effect must succeed on a DC 15 Strength saving throw or be pushed back 10 feet and knocked prone.

SHELLYCOAT

Despite being short and squat, this creature's relationship with a troll is undeniable. The kinship is most notable in the long arms and thick, pebbly hide.

Long Handed and Toad-like. The shellycoat is a warped and spiteful creature also called the Iamh fada, or "long hands," and they are frequently referred to as bridge trolls. Despite being fey, they are distantly related to true trolls. Unlike those tall, lanky creatures, a shellycoat is dwarfish and toad-like, with short, bent, legs and freakishly long arms with swollen, distended joints. It can further dislocate and stretch these joints to alarming lengths.

Bridges and Pools. The shellycoat can be found in abandoned wells or behind waterfalls, in deep tide pools, or beneath the ice of frozen ponds, but their preferred haunt has always been under bridges. They are most active during nighttime and on heavily overcast days, because of their mortal dread of sunlight.

A shellycoat's favored tactic is to lie in wait under the water or ice (or bridge) and surprise its prey. It strikes outward or upward from its hiding place to snatch children, livestock (preferably goats), and lone travelers or fishermen. Prey is dragged down to the shadows and water to be robbed and devoured.

Shining Garments. A shellycoat will always have fashioned for itself a coat, cloak, or shirt of colored pebbles, glass, and polished river shells. These adornments are crude but beautiful and sometimes magical.

SHELLYCOAT

Medium fey, neutral evil

Armor Class 14 (natural armor)

Hit Points 75 (10d8 + 30)

Speed 30 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	16 (+3)	13 (+1)	9 (-1)	7 (-2)

Skills Perception +1, Stealth +4

Condition Immunities charmed, unconscious

Senses Darkvision 60 ft., passive Perception 11

Languages Giant, Sylvan

Challenge 2 (450 XP)

Innate Spellcasting. The shellycoat can cast the following spells innately, requiring no components:

1/day each: *darkness, fog cloud*

1/day (if in possession of its coat): *water breathing*

Regeneration. The shellycoat regains 3 hit points at the start of its turn. If the creature takes acid or fire damage, this trait doesn't function at the start of the monster's next turn. The shellycoat dies only if it starts its turn with 0 hit points and doesn't regenerate.

Stealthy Observer. The shellycoat has advantage on Dexterity (Stealth) checks made to hide and any Perception checks that rely on hearing.

Sunlight Sensitivity. The shellycoat becomes petrified after 5 (2d4) uninterrupted rounds of exposure to direct, natural sunlight.

ACTIONS

Multiattack. The shellycoat makes one bite attack and one claws attack.

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

Claws. *Melee Weapon Attack*: +5 to hit, reach 15 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage and the target is grappled (escape DC 13), restrained, and poisoned (DC 13 Strength saving throw negates, lasts while grappled and 1 round after). The shellycoat can shift the position of a grappled creature by up to 15 feet as a bonus action. While it has a creature grappled, the shellycoat can use its claws attack only against the grappled creature.

Shoggoth

A shoggoth is an intelligent, gelatinous blob that can reshape itself at will. Created by an elder race as servants, the shoggoths rebelled long ago and slew their masters without pity. Since that time, they've lived in isolated or desolate regions, devouring whatever they encounter and absorbing its flesh into their own amorphous, shifting forms.

Constant Growth. When in a spherical form, a shoggoth's mass is enough to have a 10- to 15-foot diameter, though this is just an average size. Shoggoths continue growing throughout their lives, though the eldest among them grow very slowly indeed, and some shoggoths may shrink from starvation if they deplete a territory of resources.

Mutable Form. A shoggoth can form eyes, mouths, tentacles, and other appendages as needed, though it lacks the control to truly polymorph into another creature's shape and hold it.

SHOGGOTH

Huge aberration, chaotic neutral

Armor Class 18 (natural armor)

Hit Points 387 (25d12 + 225)

Speed 50 ft., climb 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	14 (+2)	28 (+9)	12 (+1)	16 (+3)	13 (+1)

Skills Perception +9

Damage Resistances fire, bludgeoning, piercing

Damage Immunities: cold, thunder, slashing

Condition Immunities: blinded, deafened, prone, stunned, unconscious

Senses darkvision 120 ft., tremorsense 60 ft., passive Perception 19

Languages Void Speech

Challenge 19 (22,000 XP)

Anaerobic. A shoggoth doesn't need oxygen to live. It can exist with equal comfort at the bottom of the ocean or in the vacuum of outer space.

Absorb Flesh. The body of a creature that dies while grappled by a shoggoth is completely absorbed into the shoggoth's mass. No portion of it remains to be used in *raise dead*, *reincarnate*, and comparable spells that require touching the dead person's body.

Amorphous. A shoggoth can move through a space as small as 1 foot wide. It must spend 1 extra foot of movement for every foot it moves through a space smaller than itself, but it isn't subject to any other penalties for squeezing.

Hideous Piping. The fluting noises made by a shoggoth are otherworldly and mind-shattering. A creature that can hear this cacophony at the start of its turn and is within 120 feet of a shoggoth must succeed on a DC 15 Wisdom saving throw or be confused (as the spell *confusion*) for 1d4 rounds. Creatures that roll a natural 20 on this saving throw become immune to the Hideous Piping for 24 hours. Otherwise, characters who meet the conditions must repeat the saving throw every round.

Keen Senses. A shoggoth has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Rolling Charge. If the shoggoth moves at least 20 feet straight toward a creature and hits it with a slam attack on the same turn, that creature must succeed on a DC 20 Dexterity saving throw or be knocked prone. If the creature is knocked prone, the shoggoth immediately moves into the creature's space as a bonus action and crushes the creature beneath its bulk. The crushed creature can't breathe, is restrained, and takes 11 (2d10) bludgeoning damage at the start of each of the shoggoth's turns. A crushed creature remains in its space and does not move with the shoggoth. A crushed creature can escape by using an action and making a successful DC 19 Strength check. On a success, the creature crawls into an empty space within 5 feet of the shoggoth.

Actions

Multiattack. The shoggoth makes 1d4 + 1 slam attacks. Reroll the number of attacks at the start of each of the shoggoth's turns.

Slam. *Melee Weapon Attack*: +14 to hit, reach 15 ft., one target. *Hit:* 30 (4d10 + 8) bludgeoning damage, and the target is grappled (escape DC 18) and restrained. The shoggoth can grapple any number of creatures simultaneously, and this has no effect on its number of attacks.

Shroud

Shrouds appear much like they did in life, only translucent and immaterial. Their voices are weak.

Bitter Spirits. Shrouds are transitional creatures: remnants of wicked people who died but refuse to rest in peace, yet have not grown strong enough to become shadows. They are aggressive enemies of all living creatures and the light that nurtures life. Shrouds blend naturally into darkness, but they stand out starkly in bright light.

Thin Outlines. Shrouds look like flickering shadowy outlines of the people they were before they died, retaining the same height and body type.

Repetitive Speech. Shrouds cannot converse, but they occasionally can be heard cruelly whispering a name, term, or phrase over and over again: something that must have had meaning to them in life.

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

SHROUD

Medium undead, neutral evil

Armor Class 13 (natural armor)

Hit Points 9 (2d8)

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

STR	DEX	CON	INT	WIS	CHA
4 (–3)	13 (+1)	10 (+0)	2 (–4)	10 (+0)	8 (–1)

Skills Stealth +3

Damage Vulnerabilities radiant

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 1/8 (25 XP)

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

Shadow Evolution. Shrouds instantly become shadows once they cause a total of 12 damage. Any damage they've suffered is subtracted from the shadow's total hit points or abilities.

Shroud Stealth. When in dim light or darkness, the shroud can take the Hide action as a bonus action.

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

Actions

Strength Drain. *Melee Weapon Attack*: +3 to hit, reach 5 ft., one creature. *Hit:* 3 (1d4 + 1) necrotic damage, and the target's Strength score is reduced by one-half that amount. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest. If a non-evil humanoid dies from this attack, a new shadow rises from the corpse 1d4 hours later.

Skein Witch

Skein witches are androgynous humanoids mummified in writhing diamond thread. Their skin is translucent, and suspended inside their bodies are dozens of quivering hourglasses in place of organs.

Shepherd Destiny. Skein witches are curators of destiny and enforcers of what must be. They voyage across the planes, weaving the strands of fate at the behest of their goddess-creator. Although they carry out their charge without regard to petty mortal concerns, they can be persuaded to bend fate for powerful petitioners whose interests align with those of their goddess.

Surrounded by Guardians. Despite their supernatural abilities, a skein witch's physical body is frail. Because of that, they tend to surround themselves with undead, constructs, or other brutish, soulless guardians cut free from the thread of fate.

Fear All Cards. If a *deck of many things* is brought within 30 feet of a skein witch, she emits a psychic wail and disintegrates.

SKEIN WITCH

Medium celestial, neutral

Armor Class 20 (natural armor)
Hit Points 162 (25d8 +50)
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (–2)	12 (+1)	14 (+2)	16 (+3)	20 (+5)	20 (+5)

Saving Throws Int +8, Wis +10, Cha +10
Skills History +8, Insight +15, Perception +15
Damage Resistances radiant
Damage Immunities fire, lightning, psychic
Senses truesight 60 ft., passive Perception 25
Languages Celestial, telepathy (100 ft.)
Challenge 12 (8,400 XP)

Bend Fate (3/day). If the skein witch fails a saving throw, she may choose to succeed instead and reflect the effect of the failed saving throw onto one enemy within 30 feet. The skein witch still suffers the effect of a successful saving throw, if any. The new target is entitled to a saving throw as if it were the original target of the attack, but with disadvantage.

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

Misty Step (At Will). The skein witch can step between places as a bonus action.

Sealed Destiny (1/Day). The skein witch attunes herself to the threads of the PCs' fates. Ask each player to write down their prediction of how the PC to their left will die, and at what level. Collect the notes without revealing the answers. When one of those PCs dies, reveal the prediction. If the character died in the manner predicted, they fulfill their destiny and are immediately resurrected by the gods as a reward. If they died at or within one level of the prediction, they return to life with some useful insight into the destiny of someone important.

Actions

Multiattack. The skein witch makes two Inexorable Thread attacks.

Inexorable Threads. *Melee Weapon Attack*: +9 to hit, reach 30 ft., one target. *Hit:* 27 (5d8 + 5) radiant damage, and the target is "one step closer to death." If the target is reduced to 0 hit points, it's treated as if it's already failed one death saving throw. This effect is cumulative; each inexorable threads hit adds one unsuccessful death saving throw. If a character who's been hit three or more times by inexorable threads is reduced to 0 hit points, he or she dies immediately. This effect lasts until the character completes a long rest.

Bind Fates (1/Day). One target within 60 feet of the skein witch must make a DC 18 Wisdom saving throw. On a failed save, the target's fate is bound to one random ally of the target. Any damage or condition the target suffers is inflicted on the individual to which they are bound instead, and vice versa. A creature can be bound to only one other creature at a time. This effect lasts until either of the affected creatures gains a level, or until a *heal* or *heroes' feast* lifts this binding.

Destiny Distortion Wave (Recharge 5–6). The skein witch projects a 60-foot cone of distortion that frays the strands of fate. All targets in the cone take 55 (10d10) force damage, or half damage with a successful DC 18 Wisdom saving throw. In addition, if more than one target that failed its saving throw is affected by a condition, those conditions are randomly redistributed among the targets with failed saving throws.

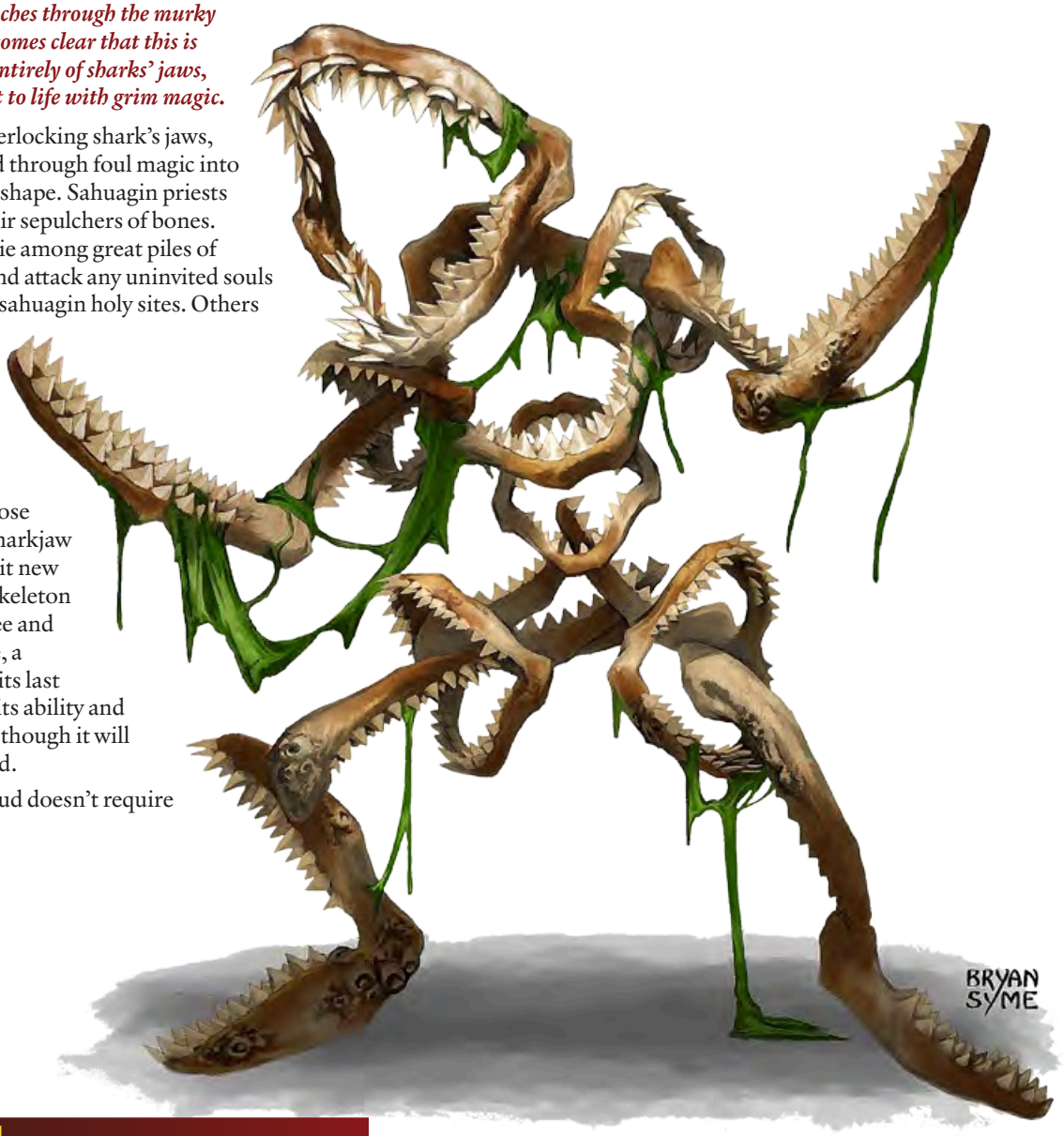
Skeleton, Sharkjaw

The humanoid form approaches through the murky water, but as it nears, it becomes clear that this is no living thing. It is made entirely of sharks' jaws, joined together and brought to life with grim magic.

Made from numerous, interlocking shark's jaws, these horrors are animated through foul magic into a large, vaguely humanoid shape. Sahuagin priests animate them to guard their sepulchers of bones. These sharkjaw skeletons lie among great piles of bones, waiting to rise up and attack any uninvited souls who invade the sanctity of sahuagin holy sites. Others guard pirate treasures or ancient shipwrecks.

Undead Automaton. Being mindless, sharkjaw skeletons do nothing without orders from their creator, and they follow those instructions explicitly. A sharkjaw skeleton's creator can give it new commands as long as the skeleton is within 60 feet and can see and hear its creator. Otherwise, a sharkjaw skeleton follows its last instructions to the best of its ability and to the exclusion of all else, though it will always fight back if attacked.

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



SHARKJAW SKELETON

Large undead, lawful evil

Armor Class 13 (natural armor)

Hit Points 45 (6d10 + 12)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	15 (+2)	6 (–2)	8 (–1)	4 (–3)

Skills Perception +1, Stealth +2

Damage Vulnerabilities bludgeoning

Damage Immunities cold, necrotic, poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., blindsense 30 ft., passive Perception 11

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

Challenge 1 (200 XP)

Actions

Multiattack. The sharkjaw skeleton makes one bite attack and one claw attack.

Bite. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage. If the target is a Large or smaller creature, it is grappled (escape DC 13). Until this grapple ends, the sharkjaw skeleton can bite only the grappled creature and has advantage on attack rolls to do so.

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

Skeleton, Vine Troll

These troll skeletons are completely covered in mold and wrapped in flowering vines, and lurk in the shadows of dead tree and profaned groves.

Black Earth Magic. Vine troll skeletons guard duskthorn dryad glades and the sacred circles of druids; others serve the vila or even moss lurker colonies as guardians. In each case, they were created by dark earth magic for a purpose, and that energy empowers great strength and endurance—but little in the way of wits.

Constant Regrowth. Their vines regenerate quickly, even after they die. Their powerful regeneration allows vine troll skeletons to reattach severed limbs. Only fire or acid can destroy them and render the living vines harmless.

Bound to a Tree's Heart. Vine troll skeletons are direct offshoots of the main vine wrapped around a duskthorn dryad's tree, a treant, or a weeping treant. Vine troll skeletons are mindless aside from a desire to defend their parent tree, and enchanted troll hearts inside the tree provide their power. Destroying the heart at the center of the tree kills the skeleton bound to that heart instantly.

VINE TROLL SKELETON

Large plant, unaligned

Armor Class 16 (natural armor)

Hit Points 119 (14d10 + 42)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	16 (+3)	6 (–2)	8 (–1)	5 (–3)

Saving Throws Con +12

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons

Damage Immunities poison

Condition Immunities deafened, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages —

Challenge 9 (5,000 XP)

Regeneration. The vine troll skeleton regains 5 hit points at the start of its turn if it is within 10 feet of the duskthorn dryad's vines and it hasn't taken acid or fire damage since its previous turn. The skeleton dies only if it starts its turn with 0 hit points and doesn't regenerate, or if the duskthorn dryad who created it dies, or if the troll's heart inside the dryad's or treant's tree is destroyed.

Actions

Multiattack. The skeleton makes one bite attack and two claw attacks.

Bite. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit:* 21 (3d10 + 5) piercing damage.

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

SKITTERHAUNT

This large vermin moves erratically, leaking noxious fluid from its cracked exoskeleton.

Ooze Vermin. This parasitic ooze lives in the shells of monstrous vermin, such as scorpions and spiders, that it has infested and killed. A skitterhaunt creature might be mistaken for its original, living version at a glance, but the sluggish, erratic movements and oozing carapace of skitterhaunts quickly reveal their true nature.

Wide Range of Prey. A skitterhaunt infection can decimate whole nests of vermin. When those are in short supply, these oozes move on to prey on other species, such as ants, crabs, tosculi, and sometimes even zombies or reptiles.

Hosts Required. Skitterhaunts can't survive long outside their host creatures; they quickly liquefy and lose their cohesion. A body abandoned by a skitterhaunt is an eerie, hollowed-out husk with a strong, acidic odor.

SKITTERHAUNT

Large ooze, unaligned

Armor Class 14 (natural armor)

Hit Points 95 (10d10 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	19 (+4)	1 (−5)	7 (−2)	1 (−5)

Damage Immunities acid

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

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages —

Challenge 4 (1,100 XP)

Broken Shell. A creature that hits the skitterhaunt with a melee attack while within 5 feet of it takes 5 (1d10) acid damage.

Infest Vermin. If the skitterhaunt damages a Medium or smaller beast, it can try to infest it as a bonus action. The damaged creature must succeed on a DC 14 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the target must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. If the disease reduces its hit point maximum to 0, the skitterhaunt has devoured the creature's insides and the affected becomes a skitterhaunt, retaining its outward shell but replacing its flesh with skitterhaunt ooze.

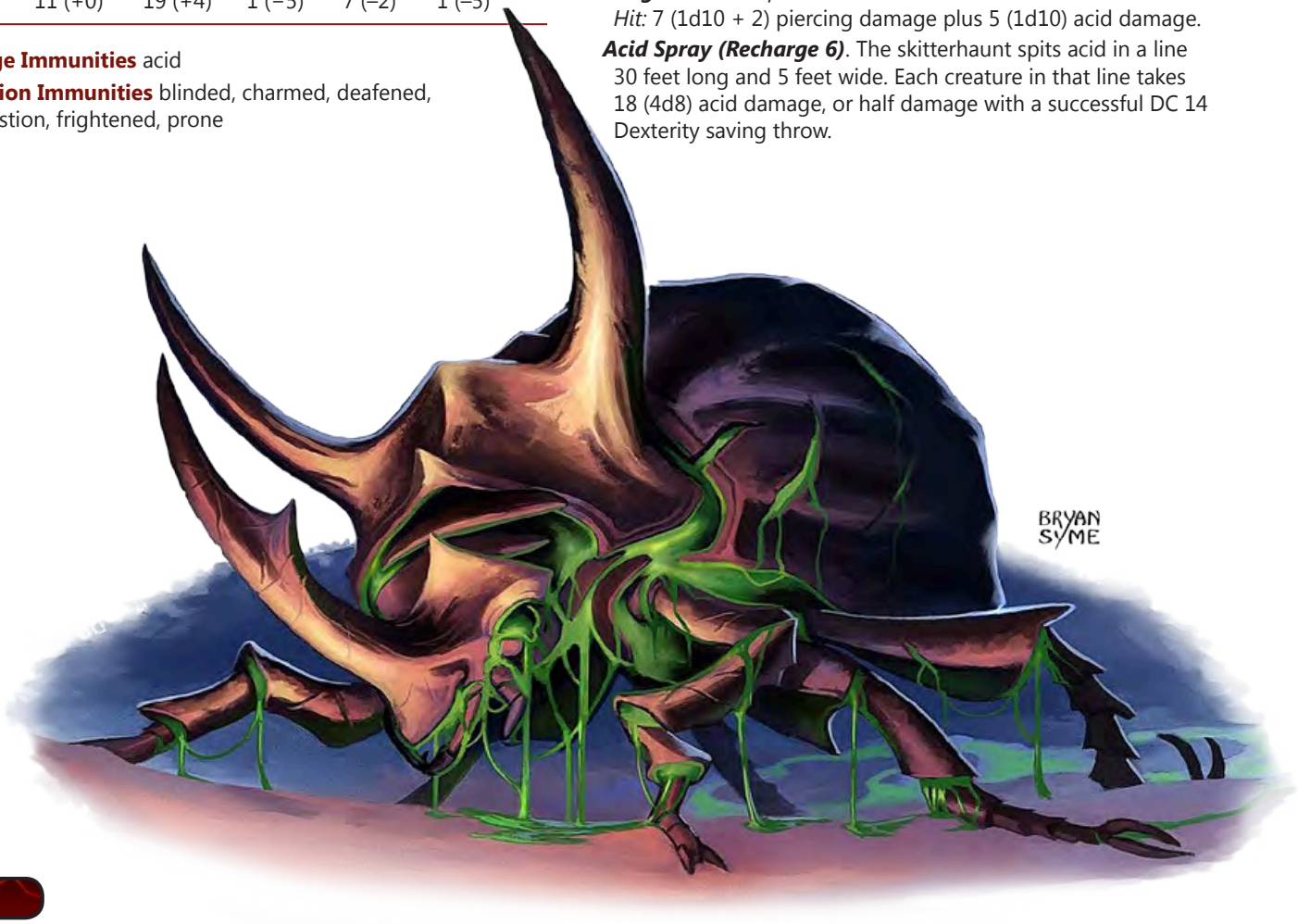
ACTIONS

Multiattack. The skitterhaunt makes two claw attacks and one sting attack.

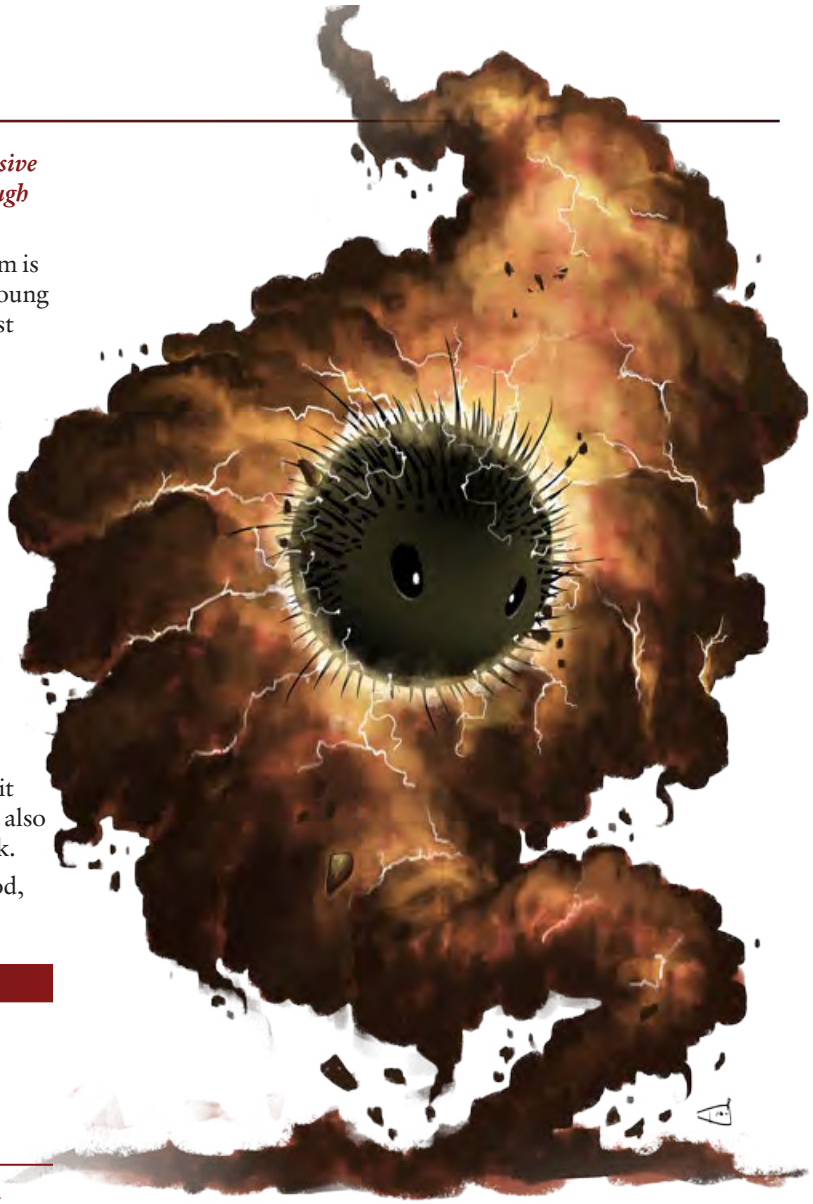
Claw. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage plus 5 (1d10) acid damage, and the target is grappled (escape DC 12). The skitterhaunt has two claws, each of which can grapple one target.

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

Acid Spray (Recharge 6). The skitterhaunt spits acid in a line 30 feet long and 5 feet wide. Each creature in that line takes 18 (4d8) acid damage, or half damage with a successful DC 14 Dexterity saving throw.



Slow Storm



Wisps of humid wind revolve around this spiny ball. Two massive black eyes and a dark mouth are the only features visible through its static straight quills.

Chaos Aging. Despite its comical appearance, a slow storm is a creature of chaos, able to visit the pains of old age on the young and fit. It turns the bodies of physically able creatures against them, forcing them to choose between relative inactivity or ever-increasing pain.

Surrounded by Wind. A slow storm is a smaller creature than the space it occupies, and its vulnerable physical body is protected by a cyclonic wind surrounding it. The slow storm occupies a space 15 feet square, but its physical body occupies just the center 5-foot space. The nucleus of a slow storm is a two-foot radius sphere weighing 75 lb. The rest of the space is "occupied" by protective, high-speed wind. Only the central, physical body is susceptible to damage; the wind is just wind. Enemies using melee weapons with less than 10-foot reach must step into the whirlwind to attack the slow storm.

Static Generator. A slow storm has no internal organs other than its brain, and it lives on the energy and moisture it drains from opponents. Its quills not only deflect debris but also generate a ball of static electricity that delivers a shock attack.

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

SLOW STORM

Huge elemental, chaotic neutral

Armor Class 19

Hit Points 225 (18d12 + 108)

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

STR	DEX	CON	INT	WIS	CHA
20 (+5)	19 (+4)	22 (+6)	11 (+0)	16 (+3)	11 (+0)

Saving Throws Dex +9, Con +11

Damage Resistances acid, cold, fire

Damage Immunities lightning

Condition Immunities prone

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 13

Languages Common, Primordial

Challenge 15 (13,000 XP)

Bone Wrack. When hit by the slow storm's slam or breath weapon attack, the storm absorbs moisture from the living creatures' joints, causing stiffness and pain. In addition to 1d4 Dexterity drain, any creature caught within the slow storm's breath weapon that fails another DC 18 Constitution save suffers crushing pain in bones and joints. Any round in which the pained creature moves, it takes 1d4 necrotic damage per 5 feet moved. Bone wracking pain lasts until the affected creature regains at least 1 point of lost Dexterity.

Innate Spellcasting. The slow storm's innate spellcasting ability is Wisdom (spell save DC 16). It can innately cast the following spells, requiring no material components:

At will: *lightning bolt*

3/day: *chain lightning*

Storm Form. A creature that enters or starts its turn inside the slow storm's whirlwind takes 9 (2d8) force damage. A creature can take this damage just once per round. In addition, ranged missile weapon attacks against the slow storm have disadvantage because of the high-speed wind.

Actions

Slam. *Melee Weapon Attack*: +10 to hit, reach 15 ft., one target. *Hit:* 31 (4d12 + 5) bludgeoning damage plus 9 (2d8) piercing damage.

Static Shock (Recharge 5–6). The slow storm exhales its electrical power in a 30-foot cone. Targets in the area of effect take 54 (12d8) lightning damage, 1d4 Dexterity loss, and suffer bone wrack. A successful DC 18 Constitution saving throw halves the Dexterity loss and prevents the bone wrack.

SNAKES

SNAKE, SWAMP ADDER

A vicious snake with a squat, diamond-shaped head, a puffed neck, and a peculiar yellow band around its body, the swamp adder is a stout, somewhat lethargic hunter.

MARSH HUNTER. This venomous snake—sometimes known as the "speckled band"—is native to the marshes of southern realms, where it devours waterfowl and incautious halflings.

BRED FOR VENOM. The swamp adder is simultaneously feared and prized for its potent paralytic venom. A swamp adder is quite thin, though it may grow up to 12 feet long and the largest weigh as much as 50 pounds. A dose of paralytic swamp adder venom is worth 3,000 gp or more on the black market.

SWAMP ADDER

Small beast, unaligned

Armor Class 13

Hit Points 18 (4d6 + 4)

Speed 30 ft.

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

Senses blindsight 10 ft., passive Perception 10

Languages —

Challenge 1/4 (50 XP)

Swamp Camouflage. The swamp adder has advantage on Dexterity (Stealth) checks while in swamp terrain.

ACTIONS

Bite. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage, and the target must make a successful DC 11 saving throw or become poisoned. While poisoned this way, the target is paralyzed and takes 3(1d6) poison damage at the start of each of its turns. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself with a success.

SNAKE, ZANSKARAN VIPER

Greenish liquid drips from the dagger-length fangs of this 20-foot-long monstrosity. They show little fear.

HUMAN HUNTERS. This giant venomous snake is known as one of the most lethal serpents, and one of the few that will attack an adult human. One bite from the Zanskaran viper can kill a healthy human in seconds, and its tough hide makes it difficult to dispatch quickly.

JUNGLE BRED. A Zanskaran viper grows quickly in its jungle home, and some even venture into the savannah to terrorize antelopes and young giraffes. A full-grown Zanskaran viper is up to 30 feet long and weighs up to 400 pounds.

FAMOUS BUT RARE VENOM. A dose of its viscous green venom is known to fetch as much as 2,500 gp on the black market, but it is rarely available.

ZANSKARAN VIPER

Large beast, unaligned

Armor Class 14 (natural armor)

Hit Points 38 (4d10 + 16)

Speed 30 ft., climb 10 ft., swim 30 ft.

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

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 1 (100 XP)

ACTIONS

Bite. *Melee Weapon Attack*: +3to hit, reach 5 ft., one target. *Hit:* 10 (2d8 + 1) piercing damage, and the target must make a successful DC 14 Constitution saving throw or become poisoned. While poisoned this way, the target is blind and takes 7 (2d6) poison damage at the start of each of its turns. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself with a success.

Son of Fenris

The dread sons of Fenris are hideously strong and dangerous in their mastery of the arcane. Their acidic breath stinks of death, and they move with a menacing grace. Eldritch blood runs in their veins.

Demonic Wolves. Demonic black eyes, two snakelike tongues, and green-black scales beneath their thick black fur betray their unnatural origins. Although the sons of Fenris are powerful spellcasters, they prefer physical violence, using their spells only if faced with foes they cannot simply tear apart.

Hibernate Until Ravenous. Sons of Fenris are creatures of hunger, rage, and madness. They can subsist on infrequent gorging, so they slumber beneath the snow for weeks or months, waking when they grow ravenous or when prey approaches close enough to smell. When hunting, they revel in wanton savagery and destruction, killing entire flocks or herds to delight in blood and to cast runes among the entrails.

Desperate Worshipers. Despite their fierce nature, all the sons of Fenris are wise in divine lore, and desperate souls offer them worship and sacrifice in exchange for aid. The sons of Fenris enjoy this adulation, and provide protection, meat, and wisdom to their followers. In some cases, they gather enormous war bands over winter and going reaving in the spring.

SON OF FENRIS

Huge monstrosity, chaotic evil

Armor Class 17 (natural armor)

Hit Points 175 (14d12 + 84)

Speed 60 ft., burrow 15 ft. (30 ft. in ice or snow)

STR	DEX	CON	INT	WIS	CHA
26 (+8)	16 (+3)	23 (+6)	16 (+3)	18 (+4)	14 (+2)

Saving Throws Dex +7, Con +10, Wis +8

Skills Arcana +7, Intimidation +6, Religion +12

Damage Resistances psychic, radiant

Damage Immunities cold, lightning, poison; bludgeoning, piercing, and slashing from nonmagical weapons

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

Senses truesight 60 ft., tremorsense 100 ft., passive Perception 14

Languages Common, Celestial, Draconic, Elvish, Dwarvish, Giant, Infernal, telepathy 60 ft.

Challenge 12 (8,400 XP)

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

Magic Weapons. The son of Fenris' weapon attacks are magical.

Spellcasting. The son of Fenris is a 15th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). It requires no material components to cast its spells. It has the following cleric spells prepared:

Cantrips (at will): *guidance, light, sacred flame, spare the dying, thaumaturgy*

1st level (4 slots): *bane, command, guiding bolt, sanctuary*

2nd level (3 slots): *blindness/deafness, hold person, silence*

3rd level (3 slots): *animate dead, bestow curse, dispel magic*

4th level (3 slots): *banishment, death ward, locate creature*

5th level (2 slots): *contagion, scrying*

6th level (1 slot): *harm*

7th level (1 slot): *plane shift*

8th level (1 slot): *earthquake*

Trampling Charge. If the son of Fenris moves at least 20 feet straight toward a creature and hits it with a slam attack on that turn, that target must succeed on a DC 18 Strength saving throw or be knocked prone. If it is knocked prone, the son of Fenris can make another slam attack against it as a bonus action.

Actions

Multiattack. The son of Fenris makes one bite attack and one slam attack.

Bite. *Melee Weapon Attack*: +12 to hit, reach 5 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage plus 5 (1d10) poison damage, and the target is grappled (escape DC 18). If the target was already grappled, it is swallowed instead. While swallowed, the target is blinded and restrained, it has total cover against attacks and other effects from outside the son of Fenris, and it takes 28 (8d6) acid damage at the start of each of the son of Fenris's turns. It can swallow only one creature at a time. If it takes 45 damage or more on a single turn from the swallowed creature, it must succeed on a DC 17 Constitution saving throw at the end of that turn or regurgitate the creature, which falls prone in a space within 10 feet of the son of Fenris. If the son of Fenris dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 15 feet of movement, exiting prone.

Slam. *Melee Weapon Attack*: +12 to hit, reach 15 ft., one target. *Hit:* 19 (2d10 + 8) bludgeoning damage.

Acid Breath (Recharge 5–6). The son of Fenris exhales acid in a 60-foot line that is 10 feet wide. Each creature in the line takes 45 (10d8) acid damage, or half damage with a successful DC 18 Dexterity saving throw.

Soul Eater

Creatures of variable appearance, soul eaters conjoin fleshy elements with ectoplasmic forms.

Called from the Abyss. Soul eaters are summoned from the Abyss and other extraplanar ports of call where they can freely barter for prey. They always have a mental link with their summoner, and often seek to destroy them.

Devour Essences. Soul eaters do not devour crude flesh, instead feasting on a victim's soul and spirit.

Hatred of the Sun God. They bear a particular antipathy for followers of the sun god, and they will go to great lengths to kill his clergy, even defying the wishes of their summoners on occasion.

SOUL EATER

Medium fiend, neutral evil

Armor Class 16

Hit Points 104 (16d8 + 32)

Speed 30 ft., fly 100 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	22 (+6)	14 (+2)	12 (+1)	11 (+0)	11 (+0)

Saving Throws Dex +9, Con +5, Cha +3

Skills Intimidation +3, Perception +3, Stealth +9

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities paralyzed, poisoned, stunned, unconscious

Senses darkvision 60 ft., passive Perception 13

Languages Infernal

Challenge 7 (2,900 XP)

Caster Link. When a soul eater is summoned, it creates a mental link between itself and its conjurer. If the soul eater's assigned target (see Find Target ability, below) dies before the soul eater can drain the target's soul, or if the soul eater is defeated by its target (but not slain), it returns to its conjurer at full speed and attacks. While the soul eater and the conjurer share the same plane, it can use its Find Target ability to locate its conjurer.

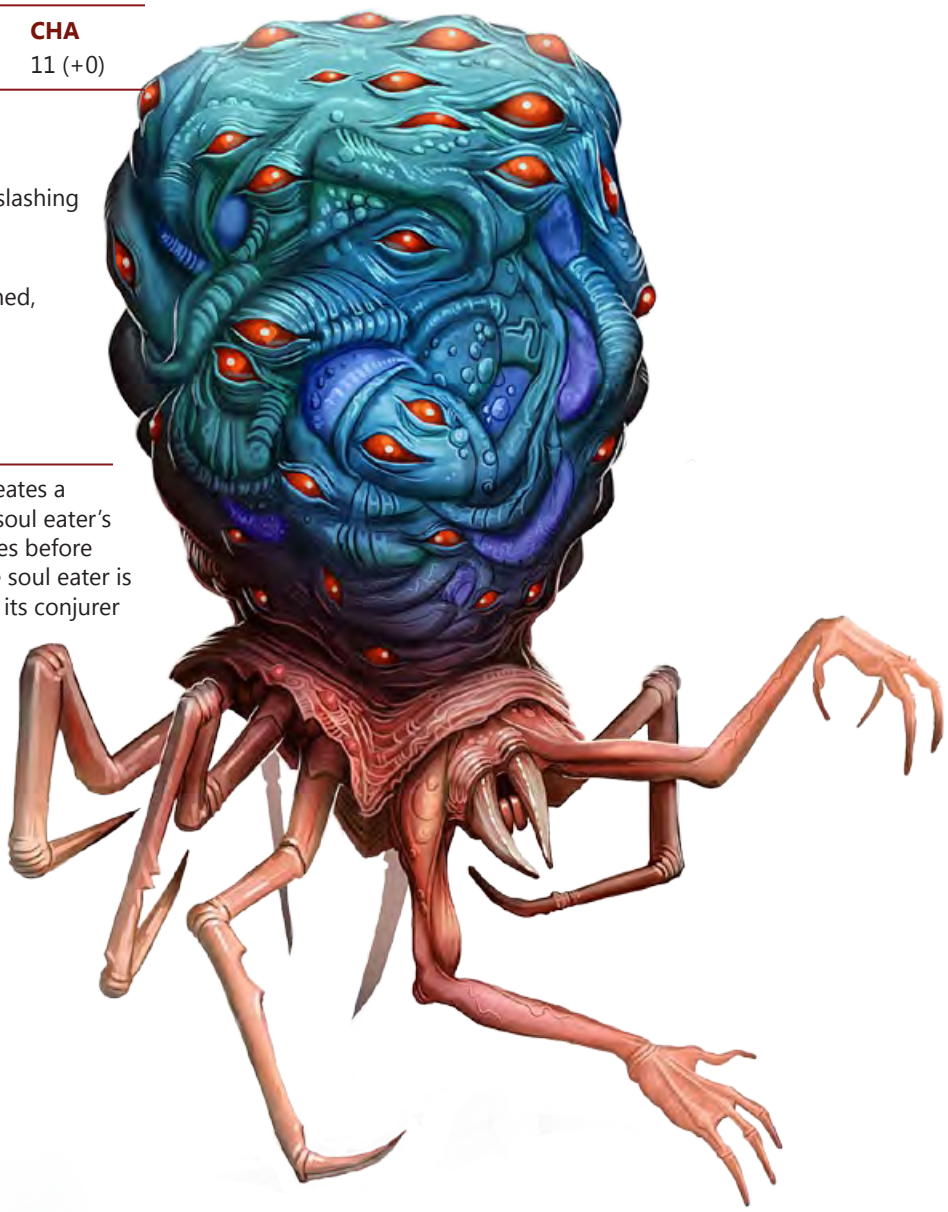
Find Target. When a soul eater's conjurer orders it to find a creature, it can do so unerringly, despite the distance or intervening obstacles, provided the target is on the same plane of existence. The conjurer must have seen the desired target and must speak the target's name.

Actions

Multiattack. The soul eater makes two claw attacks.

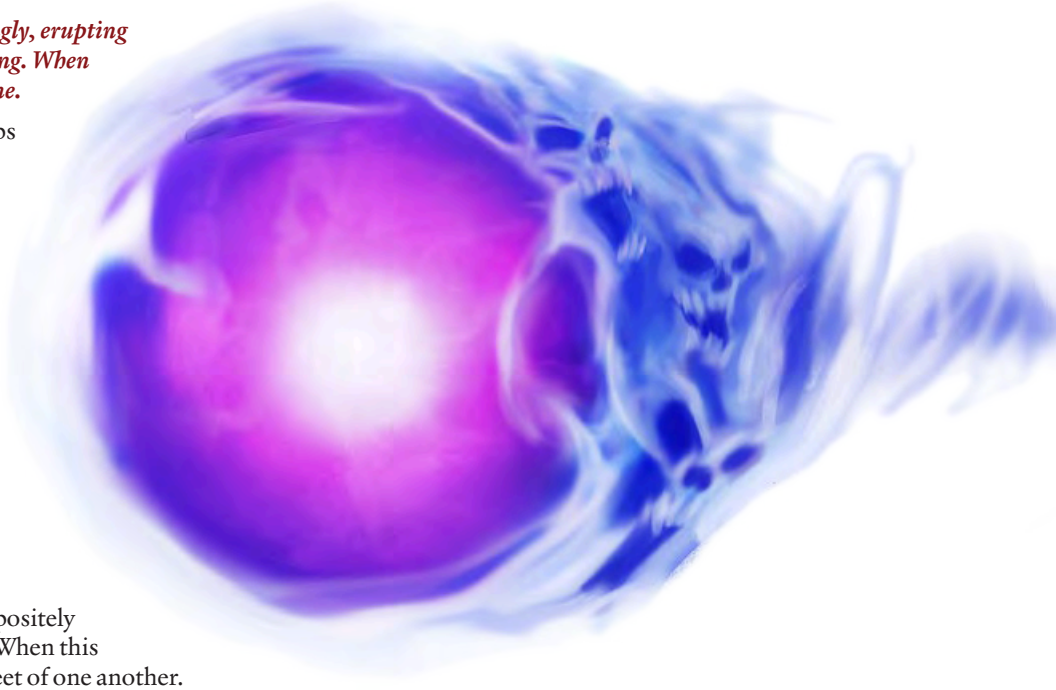
Claw. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage plus 7 (2d6) psychic damage, or half as much psychic damage with a successful DC 15 Constitution saving throw.

Soul Drain. If the soul eater reduces a target to 0 hit points, the soul eater can devour that creature's soul as a bonus action. The victim must make a DC 13 Constitution saving throw. Success means the target is dead but can be restored to life by normal means. Failure means the target's soul is consumed by the soul eater and the target can't be restored to life with *clone, raise dead,* or *reincarnation*. A *resurrection*, *miracle*, or *wish* spell can return the target to life, but only if the caster succeeds on a DC 15 spellcasting check. If the soul eater is killed within 120 feet of its victim's corpse and the victim has been dead for no longer than 1 minute, the victim's soul returns to the body and restores it to life, leaving the victim unconscious and stable with 0 hit points.



Spark

This mote of electrical energy floats menacingly, erupting in a shower of sparks and tendrils of lightning. When it disappears, it leaves only the whiff of ozone.



Born in Storms. When a great storm rips across a world in the Material Plane, it sometimes tears loose the fabric of reality, releasing sentient creatures composed entirely of elemental energy. Fueled by its frenetic thought patterns and erratic actions, a spark jolts through its new world to find a physical body, drawn by an urge to know form.

Symbionts and Twins. Some spellcasters deliberately seek out sparks for symbiosis. Sorcerers or clerics devoted to deities of the elements may reach an agreement with these creatures, allowing them to ride within their bodies for their entire lifetime.

Occasionally when a spark forms, an oppositely charged mate is created at the same time. When this happens, the two always stay within 300 feet of one another. Sparks rarely survive longer than a year, even within a symbiotic relationship with a mortal form. When they expire, they simply wink out and return to the elemental planes.

Seek Strong Hosts. When a formless spark senses a potential body approaching, it dims its light or enters a metallic object. Sparks prefer to inhabit creatures with high Strength over other possible targets. Once in control of a body, the spark uses the new vessel to deliver *shocking grasp* attacks or to cast *lightning bolt* or *call lightning* against distant enemies. If ejected from a creature, a spark immediately tries to inhabit another.

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

SPARK

Tiny elemental, chaotic neutral

Armor Class 16 (natural armor)

Hit Points 84 (13d4 + 52)

Speed 10 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
4 (–3)	20 (+5)	18 (+4)	10 (+0)	12 (+1)	17 (+3)

Saving Throws Dex +8

Damage Immunities lightning

Damage Resistances acid, fire, force, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

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

Senses darkvision 60 ft., passive Perception 11

Languages Common, Primordial

Challenge 7 (2,900 XP)

Innate Spellcasting. The spark's innate casting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *shocking grasp*

3/day: *lightning bolt*

1/day: *call lightning*

Actions

Inhabit. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* The target must succeed on a DC 14 Charisma saving throw or become dominated by the spark, as the *dominate person* spell. The spark instantly enters the target's space and merges into the target's physical form. While inhabiting a creature, a spark takes no damage from physical attacks. The target creature receives a +4 bonus to its Dexterity and Charisma scores while it's inhabited. The speech and actions of an inhabited creature are noticeably jerky and erratic to any creature with passive Perception 14 or higher.

Each time the spark uses innate spellcasting, the host can attempt another DC 14 Charisma saving throw. A successful save expels the spark, which appears in an unoccupied space within 5 feet of the former host.

The inhabiting spark slowly burns out its host's nervous system. The inhabited creature must make a successful DC 15 Constitution saving throw at the end of each 24 hour-period or take 2d6 lightning damage and have its maximum hit points reduced by the same amount. The creature dies if this damage reduces its hit point maximum to 0. The reduction lasts until the inhabited creature completes a long rest after the spark is expelled.

Spectral Guardian

A luminous green mist swirls into the form of an ancient warrior. Dented armor and a ragged cloak enshroud the warrior's skeletal body, and its grinning skull leers out from an open helm.

Worn Finery. Composed of faintly glowing green vapor, the spectral guardian is a skeletal being encased in ancient armor or noble's finery. The cloth is worn and tattered, spiraling away into mist at the edges, and the creature glides with the faintest whisper of sound like a mournful moan from far away.

Eternal Disgrace. The spectral guardian is the spirit of an ancient warrior or noble, bound to serve in death as it failed to do in life. A broken oath, an act of cowardice, or a curse laid down by the gods for a terrible betrayal leaves an indelible mark on a soul.

After the cursed creature's death, its spirit rises, unquiet, in a place closely related to its disgrace. Compelled by the crushing weight of its deeds, the spectral guardian knows no rest or peace, and viciously snuffs out all life that intrudes upon its haunt.

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

SPECTRAL GUARDIAN

Medium undead, neutral evil

Armor Class 14

Hit Points 110 (13d8 + 52)

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

STR	DEX	CON	INT	WIS	CHA
6 (-2)	18 (+4)	18 (+4)	11 (+0)	16 (+3)	18 (+4)

Saving Throws Dex +7, Wis +6

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing damage from nonmagical weapons

Damage Immunities cold, necrotic, poison

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

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 13

Languages understands the languages it knew in life but can't speak

Challenge 6 (2,300 XP)

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

Tomb Bound. The spectral guardian is bound to the area it defends. It can't move more than 100 feet from the place it is bound to protect.

Withering Miasma. A creature that starts its turn in the spectral guardian's space must make a successful DC 15 Constitution saving throw or take 18 (4d8) necrotic damage and its hit point maximum is reduced by an amount equal to the necrotic damage taken. This reduction lasts until the creature finishes a long rest.

Actions

Multiattack. The spectral guardian makes two spectral rend attacks.

Spectral Rend. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) necrotic damage. If the target is a creature, it must succeed on a DC 14 Wisdom saving throw or be frightened and have its speed reduced to 0; both effects last until the end of its next turn.

Variant: Arcane Guardian

Some spectral guardians were not warriors in life, but powerful magic users. An arcane guardian has a challenge rating of 8 (3,900 XP) and the following added trait:

Spellcasting. The arcane guardian is a 9th level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). The guardian knows the following sorcerer spells, which do not require material components:

Cantrips (at will): *acid splash, chill touch, dancing lights, minor illusion, ray of frost*

1st level (4 slots): *mage armor, ray of sickness*

2nd level (3 slots): *darkness, scorching ray*

3rd level (3 slots): *fear, slow, stinking cloud*

4th level (3 slots): *blight, ice storm*

5th level (1 slot): *cone of cold*

Sphinx, Gypsosphinx

With black wings and a body pale as alabaster, the vulture-beaked gypsosphinx is easy to identify. As powerful servants of the gods of death and the desert, their riddles and obsessions all hinge on death and carrion. Their eyes can spot prey miles away, and the distance they climb into the sky hides their enormous size.

The pale gypsosphinx shines in the desert sun and stands out in underground tombs and caverns, yet it can conceal itself when it flies in moonlit clouds. Gypsosphinxes are found anywhere bodies are buried or left to rot, and they harvest corpses from battlefields of warring desert tribes.

Gossips and Riddlers. Gypsosphinxes converse with intelligent undead, priests of death gods, and with other sphinxes, but they rarely gather among their own kind. They guard their territory jealously, typically claiming a necropolis as the heart of their region.

Like all sphinxes, gypsosphinxes enjoy riddles. They rely on magic to solve challenging riddles they can't solve on their own.

Night Flyers. Unlike most of their cousins, gypsosphinxes are gifted fliers capable of diving steeply from the night sky to snatch carrion or a sleeping camel. The stroke of midnight has a special but unknown significance for the beasts.

Foretell Doom. Occasionally, a paranoid noble seeks out a gypsosphinx and entreats the creature to reveal the time and place of his or her death, hoping to cheat fate. A gypsosphinx demands a high price for such a service, including payment in corpses of humans, unusual creatures, or near-extinct species. Even if paid, the gypsosphinx rarely honors its side of the bargain; instead, it turns its death magic against the supplicant, bringing about his or her death then and there.

GYPSOSPHINX

Large monstrosity, neutral evil

Armor Class 17 (natural armor)

Hit Points 171 (18d10 + 72)

Speed 40 ft., fly 70 ft.

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

Skills Arcana +9, History +9, Perception +9, Religion +9

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities psychic, poison

Condition Immunities poisoned

Senses truesight 90 ft., passive Perception 19

Languages Abyssal, Common, Darakhul, Sphinx

Challenge 14 (11,500XP)

Inscrutable. The sphinx is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain the sphinx's intentions or sincerity have disadvantage.

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

Mystic Sight. A gypsosphinx sees death coming and can foretell the manner of a person's death. This ability does not come with any urge to share that information. Gypsosphinxes are notorious for hinting, teasing, and even lying about a creature's death ("If we fight, I will kill you and eat your heart. I have seen it," is a favorite bluff).

Spellcasting. The sphinx is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). It requires no material components to cast its spells. The sphinx has the following wizard spells prepared:

Cantrips: (at will): *mage hand, mending, minor illusion, poison spray*

1st level (4 slots): *comprehend languages, detect magic, identify*

2nd level (3 slots): *blur, darkness, locate object*

3rd level (3 slots): *dispel magic, glyph of warding, major image*

4th level (3 slots): *blight, greater invisibility*

5th level (1 slot): *cloudkill*

ACTIONS

Multiattack. The sphinx makes one bite attack and two claw attacks.

Bite. *Melee Weapon Attack*: +10 to hit, reach 10 ft., one target. *Hit:* 21 (3d10 + 5) piercing damage.

Claws. *Melee Weapon Attack*: +10 to hit, reach 10 ft., one target. *Hit:* 32 (6d8 + 5) slashing damage.

Rake. If the sphinx succeeds with both claw attacks, it automatically follows up with a rake attack. If the target fails a DC 17 Dexterity check, it is knocked prone and takes 14 (2d8 + 5) slashing damage.

LEGENDARY ACTIONS

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

Bite Attack. The sphinx makes one bite attack.

Teleport (Costs 2 Actions). The sphinx magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Cast a Spell (Costs 3 Actions). The sphinx casts a spell from its list of prepared spells, using a spell slot as normal.

GYPSOSPHINX TEMPLES AND RIDDLES

Accompanied by flocks of vultures and often served by packs of gnolls, ogres, and hyenas, gypsosphinxes living in deserts, plains, hills, and even mountainous terrain often acquire a large number of followers and would-be helpers. This eventually leads a gypsosphinx to anger, as it requires some solitude and peace, and (depending on her mood) it will either abandon her entourage by casting greater invisibility and flying off, or it will turn them into a hearty meal by casting cloudkill. In either case, the survivors sometimes tell the tale of the creature's wrath, discouraging others from following a gypsosphinx in search of wisdom.

Gypsosphinx temples are another matter; there the sphinx is served by an order of priests who understand its hunger, entertain it with discussions of philosophy, butchery, and gossip, and know when to withdraw and leave their patron to silent contemplation. Such temples are often quite rich, as the gypsosphinx at its heart demands its priests live well, the better to reflect its own importance and status.

11 Riddles

The best riddles are ones you create yourself. However, here are a few easy and a few more difficult ones for a gypsosphinx.

1. It is light as a feather yet no man can hold it for long. What is it? (*Breath*)
2. I live where there is light, but I die if it shines on me. What am I? (*A shadow*)
3. Always smiles or maybe frowns, sinks in water, never drowns. Catches prey on its barbed teeth, hunts all day but never eats. (*A fishhook*)
4. I have rivers without water, forests without trees, mountains without stones, cities without houses. What am I? (*A map*)
5. Soft as velvet, can't be touched, Hides the world, but isn't much. (*Darkness/night*)
6. I have a tail and a head but no body. What am I? (*A coin*)
7. What should you add to a barrel of ale to make it lighter? (*A hole*)
8. Round as an apple, deep as a cup, all the king's horses can't pull me up. What am I? (*A well*)
9. I am open when I'm closed and closed when I'm open. (*A drawbridge*)
10. Born of the earth, strengthened in fire, I sit on high, a master of water. (*A roof tile*)
11. Unwelcome, difficult, precious, and rare. What am I? (*The truth*)

Spider, Ghostwalk

A pasty-white spider the size of a horse slinks through the shadows. Its dull eyes fix on you as it fades from sight with a ghostly blue shimmer.

Ghostwalk spiders are malevolent hunters that sprang from misguided experiments on phase spiders. They are spindly, emaciated things all but devoid of color. The spider is 8 feet in diameter (including legs) and weighs 500 pounds.

Phantom Webs. Ghostwalk spiders spin ephemeral webs in secluded areas. They spend most of their time stalking prey to paralyze and drag back to their phantom web. As long as these remains lie tangled in ghostly webs they go unnoticed by material creatures, but the spiders eventually cast old kills aside. Adventurers are wise to fear empty caves containing unexplained, desiccated remains.

GHOSTWALK SPIDER

Large monstrosity, neutral evil

Armor Class 15

Hit Points 119 (14d10 + 42)

Speed 50 ft., climb 50 ft.

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

Saving Throws Dex +9, Cha +3

Skills Perception +6

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 16

Languages understands Undercommon but can't speak

Challenge 9 (5,000 XP)

Ghostwalk. As a bonus action, the ghostwalk spider becomes invisible and intangible. Attacking doesn't end this invisibility. While invisible, the ghostwalk spider has advantage on Dexterity (Stealth) checks and gains the following:

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

Condition Immunities paralyzed, petrified, prone, restrained, stunned

The ghostwalk ends when the spider chooses to end it as a bonus action or when the spider dies.

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

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

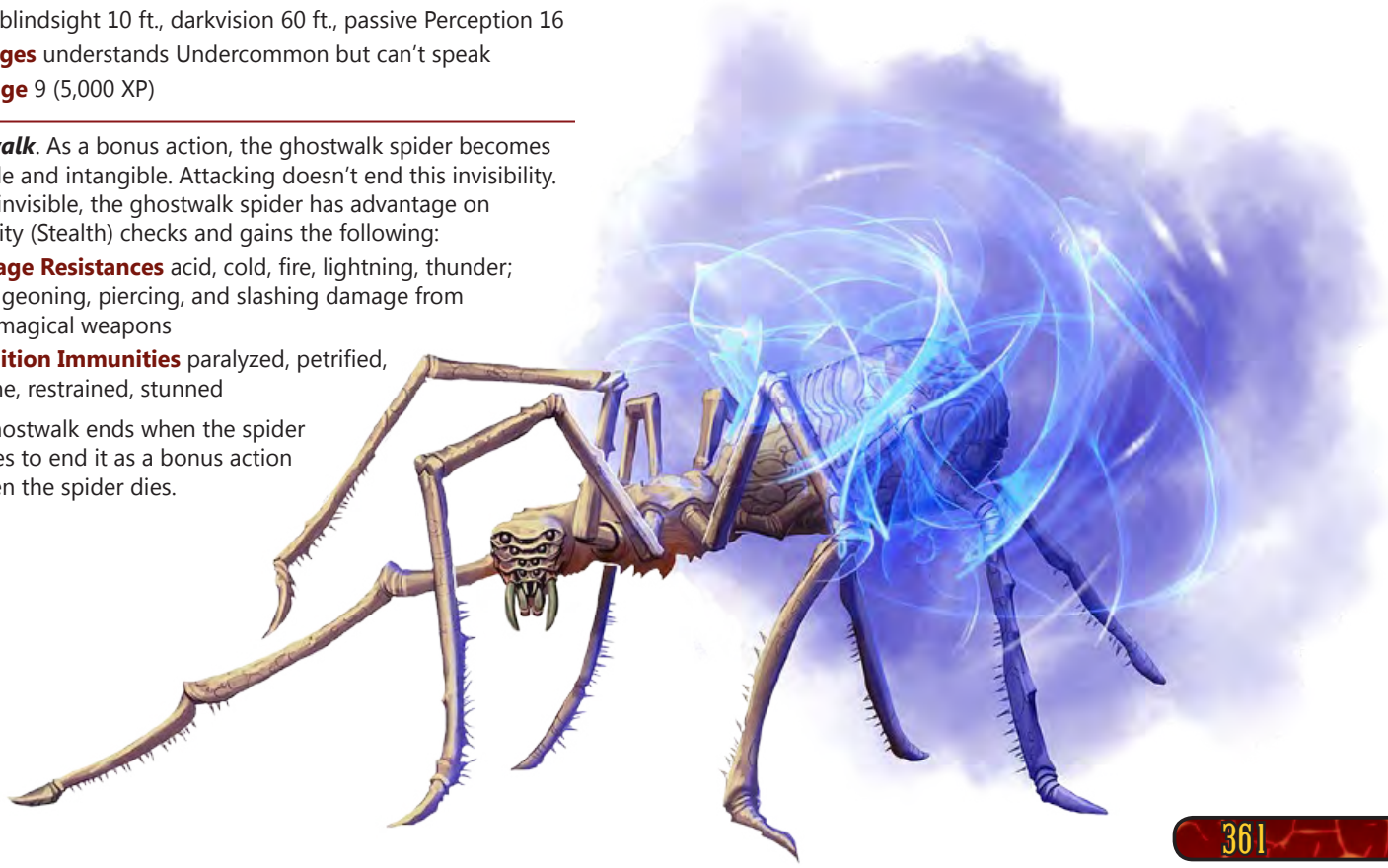
Web Walker. The spider ignores movement restrictions caused by webbing.

Actions

Multiattack. The ghostwalk spider makes two bite attacks. It can make a ghostly snare attack in place of one of its bites.

Bite. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage plus 13 (3d8) poison damage, or half poison damage with a successful DC 15 Constitution saving throw. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned and paralyzed for 1 hour, even after regaining hit points. While using Ghostwalk, the spider's bite and poison do half damage to targets that aren't affected by Ghostly Snare (see below).

Ghostly Snare (During Ghostwalk Only, Recharge 5-6). *Ranged Weapon Attack*: +9 to hit, range 40/160 ft., one target. *Hit:* The target is restrained by ghostly webbing. While restrained in this way, the target is invisible to all creatures except ghostwalk spiders, and it has resistance to acid, cold, fire, lightning, and thunder damage. A creature restrained by Ghostly Snare can escape by using an action to make a successful DC 14 Strength check, or the webs can be attacked and destroyed (AC 10; hp 5).



Spider, J'ba Fofi

A large, brown spider that resembles a tarantula with exaggeratedly long legs gracefully emerges from the bushes, followed by similar arachnids that are smaller and yellow in color.

The j'ba fofi resembles an oversized tarantula with very long legs, although a flicker of intelligence indicates this species evolved above mere vermin.

Spider Pack Leaders. The youngest are yellow in color, but their hairs turn brown as they age. Immature j'ba fofi pull ordinary spiders into their fellowship in teeming masses that follow along wherever they roam.

Fond of Camouflage. The natural coloring of a j'ba fofi, along with its proficiency at camouflage—their hair-like bristles are usually covered in a layer of leaves—makes it virtually invisible in its natural environment. They weave leaves and other forest litter into their webs to create well-hidden, enclosed lairs.

J'BA FOFI SPIDER

Large beast, unaligned

Armor Class 18 (natural armor)

Hit Points 75 (10d10 + 20)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	17 (+3)	15 (+2)	4 (−3)	13 (+1)	6 (−2)

Skills Stealth +5 (+7 in forest or jungle terrain)

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 11

Challenge 3 (700 XP)

Camouflaged Webs. It takes a successful DC 15 Wisdom (Perception) check to spot the j'ba fofi's web. A creature that fails to notice a web and comes into contact with it is restrained by the web. A restrained creature can pull free from the web by using an action and making a successful DC 12 Strength check. The web can be attacked and destroyed (AC 10; hp 5; vulnerable to fire damage; immune to bludgeoning, poison, and psychic damage).

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

Spider Symbiosis. No ordinary spider will attack the j'ba fofi unless magically controlled or the j'ba fofi attacks it first. In addition, every j'ba fofi is accompanied by a swarm of spiders (a variant of the swarm of insects), which moves and attacks according to the j'ba fofi's mental command (commanding the swarm does not require an action by the j'ba fofi).

Web Sense. While in contact with a web, the j'ba fofi knows the exact location of any other creature in contact with the same web.

Web Walker. The j'ba fofi ignores movement restrictions caused by webbing.

Actions

Bite. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one creature. *Hit:* 8 (1d10 + 3) piercing damage plus 22 (5d8) poison damage, or half as much poison damage with a successful DC 12 Constitution saving throw. A target dropped to 0 hit points by this attack is stable but poisoned and paralyzed for 1 hour, even after regaining hit points.

Spider, Red-Banded Line

These spiders are named for both the deep red swirls on their abdomens, unique to each spider, and for their peculiar hunting technique. The largest ones hunt in the dark canopy of temperate and subtropical forests.

Hand-Sized Hunters. These furry, brown spiders are not enormous monsters, but they are big enough to be alarming. A typical one is as big as a human hand with fingers spread wide, but some grow as large as small dogs.

Webbed Line. Line spiders don't spin webs but instead perch and watch for prey. When prey wanders near, the spider launches a line of webbing to snare it, then pounces unerringly along that line to deliver a deep bite. Their potent venom can incapacitate creatures much larger than themselves, and they quickly devour flesh with their powerful jaws.

City Dwellers. Line spiders are often found in cities, and their size makes them a good replacement for a garroter crab in certain forms of divination. They're favorites among exotic-pet dealers—usually with their venom sacs removed, sometimes not. Goblins, kobolds, and some humans use them rather than cats to control a mouse or rat infestation, and they make reasonably good pets if they're kept well-fed. If they get hungry, line spiders may devour other small pets or even their owners.

RED-BANDED LINE SPIDER

Tiny beast, unaligned

Armor Class 13

Hit Points 2 (1d4)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
4 (–3)	16 (+3)	10 (+0)	1 (–5)	10 (+0)	2 (–4)

Skills Perception +2, Stealth +5

Damage Immunities psychic

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 12

Languages —

Challenge 1/4 (50 XP)

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

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

Actions

Bite. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage, and the target must succeed on a DC 10 Constitution saving throw or take 3 (1d6) poison damage and be poisoned until the start of the spider's next turn. The target fails the saving throw automatically and takes an extra 1d6 poison damage if it is bitten by another red-banded line spider while poisoned this way.

Swingline. *Ranged Weapon Attack*: +5 to hit, range 60 ft., one target. *Hit:* the spider immediately moves the full length of the webbing (up to 60 feet) to the target and delivers a bite with advantage. This attack can be used only if the spider is higher than its target and at least 10 feet away.

Spider, Sand

When a sand spider attacks, its two speckled, tan legs erupt from the sand, plunging forward with murderous speed, followed by a spider the size of a horse. They attack as often in broad daylight as at night.

Drag Prey into Tunnels. Sand spiders lurk beneath the arid plains and dry grasslands. These carnivores hunt desert dwellers and plains travelers by burrowing into loose sand so they are completely hidden from view. When prey walks over their trap, the spider lunges up from hiding, snares the prey, and drags it down beneath the sand, where it can wrap the prey in webbing before quickly stabbing it to death.

Spider Packs. More terrifying than a lone sand spider is a group of sand spiders hunting together. They build connected lair networks called clusters, containing one female and 2 or 3 males. They work together with one sand spider attacking to draw attention, and 2 or 3 others attacking from trapdoors in the opposite direction, behind the skirmish line.

SAND SPIDER

Large beast, unaligned

Armor Class 15 (natural armor)

Hit Points 105 (14d10 + 28)

Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	17 (+3)	14 (+2)	4 (−3)	12 (+1)	4 (−3)

Skills Perception +4, Stealth +6 (+9 in sand terrain)

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 14

Languages —

Challenge 7 (2,900 XP)

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

Ambusher. The sand spider has advantage on attack rolls against surprised targets.

Actions

Multiattack. The sand spider makes two attacks with its impaling legs and one bite attack.

Impaling Leg. *Melee Weapon Attack*: +8 to hit, reach 10 ft., one target. *Hit:* 11 (1d12 + 5) piercing damage. If the sand spider scores a critical hit with this attack, it rolls damage dice three times instead of twice. If both impaling leg attacks hit the same target, the second hit does an extra 11 (1d12 + 5) piercing damage.

Bite. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one creature. *Hit:* 16 (2d10 + 5) piercing damage plus 13 (3d8) poison damage, or half as much poison damage with a successful DC 13 Constitution saving throw.

Reactions

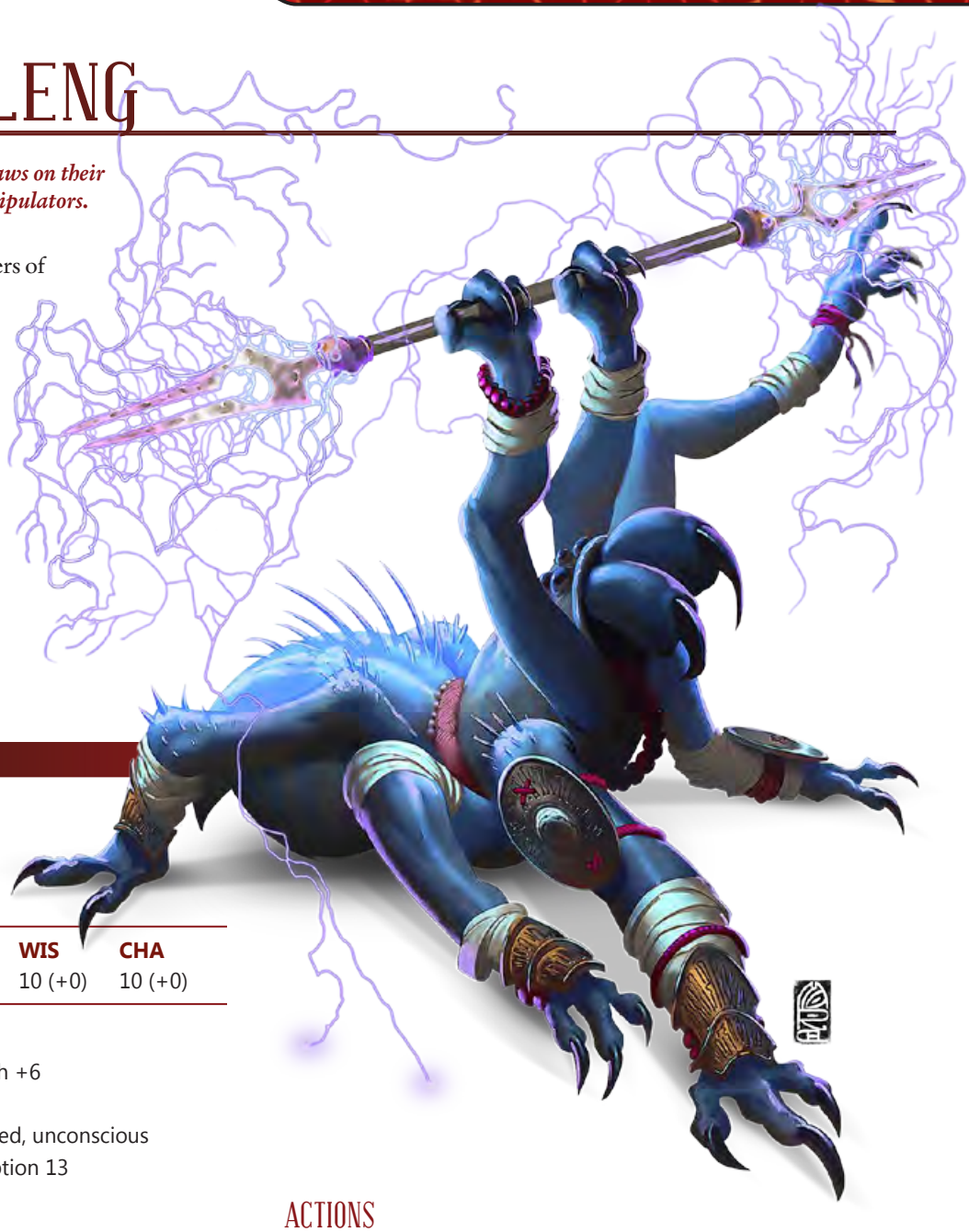
Trapdoor Ambush. When a creature walks over a sand spider's hidden burrow, the spider can use its reaction to attack that creature with two impaling leg attacks. The creature is considered a surprised target for both attacks. If one or both attacks hit and the target is a Medium or smaller creature, then the sand spider and the target engage in a Strength contest. If the creature wins, it can immediately move 5 feet away from the sand spider. If the contest results in a tie, the creature is grappled (escape DC 15). If the sand spider wins, the creature is grappled and dragged by the sand spider 30 feet into its lair. If the creature is still grappled at the start of the sand spider's next turn, it becomes restrained instead. The restrained creature can escape by using an action to make a successful DC 15 Strength (Athletics) check.

Spider of Leng

These bloated purple spiders have small claws on their front legs that serve them as handlike manipulators. Their abdomens are a sickly purple-white.

Hate Humanoids. The nefarious spiders of Leng are highly intelligent. They are a very ancient race, steeped in evil lore and hideous malice, with an abiding hatred for all humanoid races. They sometimes keep ghostwalk spiders as guardians or soldiers.

Dangerous Blood. Their blood is poisonous and corrosive to most creatures native to the Material Plane. The folk of Leng prize it in the making of etheric harpoons and enchanted nets.



SPIDER OF LENG

Large aberration, chaotic evil

Armor Class 15 (natural armor)

Hit Points 144 (17d10 + 51)

Speed 30 ft., climb 20 ft.

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

Saving Throws Dex +6, Con +6, Int +6

Skills Athletics +5, Perception +3, Stealth +6

Damage Resistances poison

Condition Immunities charmed, poisoned, unconscious

Senses darkvision 240 ft., passive Perception 13

Languages Common, Void Speech

Challenge 7 (2,900 XP)

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

Innate Spellcasting. The spider of Leng's innate spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *comprehend languages, detect magic, shocking grasp*

3/day each: *shield, silence*

1/day each: *arcane eye, confusion, hypnotic pattern, stoneskin*

Poisonous Blood. An attacker who hits a spider of Leng with a melee attack from within 5 feet must make a successful DC 15 Dexterity saving throw or take 7 (2d6) poison damage and be poisoned until the start of its next turn.

Shocking Riposte: When a spider of Leng casts *shield*, it can also make a *shocking grasp* attack for 9 (2d8) lightning damage against one enemy within 5 feet as part of the same reaction.

Actions

Multiattack. A spider of Leng makes two claw attacks, two staff attacks, or one of each.

Claw. *Melee Weapon Attack*. +6 to hit, reach 5 ft., one target. *Hit:* 14 (2d10 + 3) slashing damage plus 4 (1d8) poison damage.

Spit Venom. *Ranged Weapon Attack*: +6 to hit, range 60 ft., one target. *Hit:* 16 (3d8 + 3) poison damage, and the target must make a successful DC 14 Constitution saving throw or be poisoned and blinded until the end of its next turn.

Staff of Leng. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage plus 13 (2d12) psychic damage, and the target must make a successful DC 15 Wisdom saving throw or be stunned until the start of the spider's next turn.

Reactions

Ancient Hatred. When reduced to 0 hp, the spider of Leng makes one final spit venom attack before dying.

Spider Thief

This clockwork spider creature is the size of a dog. Each of its eight sharp, sickle-like feet stabs or sinks slightly into the ground. Razor wire enwraps its body, while gyros whirl visibly in its faceless, clockwork head.

Wire Fighters. A spider thief never initiates combat unless ordered to, but it always defends itself against attack. Its initial attack is whirling its razor line to entangle a target. Once it snares a foe, the spider thief keeps attacking that target until it stops resisting or it escapes from the spider's wire. By then, it should be ready to ensnare a new victim.

Completely Loyal. This clockwork machine follows orders from its master even if they lead to its destruction, and it fights until destroyed or told to stand down. The machine recognizes only its creator as its master.

Guild Tools. The spider thief got its name because its ability to climb walls and to effortlessly cross gaps between buildings up to 20 feet wide makes it an excellent accomplice for enterprising thieves. Some thieves guilds make extensive use of them, and many freelance rogues use them as partners.

Constructed Nature. A spider thief doesn't require air, food, drink, or sleep.

SPIDER THIEF

Small construct, unaligned

Armor Class 13 (natural armor)

Hit Points 54 (12d6 + 12)

Speed 30 ft., climb 20 ft.

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

Skills Stealth +3

Damage Resistances fire

Damage Immunities poison, psychic

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

Senses darkvision 60 ft., passive Perception 10

Languages understands Common but can't speak

Challenge 2 (450 XP)

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

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

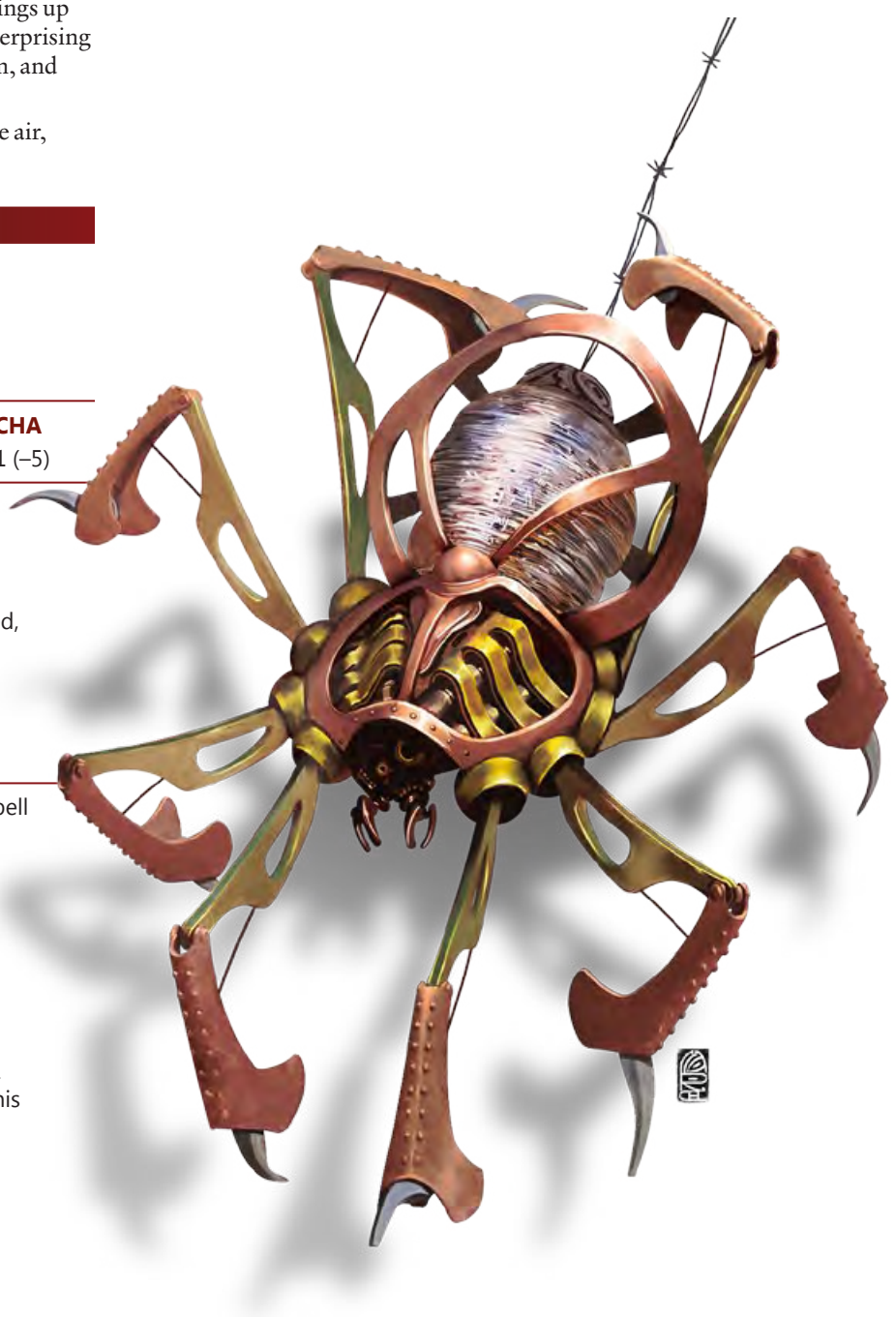
Wire-Assisted Jump. If its razor line attack is available, a spider thief can use its movement to leap 20 feet in any direction by launching the wire like a spider's web so that it spears or snags an object, then immediately reeling it back in. It can carry up to 25 lb. of additional weight while moving this way. Moving this way doesn't expend its razor line attack.

Actions

Multiattack. The spider thief makes two sickle claw attacks.

Sickle Claw. *Melee Weapon Attack*: +3 to hit, reach 5 ft., one target. *Hit:* 10 (2d8 + 1) slashing damage.

Razor Line (Recharge 5–6). *Melee Weapon Attack*: +3 to hit, reach 15 ft., one target. *Hit:* 3 (1d4 + 1) slashing damage, and the target is grappled (escape DC 10). Instead of moving, the spider thief can retract the razor line and pull itself onto the grappled creature (the spider thief enters and remains in the target's space). The spider thief's sickle claw attacks have advantage against a grappled creature in the same space. If the grappled creature escapes, the spider thief immediately displaces into an unoccupied space within 5 feet.



Spire Walker

This miniscule creature kicks up a ghostly, sparkling fire when it jostles and jigs. Lightning sparks fly between it and its perch.

Storm Dancers. When storm clouds gather over cities, harbors, and twisted badlands, electrical energy fills the air. During these times, miniscule fey dance on church steeples, desolate peaks, and ships' masts.

Also called corposanti by scholars, spire walkers are nature spirits that delight in grandiose displays of thunderbolts. They can be found frolicking in a thunderstorm or keeping company with blue dragons or storm giants—though these larger creatures often chase them off for being a nuisance.

Small and Metallic. These spire walkers stand no more than a foot tall, with dusky blue-gray skin and shocks of silvery, slate, or pale blue hair. Spire walkers prefer clothing in metallic hues with many buttons, and they always carry a handful of tiny copper darts that they hurl at each other during their incomprehensible games. When excited, they emit a sparking glow from the tips of their noses, eyebrows, ears, and pointy shoes.

They play rough-and-tumble games among themselves and enjoy pranking bystanders with frightening but mostly harmless electric shocks. If a spire walker perishes during the fun, the others pause just long enough to say "awww, we'll miss you" and go through their comrade's pockets before continuing with the game.

Love Copper and Amber. Spire walkers like gold but they love copper. They prefer it over all other metals, and they keep the copper pieces in their pockets brilliantly polished. They also value amber gems. Among a group of spire walkers, the leader is not the cleverest or most ruthless, but the one displaying the most ostentatious amber jewel.

SPIRE WALKER

Tiny fey, chaotic neutral

Armor Class 16 (natural armor)

Hit Points 38 (11d4 + 22)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
3 (–4)	18 (+4)	14 (+2)	11 (+0)	10 (+0)	14 (+2)

Saving Throws Dex +7

Damage Resistances piercing from nonmagical weapons

Damage Immunities lightning, thunder

Senses passive Perception 10

Languages Common, Sylvan

Challenge 3 (700 XP)

Energized Body. A creature that hits the spire walker with a melee attack using a metal weapon takes 5 (1d10) lightning damage.

Innate Spellcasting. The spire walker's innate spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). The spire walker can innately cast the following spells, requiring no material components:

At will: *produce spark* (as the cantrip *produce flame*, but it does lightning damage)

3/day each: *dancing lights, feather fall, invisibility*

1/day each: *faerie fire, thunderwave*

Steeple Step. The spire walker can use 10 feet of its movement to step magically from its position to the point of a steeple, mast, or other spire-like feature that is in view within 30 feet. The spire walker has advantage on Dexterity (Acrobatics) checks and Dexterity saving throws while it is standing on a steeple or any similar narrow, steep structure or feature.

Actions

Lightning Dart. *Ranged Weapon Attack*: +6 to hit, range 20/60 ft., one target. *Hit:* 1 piercing damage plus 9 (2d8) lightning damage. If the attack misses, the target still takes 4 (1d8) lightning damage. Whether the attack hits or misses its intended target, every other creature within 10 feet of the target takes 9 (2d8) lightning damage, or half damage with a successful DC 14 Dexterity saving throw.

Star-Spawn of Cthulhu

The star-dwelling, octopoid servants and children of Cthulhu are enormous and strange, with clawed hands, powerful but distended brains, and winglike spines on their backs, with which they propel themselves through the frozen emptiness between stars.

These masters of psychic communication and dimensional manipulation can transport themselves and others across enormous distances.

Mastery of Life and Destruction. They've harnessed mysterious energies of life and destruction as well, to grow new life with remarkable speed (and some degree of wastage and cancerous tumors) and to turn living flesh into miasmic vapor through nothing more than focused attention.

Rituals to Cthulhu. Their goals are simple: oppose the mi-go and aid dread Cthulhu. The star-spawn destroy creatures that will not yield and serve as slaves and sacrifices, rather than allowing them to serve another master. Above all, they insist that all creatures venerate great Cthulhu and sacrifice life and treasure in his name. Their ultimate aim is to bend the heavens themselves and ensure that the stars are rightly positioned in their orbits to herald Cthulhu's inevitable return.

STAR SPAWN OF CTHULHU

Large fiend, chaotic evil

Armor Class 17 (natural armor)

Hit Points 187 (15d10 + 105)

Speed 30 ft., swim 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	15 (+2)	24 (+7)	30 (+10)	18 (+4)	23 (+6)

Saving Throws Str +12, Con +12, Int +15, Wis +9

Skills Arcana +15, Perception +14

Damage Resistances bludgeoning, piercing, slashing

Damage Immunities cold, fire, lightning, poison, psychic

Condition Immunities exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 300 ft., passive Perception 24

Languages Common, Infernal, Void Speech

Challenge 15 (13,000 XP)

Interdimensional Movement. A star spawn of Cthulhu can use misty step as a bonus action once per round.

Psychic Tower. When an attack that causes psychic damage is directed against the spawn, the attack rebounds against the attacker. Resolve the attack as if the attacker were the original target and using the star spawn's ability modifiers and proficiency bonus rather than the original attacker's.

Void Traveler. The star spawn of Cthulhu requires no air, warmth, ambient pressure, food, or water, enabling it to travel safely through interstellar space and similar voids.

Actions

Multiattack. The star spawn can use disintegrating gaze if it's available, and also make one claws attack and one dimensional stomp attack.

Crushing Claws. *Melee Weapon Attack*. +12 to hit, reach 10 ft., one target. *Hit:* 20 (2d12 + 7) bludgeoning damage plus 13 (3d8) necrotic damage.

Disintegrating Gaze (Recharge 5-6). *Ranged Spell Attack:* +15 to hit, range 60 ft., one target in line of sight. *Hit:* 32 (5d12) necrotic damage, and the target must make a successful DC 20 Constitution saving throw or dissipate into vapor as if affected by a *gaseous form* spell. An affected creature repeats the saving throw at the end of each of its turns; on a success, the effect ends on that creature, but on a failure, the creature takes another 32 (5d12) necrotic damage and remains gaseous. 'A creature reduced to 0 hit points by this necrotic damage is permanently disintegrated and can be restored only by a *wish* or comparable magic that doesn't require some portion of a corpse to work.

Dimensional Stomp. *Melee Weapon Attack*: +12 to hit, reach 5 ft., one target. *Hit:* 18 (2d20 + 7) bludgeoning damage, and the target must make a successful DC 15 Dexterity saving throw or be teleported to a new location as if affected by the *dimension door* spell. The destination is chosen by the star spawn, but it cannot be in the same space as another object or creature.

Stryx

Stryx are the result of the Moonlit King's mad experiments deep within the plane of Shadows. They resemble owls and can pass as normal birds as long as they don't speak or open their mouths. The stryx have a larger mouth hidden behind their beaks, filled with gleaming human teeth. Stryx range in color from pale gray to sooty black, with gleaming eyes.

Strange Alchemy. The stryx are unnatural beings that came about through terrible manipulation of normal owls and kidnapped humans. The Moonlit King of the shadow fey, banished and imprisoned in his tower, is desperate to touch the outside world. His crazed experiments blended shreds of mortal souls into shadowy owls and thus brought the stryx into being.

The Shadow's Eyes. The truth of the stryx is all but unknown outside the Moonlit King's inner circle, where these creatures serve as the king's eyes and ears. Stryx thrive in the plane of Shadow and on the Material Plane equally, and they enjoy attaching themselves to powerful beings as spies, servants, and translators. Their purposes are muddied, however, because they constantly relay what they learn to their mad creator.

STRYX

Tiny monstrosity, neutral

Armor Class 13

Hit Points 10 (4d4)

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	17 (+3)	11 (+0)	8 (-1)	15 (+2)	6 (-2)

Skills Perception +4, Stealth +5

Senses darkvision 120 ft., passive Perception 14

Languages Common, Elvish

Challenge 1/8 (25 XP)

False Appearance. Until a stryx speaks or opens its mouth, it is indistinguishable from a normal owl.

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

Innate Spellcasting. The stryx's innate spellcasting ability is Wisdom. It can cast the following spell, requiring no components:

3/day: *comprehend languages*

Keen Hearing and Sight. The stryx has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Actions

Talons. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 1 slashing damage.

Stryx Familiars

Stryx make excellent spies, and they delight in serving others. The strange owls often become outstanding spies and translators by bonding themselves to a master. Some spellcasters seek out the stryx and strike a bargain to gain the creature's service as a familiar. While most stryx make a show of hard bargaining, secretly they are eager to strike the deal.

Familiar Bond. A stryx can serve another creature as a familiar, forming a telepathic bond with its willing master. While the two are within 100 feet of each other, they can communicate telepathically, and as an action the master can use the familiar's senses for one round. During this time the master is blinded and deafened to his or her own surroundings. Additionally, as long as the stryx is within 10 feet of its master, the master can benefit from its *comprehend languages* innate spell.

A stryx is a normal (if odd) living creature, however, not a magically-summoned celestial, fey, or fiend, so it has significant limitations as a familiar. It can't be dismissed to a pocket dimension or magically summoned only when it's wanted. The stryx can't deliver touch-range spells. When it is more than 100 feet from its master, the two can't communicate except by prearranged signals (a hand wave or a whistle, for example). It rolls its own initiative and it can attack in combat, but if the stryx is killed, it's dead and that's that.

STUHAC

This pale-skinned, white-bearded hermit wears a winter cloak and travels the mountain paths, cliff sides, and trade routes alone.

Feigns Weakness. Living in isolated mountain passes and foraging along little-traveled slopes, the stuhac is a master of stealth and deception. Wrapping heavy furs around itself, it poses as a feeble hermit or traveler needing assistance. Only after its victims have been lured away from warmth and safety does the stuhac drop its disguise and show its true nature: the withered traveler's gnarled hands uncurl to reveal jagged yellow claws, its cataract-ridden eyes are exposed as waxen orbs wobbling loosely in their sockets; throwing open its cloak, it proudly shows off woven layers of yellowed tendon and ligament.

Hideous Garments. The stuhac's most prized possessions are its "clutters," garments woven of layered and tangled ligaments and tendons. These grisly trophies are taken from scores of victims, and stuhacs treasure each bit of their disgusting attire. When two stuhac meet, they compare their garb, swapping anecdotes of their most horrifying kills and deceptions.

Stuhacs weave new ligaments into their clutters while their still-living victims watch. Lying in crippled agony, they cannot flee as the stuhac tears fresh material from their bodies for its garments. To keep screams from disturbing their work, these monsters sever their victim's vocal chords.

Devour Victims. Once its clutters are done, the stuhac feeds on its live victim, devouring everything but the bones. Finding a clean-picked humanoid skeleton along a mountain path is a reliable sign of a stuhac's presence.

Because female stuhacs have never been reported, some believe that these fiends mate with demons, hags, or lamias. Others believe stuhacs are part of a hideous malediction, a recipe for immortality that requires the subject to devour its own kind.

STUHAC

Medium fiend, neutral evil

Armor Class 18 (natural armor)

Hit Points 190 (20d8 + 100)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	18 (+4)	20 (+5)	12 (+1)	16 (+3)	15 (+2)

Saving Throws Str +11, Dex +9, Con +10, Cha +7

Skills Deception +12

Damage Resistances acid, fire; bludgeoning and piercing from nonmagical weapons

Damage Immunities cold, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Common, Infernal; telepathy 100 ft.

Challenge 13 (10,000 XP)

Mountain Stride. Mountain slopes and stone outcroppings pose no obstacle to a stuhac's movement. In mountainous areas, it scrambles through difficult terrain without hindrance.

Powerful Leap. The stuhac can jump three times the normal distance: 66 feet horizontally or 27 feet vertically with a running start, or half those distances from a stationary start.

Shapechanger. The stuhac can use its action to polymorph into one of two forms: that of an elderly humanoid male, and its natural form. It cannot alter either form's appearance or capabilities using this ability, and damage sustained in one form transfers to the other form.

ACTIONS

Multiattack. The stuhac makes two claw attacks and one bite attack, or two claw attacks and one hobble.

Bite. *Melee Weapon Attack*: +11 to hit, reach 5 ft., one target. *Hit:* 20 (4d6 + 6) piercing damage.

Claw. *Melee Weapon Attack*: +11 to hit, reach 5 ft., one target. *Hit:* 29 (5d8 + 6) slashing damage.

Hobble. A stuhac can cripple a creature by telekinetically tearing its tendons and ligaments. A stuhac can target one creature within 100 feet. The target must make a successful DC 16 Constitution saving throw or take 13 (3d8) force damage and its speed is reduced by 20 feet. Magical movement (flight, teleportation, etc.) is unaffected. This damage can only be cured through magical healing, not by spending hit dice or resting.

Subek

For most of the year the subek are a kindly race, advising others and lending their physical and intellectual prowess to local projects. During the flood season, however, subek become violent and territorial, ruthlessly killing and consuming all trespassers.

Riverbank Homes. Subek are crocodile-headed humanoids that dwell along the banks of great rivers. They are tailless, possessing muscular physiques, surprisingly dexterous hands, and a frightening maw of sharp teeth. They are 9 feet tall, average 700 lb., and can live up to 300 years.

During the dry season, subek are friendly, thoughtful scholars, historians, and artisans.

Flood Fever. Subek are well aware of their destructive and violent nature. When the waters rise, they distance themselves from other cultures, warning locals to keep away until the river recedes. Most migrate up or down river to an area with few inhabitants; some even construct underground prisons or cages and pay brave retainers to keep them locked up and fed during their time of savagery.

During flood fever, subek do not recognize friends or colleagues. They discard all trappings of civilization and kill non-subek creatures indiscriminately. Once the fever clears, they remember nothing of their actions, though they are surrounded by undeniable, grisly reminders.

Keep Their Distance. Despite the danger, subek are tolerated and even prized for their skill as engineers, historians, and teachers. They live on the outskirts of many human towns, maintaining a cautious distance from their neighbors. Subek marriage is pragmatic; they live with a mate long enough to foster a single egg and raise the hatchling for a decade before parting ways.

Subek scholars and oracles debate their duality. Some believe it to be an ancient curse, a shared ancestry with northern trolls, or some loathsome and primitive part of their soul exerting control. A rare few—shamans and oracles, mostly—embrace their duality and choose to live year-round in remote regions far from civilization.

SUBEK

Large humanoid (subek), lawful neutral

Armor Class 17 (natural armor)

Hit Points 76 (8d10 + 32)

Speed 30 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	18 (+4)	14 (+2)	13 (+1)	13 (+1)

Skills History +5, Investigation +5

Senses darkvision 60 ft., passive Perception 11

Languages Common

Challenge 5 (1,800 XP)

Hold Breath. The subek can hold its breath for 15 minutes.

Flood Fever. During flood season, the subek is overcome with bloodthirsty malice. Its alignment shifts to chaotic evil, it gains the Blood Frenzy trait, and it loses the capacity to speak Common and its bonuses to History and Investigation.

Blood Frenzy. The subek has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Actions

Multiattack: The subek makes one bite attack and one claws attack. If both attacks hit the same target, the subek can make a thrash attack as a bonus action against that target.

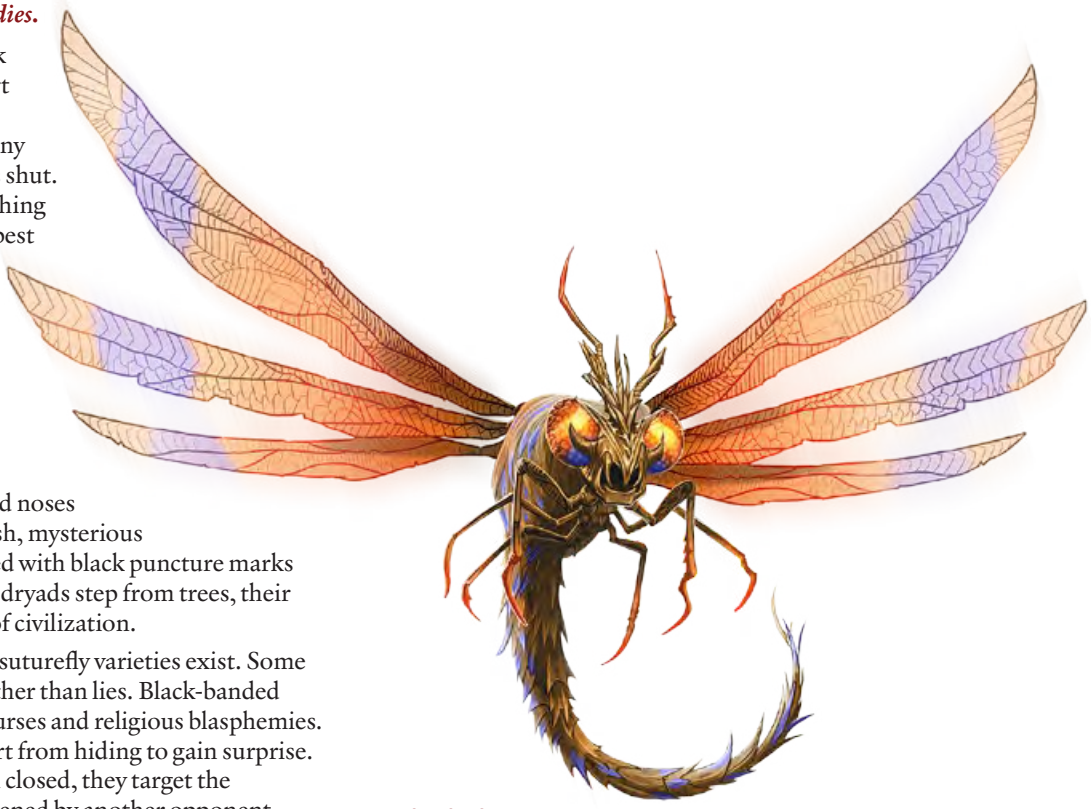
Bite. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage.

Claws. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 22 (4d8 + 4) slashing damage.

Thrash. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d10) slashing damage.

SUTUREFLY

These darting creatures resemble dragonflies, but with three pairs of gossamer wings and a body made from splintered wood. Flashes of bright colors run along their bodies.



Sew Mouths Shut. Forest folk rarely speak when sutureflies dart through the trees, because these creatures listen for lies and sew any offender's mouth, nose, and eyes shut. Some say the old woods hide nothing but liars, and that is why the deepest forest is shrouded in silence. Others say that the forest uses sutureflies to smother those who break its covenants or reveal its secrets.

Adventurers see a suturefly's handiwork more often than they glimpse one of the creatures directly: corpses with mouths and noses stitched shut lie in the underbrush, mysterious children whose mouths are ringed with black puncture marks observe intruders from afar, and dryads step from trees, their eyes sewn shut against the evils of civilization.

Seek Out Curses. Numerous suturefly varieties exist. Some attack based on verbal triggers other than lies. Black-banded sutureflies, for instance, detect curses and religious blasphemies.

When attacking, sutureflies dart from hiding to gain surprise. Once they sew someone's mouth closed, they target the same victim's nose, unless threatened by another opponent. Sutureflies attack until they have sewn all of their opponents' mouths, eyes and noses closed or until they're destroyed.

SUTUREFLY

Tiny beast, unaligned

Armor Class 14

Hit Points 7 (3d4)

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

STR	DEX	CON	INT	WIS	CHA
1 (–5)	19 (+4)	10 (+0)	1 (–5)	12 (+1)	4 (–3)

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 1/4 (50 XP)

Camouflage. A suturefly in forest surroundings has advantage on Dexterity (Stealth) checks.

Detect Blasphemy. The most common variety of suturefly attacks any creature that blasphemes aloud, which it can detect at a range of 100 feet unless the blasphemer makes a successful DC 13 Charisma saving throw.

ACTIONS

Sew. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage, and the suturefly sews the target's mouth, nose, or eye closed. With supernatural speed, the suturefly repeatedly pierces the target's face, each time threading a loop of the target's own skin through the previous hole. These skin loops rapidly blacken, shrink, and draw the orifice tightly closed. It takes two actions and a sharp blade to sever the loops and reopen the orifice, and the process causes intense pain and 2 slashing damage. A victim whose mouth and nose have been sewn shut begins suffocating at the start of his or her next turn.

SUTUREFLIES IN MIDGARD

In the Mistwallows of the deep Margreve, a green and gold variety attack briar folk, hags, and any others who allow magic to escape their lips. Sutureflies dart, hover, and strafe with perfect maneuverability. Most are six inches long, but rangers who've ventured deep into the Margreve claim to have discovered detached suturefly wings over 5 feet long, fit to sew shut the eyes and mouths of giants.

Folk of the outer Margreve release sutureflies from wooden coffers at forest trials to encourage witnesses to tell the truth. In the heart of the woods, one of Baba Yaga's daughters polices her "flock" of stolen children with sutureflies.

Swarm, Fire Dancers

A swirling mass of tiny, blue flames dances with the likeness of a skull embedded in each little, flickering fire.

Stunted Elementals. Fire dancers are Tiny fire elementals. Speculation varies whether they're simply immature or somehow stunted. They may be castoffs from larger, fiery elemental beings. A single, solitary fire dancer is no more than a semi-sentient spark with a fragment of life and lofty but unrealistic ambitions. In large numbers, they're a menace.

Unite and Grow Strong. Larger fire elementals are usually sessile creatures, content merely to exist on their plane of origin. Fire dancers possess (and some argue are infected with) mortal qualities—they seek to reach a greater potential, which smacks of envy, ambition, and resentment. They realize that there is power in numbers and that, when united, they are a force to be reckoned with. A single fire dancer is no more threatening than a tiny candle flame, burning hot and blue. When thousands join together, though, the result is an inferno. The likeness of a skull in its flame is an illusion created by the creature, based on how the fire dancers perceive mortal creatures after they're done with them.

Surly Servants. Lone fire dancers have individuality, but in groups, they develop a hive mentality. While this allows them to function as a swarm, it also makes them vulnerable as a group to mind-affecting magic. Savvy bards, conjurers, and enchanters who summon swarms of fire dancers know they must maintain a tight control on the swarm, for these creatures are surly servants at the best of times.

Elemental Nature. A swarm of fire dancers doesn't require air, food, drink, or sleep.

FIRE DANCER SWARM

Medium swarm of Tiny elementals, neutral evil

Armor Class 15

Hit Points 90 (12d8 + 36)

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

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	16 (+3)	6 (−2)	10 (+0)	7 (−2)

Damage Resistances bludgeoning, piercing, and slashing

Damage Immunities fire, poison

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

Senses darkvision 60 ft., passive Perception 10

Languages Ignan

Challenge 7 (2,900 XP)

Fire Form. A creature that touches the swarm or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage. In addition, the first time the swarm enters a creature's space on a turn, that creature takes 5 (1d10) fire damage and catches fire; until someone uses an action to douse the fire, the creature takes 5 (1d10) fire damage at the start of each of its turns.

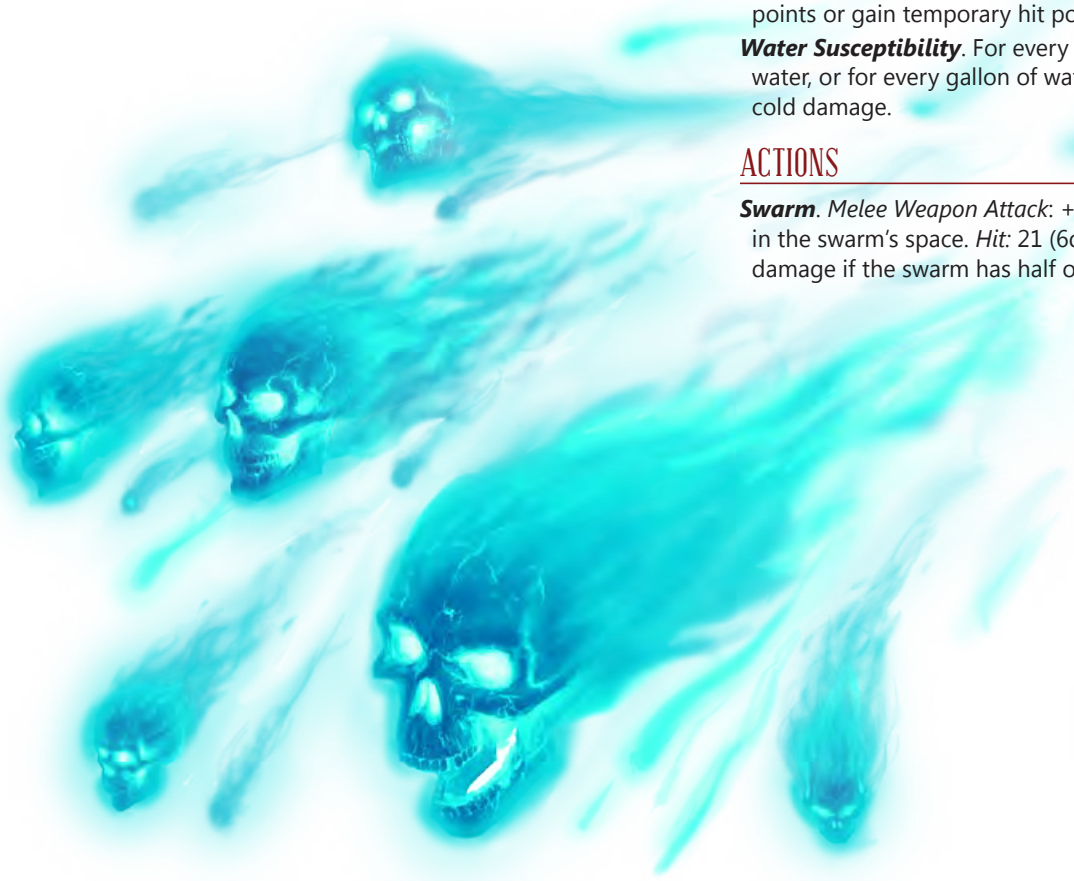
Illumination. The swarm sheds bright light in a 30-foot radius and dim light to an additional 30 feet.

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

Water Susceptibility. For every 5 feet the swarm moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

Actions

Swarm. *Melee Weapon Attack*: +8 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 21 (6d6) fire damage, or 10 (3d6) fire damage if the swarm has half or fewer hit points.



Swarm, Manabane Scarabs

These clicking, turquoise-colored beetles have faintly luminescent golden glyphs on their backs, which grow brighter as they draw near.

Manabane scarabs are vermin infused with the ancient magic of fallen desert empires.

Devour Magic. Whether from gnawing on the flesh of the undead or nesting in areas rife with lingering enchantment, these beetles have developed a taste for the power of magic even as its power has marked them. The graven glyphs on their carapaces resemble the priestly cuneiform of long-dead kingdoms, and the more magical energy they consume, the brighter they glow, up to the equivalent of a torch.

Manabane scarabs pursue magic without hesitation or fear, tirelessly seeking to drain it for sustenance.

MANABANE SCARAB SWARM

Medium swarm of Tiny beasts, unaligned

Armor Class 15 (natural armor)

Hit Points 75 (10d8 + 30)

Speed 20 ft., burrow 5 ft., climb 20ft.

STR	DEX	CON	INT	WIS	CHA
3 (–4)	16 (+3)	16 (+3)	1 (–5)	13 (+1)	2 (–4)

Skills Perception +3, Stealth +5

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, paralyzed, petrified, prone, restrained, stunned

Senses blindsight 10 ft., darkvision 30 ft., tremorsense 30 ft., passive Perception 13

Languages —

Challenge 4 (1,100 XP)

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

Magic Immunity. The manabane scarab swarm is immune to spells and other magical effects.

Scent Magic. The manabane scarab swarm can detect the presence of magical creatures, active spells or spell effects, and magical items within 120 feet.

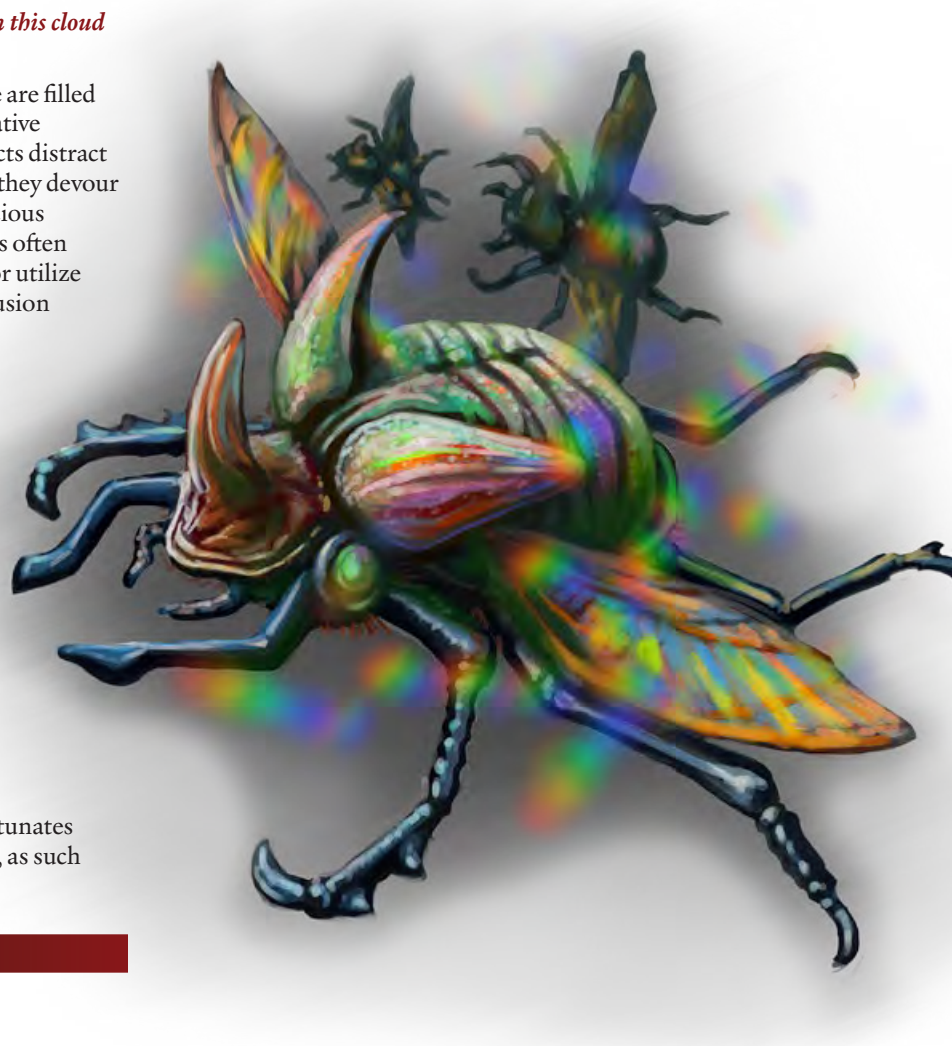
Mana Erosion. The manabane scarab swarm consumes magic. Unattended magic items in the swarm's space at the end of the swarm's turn have their effects suppressed for 1 minute. Additionally, charged items in the swarm's space lose 1d6 charges at the start of each of the swarm's turns; items with limited uses per day lose one daily use instead, and single-use items such as potions or scrolls are destroyed. Magical effects in the swarm's space are dispelled (as if affected by *dispel magic* cast with +5 spellcasting ability).

Actions

Bites. *Melee Weapon Attack*: +5 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 14 (4d6) piercing damage, or 7 (2d6) piercing damage if the swarm has half of its hit points or fewer. The target must succeed on a DC 15 Dexterity saving throw or one randomly determined magic item in its possession is immediately affected by the Mana Erosion trait. A spellcaster hit by this attack must succeed on a DC 15 Charisma saving throw or one of its lowest-level, unused spell slots is expended.

Swarm, Prismatic Beetles

A dazzling explosion of multicolored lights erupts from this cloud of flying beetles, flashing every color of the rainbow.



Flesh-Eating Beauties. The depths of the jungle are filled with lethal wildlife, and prismatic beetles are superlative examples of this. These flesh-eating, venomous insects distract and subdue their prey with sparkling beauty even as they devour it alive. Individual prismatic beetles sparkle like precious gems in the light; tosculi traders, gnolls, and humans often incorporate their carapaces into decorative jewelry or utilize them as special components in enchantment and illusion (pattern) spells and items.

Hypno-Paralytic. When swarming in the thousands, these beautiful bugs create a hypnotic cascade of glimmering hues capable of enthralling creatures. As they descend on their dazed prey, the beetles' bites slowly paralyze their victims while their toxins distract the mind with feelings of euphoria and delight.

Predator Partners. Although carnivorous, prismatic beetles are not overly aggressive; they attack other creatures only when hungry or threatened. Even when they're not attacking, however, they can be a threat; more than one unwary traveler has stopped to admire what they thought was a docile swarm of prismatic beetles, and became captivated. The unfortunates are often killed and eaten by lurking jungle predator, as such animals know the beetles stun and confuse prey.

PRISMATIC BEETLE SWARM

Medium swarm of Tiny beasts, unaligned

Armor Class 13

Hit Points 38 (7d8 + 7)

Speed 20 ft., burrow 5 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (–4)	16 (+3)	12 (+1)	1 (–5)	13 (+1)	2 (–4)

Skills Perception +3, Stealth +5

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, paralyzed, petrified, prone, restrained, stunned

Senses blindsight 10 ft., darkvision 30 ft., passive Perception 13

Languages —

Challenge 3 (700 XP)

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

Glittering Carapace. The glossy, iridescent carapaces of the beetles in the swarm scatter and tint light in a dazzling exhibition of colors. In bright light, a creature within 30 feet that looks at the prismatic beetle swarm must make a successful DC 13 Wisdom saving throw or be blinded until the end of its next turn. If the saving throw fails by 5 or more, the target is also knocked unconscious. Unless it's surprised, a creature can avoid the saving throw by choosing to avert its eyes at the start of its turn. A creature that averts its eyes can't see the swarm until the start of its next turn, when it can choose to avert its eyes again. If the creature looks at the swarm in the meantime, it must immediately make the saving throw. The saving throw is made with advantage if the swarm of prismatic beetles is in dim light, and this ability has no effect if the swarm is in darkness.

Actions

Bites. *Melee Weapon Attack*: +5 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half of its hit points or fewer. The target also takes 10 (4d4) poison damage and becomes euphoric for 1d4 rounds, or takes half as much poison damage and is not euphoric if it makes a successful DC 11 Constitution saving throw. A euphoric creature has disadvantage on saving throws.

Swarm, Sluagh

Some say the sluagh are fey turned by vampires, while others say they are the evil souls of violent men, who cannot rest and return to kill. Still others claim they are the souls of devilbound gnomes who committed suicide. All agree that they are loathsome by nature.

Cowards Alone. These tiny, malevolent fey dwell in darkness. Alone they are cowards, but they are rarely encountered alone. They are most active during the winter, especially during winter's long nights. They usually speak to their victims as they attack, but those shouts are little more than whispers to the ears of their prey.

Chilling Touch. Sluagh feed by using their chilling touch. They devour small animals if nothing more appetizing is available. Their victims are easy to identify; their skin is unnaturally cold, and their features are frozen in fear.

Swarms of sluagh serve hags, devils, trollkin, and evil fey who know the blood rituals to summon and direct them. Shadow fey and drow send them against other elves, often targeting the defenders of elven settlements, or their spouses and children.

Legless Flocks. Sluagh are tiny, gaunt humanoid creatures the size of a weasel. They have no legs; instead their torso tapers off in a disquieting way. Though they can fly, they can also pull themselves quickly across the ground with their arms. They are always draped in black, though their actual skin and hair are pale white. They have sharp claws and fangs, and their eyes are entirely black. In masses, they somewhat resemble a flock of strange birds.

SLUAGH SWARM

Medium swarm of Tiny fey, chaotic evil

Armor Class 13

Hit Points 54 (12d8)

Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	11 (+0)	6 (-2)	13 (+1)	10 (+0)

Skills Stealth +5

Damage Vulnerabilities fire

Damage Resistances cold; bludgeoning, piercing, and slashing

Condition Immunities charmed, frightened, paralyzed, petrified, prone, restrained, stunned

Senses darkvision 60 ft., passive Perception 11

Languages Common, Sylvan

Challenge 3 (700 XP)

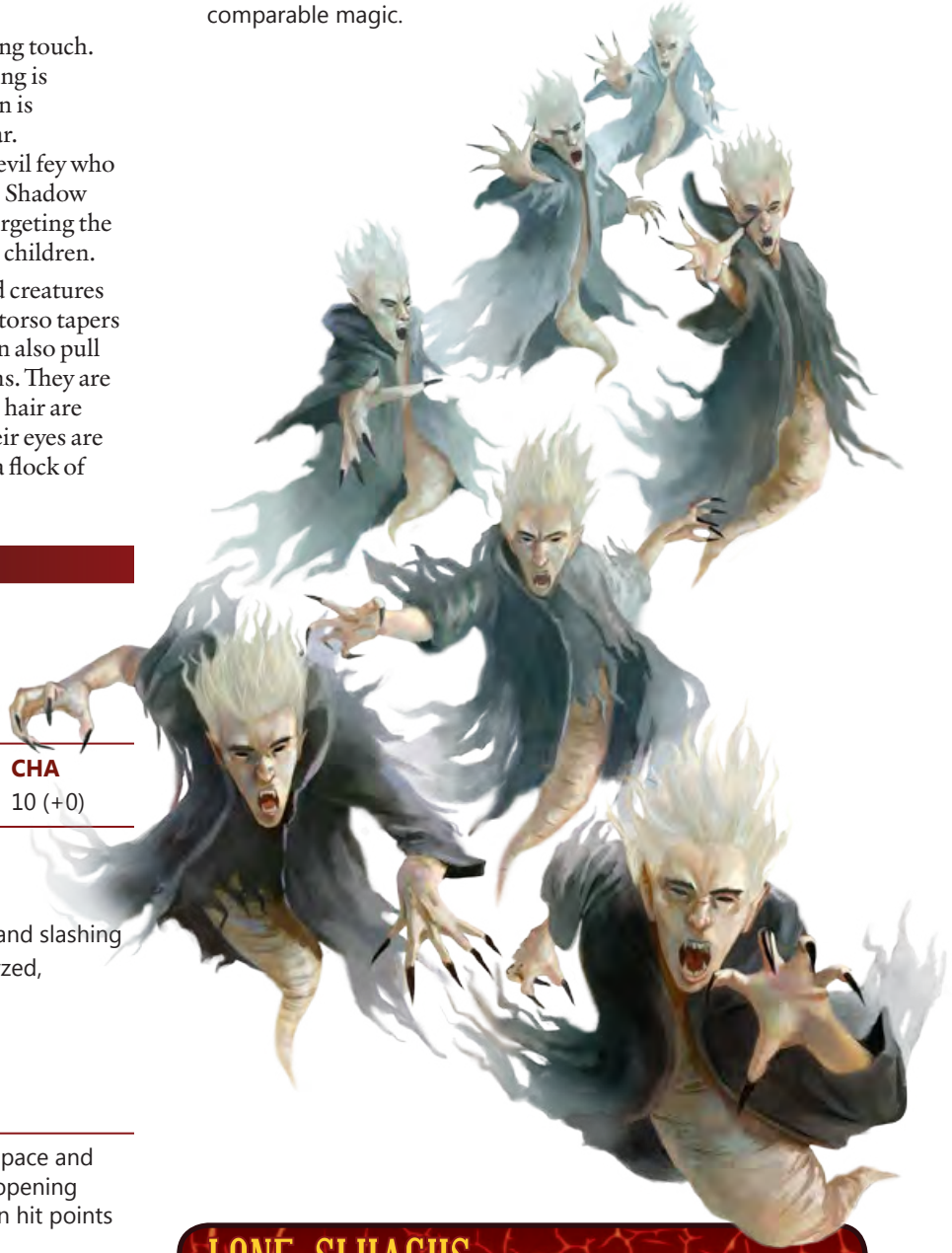
Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny fey. The swarm can't regain hit points or gain temporary hit points.

Shadowy Stealth. While in dim light or darkness, the sluagh swarm can take the Hide action as a bonus action.

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

Actions

Chilling Touch. *Melee Weapon Attack*: +5 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 28 (8d6) cold damage or 14 (4d6) cold damage if the swarm has half of its hit points or fewer. The target must make a successful DC 13 Constitution saving throw or be unable to regain hit points. An affected creature repeats the saving throw at the end of its turns, ending the effect on itself with a successful save. The effect can also be ended with a *greater restoration* spell or comparable magic.



Lone Sluaghs

An individual sluagh has a challenge rating of 1/8 (25 XP), 2 hit points, and does 3 (1d6) cold damage. They travel in swarms for a reason.

Swarm, Wolf Spirits

A pack of ghostly wolves appears in a swirl of greenish fog, seeming to coalesce from the fog itself.

When a pack of wolves dies of hunger or chill in the deep winter, sometimes the pack leader's rage at a cruel death—or the summoning call of a necromancer—brings the entire pack back to the mortal world as a slavering pack of greenish, translucent apparitions that glides swiftly over snow and ice, or even rivers and lakes.

Dozen-Eyed Hunters. At night such a swarm can appear as little more than a mass of swirling mist, but when it prepares to attack, the mist condenses into a dozen or more snarling wolf heads with glowing red eyes that trail off into tendrils of fog. A wolf spirit swarm does not eat, but the urge to hunt and kill is as strong as ever.

Absorb Their Kill. Most such swarms serve powerful undead, warlocks, noctiny, or orcish shamans as guardians and enforcers, terrifying horses and henchmen alike. The souls of those slain by the pack are said to join it.

Howl Before Combat. Hirelings, mounts, and familiars often panic at the sound of a spirit pack's chilling howl. Packs of wolf spirits are canny enough to always howl for a time before rushing a herd or encampment.

Undead Nature. A swarm of wolf spirits doesn't require air, food, drink, or sleep.

WOLF SPIRIT SWARM

Large swarm of Medium undead, neutral evil

Armor Class 16 (natural armor)

Hit Points 97 (15d10 + 15)

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

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

Saving Throws Str +5, Dex +6

Skills Perception +3, Stealth +6

Damage Resistances necrotic; bludgeoning, piercing, slashing

Damage Immunities cold

Condition Immunities exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft., passive Perception 13

Languages understands Common

Challenge 6 (2,300 XP)

Chilling Howl. As a bonus action on its first turn of combat, the wolf spirit swarm howls, emitting an unnatural and eerie cacophony that chills the blood. All creatures within 300 feet that hear the howl must make a successful DC 12 Charisma saving throw or be frightened until the start of the swarm's next turn.

Speed Over Snow. A swarm of wolf spirits is not affected by difficult terrain caused by snowy or icy conditions.

Actions

Multiattack. A wolf spirit swarm uses icy doom, if it's available, and makes 3 bite attacks.

Bite. *Melee Weapon Attack*. +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) piercing damage plus 3 (1d6) cold damage. The target is also knocked prone if the attack scored a critical hit.

Icy Doom (Recharge 5-6). All creatures within 5 feet of the wolf spirit swarm take 22 (4d10) cold damage, or half damage with a successful DC 14 Constitution saving throw. Those that fail the saving throw also gain one level of exhaustion and become frightened until the start of the swarm's next turn.

Temple Dog

Looking like a mix between a large dog and a lion, the creature glares at everyone who passes the threshold of the temple it guards.

A temple dog is an imposing guardian used by various deities to protect their temples. They are fiercely loyal and territorial. Often depicted in temple statuary, the creature has a largely canine body, soft but short hair, a thick hairy tail, and a mane like a lion's around a dog's face with a short snout.

Divine Colors. Coloration and other features of the temple dog vary to match the deity who created it; sometimes a temple dog's coloration is quite fanciful. Greenish bronze temple dogs are known, as are those the color of cinnabar or lapis. Even coats resembling fired ceramic of an orange hue have been seen guarding some temples. These unusual casts make it easy for a temple dog to be mistaken for statuary.

Travel with Priests. As a temple protector, it rarely leaves the grounds of the temple to which it has been attached, but temple dogs do accompany priests or allies of the temple during travel. The temple dog cannot speak but understands most of what's said around it, and it can follow moderately complex commands (up to two sentences long) without supervision.

Temple dogs are notorious for biting their prey, then shaking the victim senseless in their massive jaws.

TEMPLE DOG

Medium celestial, good

Armor Class 15 (natural armor)

Hit Points 97 (15d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	8 (-1)	14 (+2)	10 (+0)

Saving Throws Str +7, Con +5, Int +2, Wis +5

Skills Perception +5

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Senses darkvision 60 ft., passive Perception 15

Languages understands Celestial and Common but can't speak

Challenge 5 (1,800 XP)

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

Protector's Initiative. If the temple dog is entering combat against a clear threat to its temple, it has advantage on its initiative roll.

Rushing Slam. If the temple dog moves at least 10 feet straight toward a target and then makes a slam attack against that target, it can make an additional slam attack against a second creature within 5 feet of the first target as a bonus action.

Actions

Bite. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 17 (3d8 + 4) piercing damage plus 9 (2d4 + 4) bludgeoning damage, and the target is grappled (escape DC 14). The target must also make a successful DC 15 Constitution saving throw or be stunned until the end of its next turn.

Slam. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) bludgeoning damage, and the target must succeed on a DC 15 Strength saving throw or be knocked prone and pushed 5 feet. The temple dog can immediately enter the position the target was pushed out of, if it chooses to.

THEULLAI

This raging cloud of animate mist and ice has icicle shards for eyes and claws. In battle or when hunting, a theullai howls like a dozen screaming banshees.

Servants of Boreas. These fast-flying creatures of air and ice were created by the lord of the north wind, Boreas, to be his heralds, assassins, and hunting hounds. They appear as a swirling blizzard, often blending in with snowstorms to surprise their victims.

Terrifying Blizzards. Thuellai love to engulf creatures in their blizzards, to lash buildings with ice and cold, and to trigger avalanches with their whirlwinds. They thrive on destruction and fear, and they share their master's unpredictable nature.

Immune to Steel. Northerners especially fear the thuellai because of their resistance to mundane steel, their terrifying howls, and their ability to cause madness.

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

THUELLAI

Huge elemental, chaotic neutral

Armor Class 17

Hit Points 149 (13d12 + 65)

Speed 0 ft., fly 100 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
22 (+6)	24 (+7)	20 (+5)	10 (+0)	11 (+0)	14 (+2)

Saving Throws Int +4, Wis +4, Cha +6

Skills Perception +4

Damage Resistances lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Damage Vulnerabilities fire

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

Senses darkvision 60 ft., passive Perception 14

Languages Common, Dwarvish, Primordial

Challenge 10 (5,900 XP)

Air Mastery. Airborne creatures have disadvantage on attack rolls against the thuellai.

Snow Vision. The thuellai see perfectly well in snowy conditions. It does not suffer Wisdom (Perception) penalties from snow, whiteout, or snow blindness.

ACTIONS

Multiattack. The thuellai makes two claw attacks.

Claw. *Melee Weapon Attack*: +10 to hit, reach 10 ft., one target. *Hit:* 15 (2d8 + 6) slashing damage plus 26 (4d12) cold damage. If the target is wearing metal armor, it must make a successful DC 17 Constitution saving throw or gain one level of exhaustion.

Freezing Breath (Recharge 5–6). The thuellai exhales an icy blast in a 40-foot cone. Each target in the area takes 39 (6d12) cold damage, or half damage with a successful DC 17 Constitution saving throw.

Algid Aura. All creatures within 10 feet of a thuellai take 7 (2d6) cold damage at the beginning of the thuellai's turn. Spells or magical effects that protect against cold are affected as if by a *dispel magic* spell (the theullai's effective spellcasting bonus is +5) if a thuellai is within 20 feet of the target at the start of the theullai's turn, and nonmagical flames within 20 feet of the thuellai are extinguished at the start of its turn.

Howl of the Maddening Wind (3/day). A thuellai's howl can cause creatures to temporarily lose their minds and even to attack themselves or their companions. Each target within 100 feet of the theullai and able to hear the howl must make a successful DC 14 Wisdom saving throw or roll 1d8 and consult the table below at the start of its next turn. An affected creature repeats the saving throw at the end of each of its turns; a success ends the effect on itself, but a failure means it must roll again on the table below at the start of its next turn.

d8	Result
1	Act normally
2-4	Do nothing but babble incoherently
5-6	Do 1d8 damage + Str modifier to self with item in hand
7-8	Attack nearest target; select randomly if more than one

Blizzard (1/Day). The thuellai creates an icy blizzard in the area around it. A 50-foot radius sphere surrounding the theullai fills with icy fog, whirling snow, and driving ice crystals. Vision is lightly obscured, and creatures have disadvantage on Wisdom (Perception) checks that rely on vision or hearing. The ground in the affected area becomes difficult terrain. The effect lasts for 10 minutes and moves with the theullai.

TITAN, ANCIENT

Radiating a powerful presence, this towering humanoid has sharp-edged features that seem hewn from ancient stone.

CHILDREN OF THE GODS. Ancient titans are the surviving immortal children of an early primordial god. They fled to the wilds after a divine war, where they founded an empire that lasted thousands of years before plague brought about its collapse.

SEA GOD'S SERVANTS. A few ancient titans still dwell in the ocean realm, spared by the sea god in exchange for eternal servitude. Ancient titans have long, glossy hair, usually black, red, or silver, and they stand 60 feet tall and weigh over 20 tons.

FRIENDS TO DRAGONS. Ancient titans have a strong rapport with wind and sea dragons, as well as gold, silver, and mithral dragons.

ANCIENT TITAN

Gargantuan celestial (titan), neutral good

Armor Class 15 (breastplate)

Hit Points 198 (12d20 + 72)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	13 (+1)	22 (+6)	16 (+3)	16 (+3)	20 (+5)

Saving Throws Con +10, Wis +7, Cha +9

Skills Athletics +12, Intimidation +9, Perception +7

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Senses darkvision 120 ft., passive Perception 17

Languages Common, Giant, Primordial, Titan, telepathy 120 ft.

Challenge 12 (8,400 XP)

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

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

3/day: *power word stun*

1/day: *power word kill*

ACTIONS

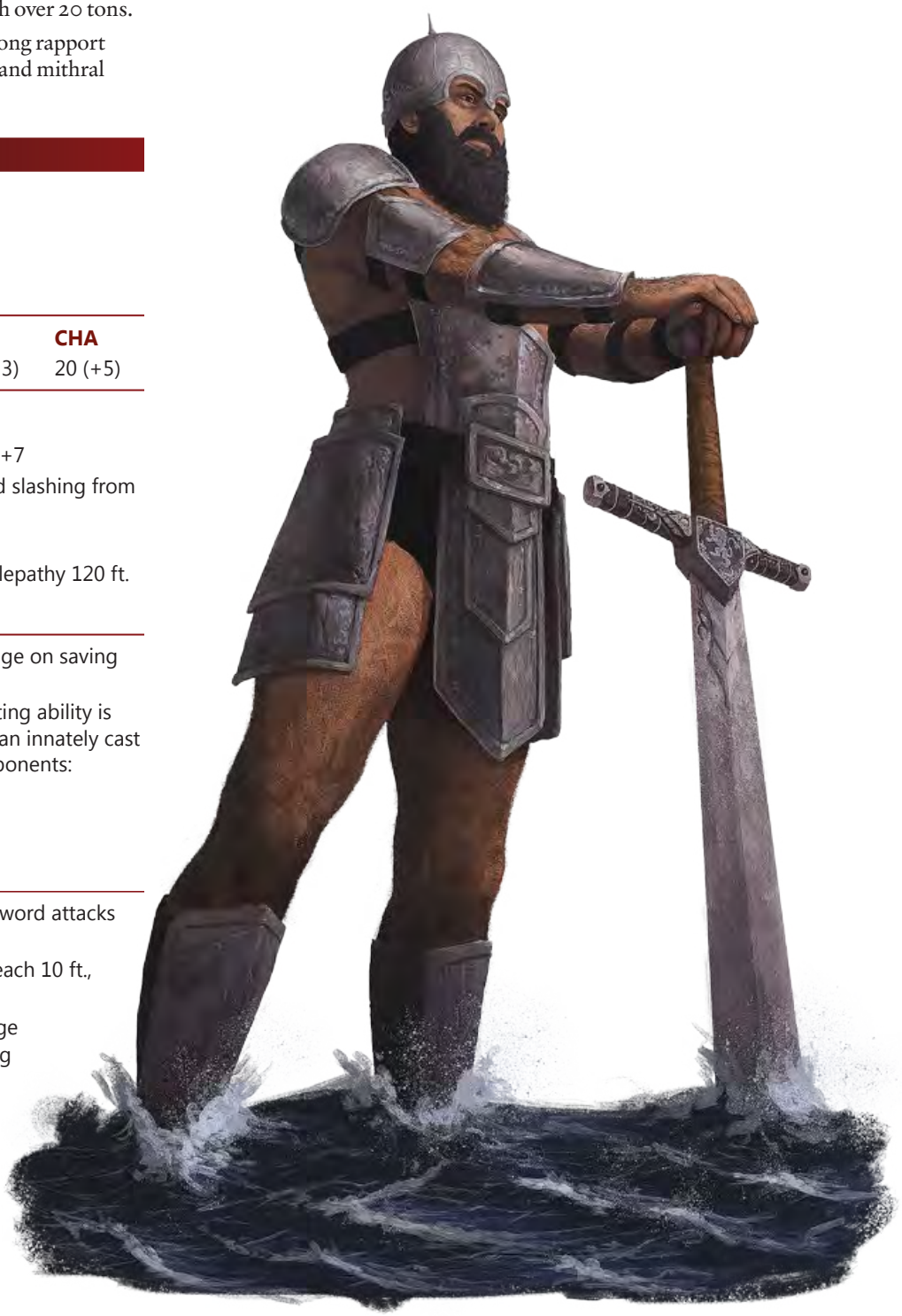
Multiattack: The ancient titan makes two greatsword attacks or two longbow attacks.

Greatsword. *Melee Weapon Attack*: +12 to hit, reach 10 ft., one target. *Hit:* 36 (8d6 + 8) slashing damage.

Longbow. *Ranged Weapon Attack*: +5 to hit, range 150/640 ft., one target. *Hit:* 19 (4d8 + 1) piercing damage.

Eldritch Singularity (Recharge 5–6). The ancient titan opens a momentary rupture in the eldritch source that fuels its words of power. This rupture appears at a spot designated by the titan within 100 feet. Any creature within 60 feet of the spot must make a DC 17 Constitution saving throw. On a failure, the creature takes 28 (8d6) force damage, falls prone, and is pulled 1d6 x 10 feet toward the eldritch singularity, taking an additional 3 (1d6) bludgeoning damage per 10 feet they were dragged. If the saving throw succeeds, the target takes half as much force damage and isn't knocked prone or pulled.

The spot where the rupture occurs becomes the center of a 60-foot-radius antimagic field until the end of the ancient titan's next turn. The titan's spells are not affected by this antimagic field.



Titan, Degenerate

This giant retains a look of daunting power despite its stooped bearing, tattered clothing, and pieces of slapdash armor strapped on wherever it fits.

Haunt Ruins. The degenerate descendants of once-noble titans haunt the ruins where their cities once flourished. They hunt for any living thing to eat, including each other, and sometimes chase after herds of goats or other animals for miles. While they are easily distracted, they always find their way home unerringly.

Insane and Moody. Degenerate titans are prone to insanity and unexpected mood shifts. They are fiercely territorial creatures who worship the still-active magical devices of their cities and any surviving statuary as if they were gods. Their lairs are filled with items scavenged from the city. These collections are a hodge-podge of dross and delight, as the degenerate titans are not intelligent enough to discern treasure from trash.

Primal Power. Degenerate titans cannot command magical words of power, but they have tapped into the earth's latent mystic power to generate strange geomancy. These devolved misfits may have lost most of their former gifts, but what remains are primal powers that tap, without subtlety or skill, into the fundamental building blocks of magic.

DEGENERATE TITAN

Huge giant, chaotic evil

Armor Class 12 (crude armored coat)

Hit Points 161 (14d12 + 70)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	6 (–2)	20 (+5)	6 (–2)	9 (–1)	7 (–2)

Skills Intimidation +1, Perception +2

Senses darkvision 60 ft., passive Perception 12

Languages Titan

Challenge 8 (3,900 XP)

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

Actions

Multiattack: The degenerate titan makes two greatclub attacks.

Greatclub. *Melee Weapon Attack*: +10 to hit, reach 5 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage.

Rock. *Ranged Weapon Attack*: +10 to hit, range 60/240 ft., one target. *Hit:* 29 (4d10 + 7) bludgeoning damage.

Earthstrike (Recharge 4–6). The degenerate titan slams his fists onto the ground, creating a shockwave in a line 60 feet long and 10 feet wide. Each creature in the line takes 35 (10d6) force damage and is flung up 20 feet away from the titan and knocked prone; a successful DC 18 Dexterity saving throw halves the damage and prevents the creature from being flung or knocked prone. A creature that's flung against an unyielding object such as a wall or floor takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If it collides with another creature, that creature must succeed on a DC 18 Dexterity saving throw or take the same damage (1d6 bludgeoning per 10 feet) and be knocked prone.

Shout of the Void (Recharge 4–6). The degenerate titan utters a scream that rends reality in a 30-foot cone. Any ongoing spell or magical effect of 3rd level or lower in the area ends. For every spell or effect of 4th level or higher in the area, the degenerate titan makes a Constitution check against DC (10 + the level of the spell or effect). On a success, the spell or effect ends.

TITANOBOA

A This titanic green serpent can raise its enormous head high above, as much as 20 feet high. Its body extends in seemingly endless coils.

Territorial and Aggressive. Territorial and voracious, the rare titanoboa devours all trespassers in its domain. Stronger and faster than the giant anaconda, the true king of the rainforest is also more stubborn, fighting off entire groups of hunters and poachers. When stalking prey, these great serpents strike from ambush, swallowing even many dinosaurs in one bite.

Blinding Scales. Against groups of foes, titanoboas trust in their ability to dazzle their enemies with the light reflected from their scales, using this distraction to entwine the stunned foes in crushing coils.

Slow to Mate. Titanoboas mate rarely. They live for hundreds of years and never stop growing, which makes the need for propagation less urgent. When two titanoboas nest, the result is a brood of a half-dozen smaller snakes (giant constrictor snakes). An adult titanoboa is at least 80 feet long and weighs 6,000 lb. or more.

TITANOBOA

Gargantuan beast, unaligned

Armor Class 14 (natural armor)

Hit Points 232 (15d20 + 75)

Speed 40 ft., climb 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	10 (+0)	20 (+5)	3 (–4)	10 (+0)	3 (–4)

Saving Throws Dex +4, Wis +4

Skills Perception +4

Senses blindsight 10 ft., passive Perception 14

Languages —

Challenge 12 (8,400 XP)

Slither. If the titanoboa hasn't eaten a Huge creature in the last 24 hours, it can move through a space as narrow as 10 feet wide without squeezing, or 5 feet while squeezing.

Sparkling Scales. The titanoboa's scales refract light in iridescent cascades that are hypnotic to gaze upon. If the titanoboa is in bright light, a creature within 30 feet that looks at it must make a successful DC 17 Wisdom saving throw or be stunned until the end of its next turn. Unless surprised, a creature can avoid the saving throw by choosing to avert its eyes at the start of its turn. A creature that averts its eyes can't see the titanoboa until the start of its next turn, when it can choose to avert its eyes again. If the creature looks at the titanoboa in the meantime, it must immediately make the saving throw.

ACTIONS

Multiattack. The titanoboa makes one bite attack and one constrict attack.

Bite. *Melee Weapon Attack*: +12 to hit, reach 10 ft., one target. *Hit:* 21 (3d8 + 8) piercing damage. If the target is a Huge or smaller creature, it must succeed on a DC 18 Dexterity saving throw or be swallowed by the titanoboa. A swallowed creature is blinded and restrained, has total cover against attacks and other effects outside the snake, and takes 21 (6d6) acid damage at the start of each of the titanoboa's turns. If the titanoboa takes 30 damage or more on a single turn from a creature inside it, the titanoboa must succeed on a DC 15 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the titanoboa. If the titanoboa dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement, exiting prone.

Constrict. *Melee Weapon Attack*: +12 to hit, reach 15 ft., one target. *Hit:* 27 (3d12 + 8) bludgeoning damage, and the target is grappled (escape DC 18). Until this grapple ends, the target is restrained, and the titanoboa can't constrict another target.

Tophet

An enormous bronze and iron statue filled with fire towers above the ring of chanting, frenzied worshipers.

Tophets are used by worshipers of fire gods, who toss sacrifices into their flaming maws to incinerate them. A tophet has a large opening in the front where the flames can be seen; sometimes this is an enormous mouth, and at other times it is a large hole in the tophet's belly. Horns and expressions of anger or wide-mouthed laughter are common.

Eager for Sacrifices. Among fire cultists, it's widely known that when a tophet's hands are raised above its mouth, it is demanding a sacrifice to roll down its palms and into its fiery maw.

Heed Musical Commands. Flutes and drums can (sometimes) be used to control the actions of a tophet during sacrifices. They have the fortunate side effect of drowning out the cries and screams of living sacrifices.

Magical Fires. The fires within a tophet's bronze body are largely magical and fueled by sacrifices. They don't require more than a symbolic amount of wood or coal to keep burning, but they do require sacrifices of food, cloth, and (eventually) living creatures to keep them under control. A tophet that is not granted a sacrifice when it demands one might go on a fiery rampage, burning down buildings, granaries, or barns until its hunger is satisfied.

Constructed Nature. A tophet doesn't require air, food, drink, or sleep.

TOPHET

Huge construct, neutral evil

Armor Class 16 (natural armor)

Hit Points 184 (16d12 + 80)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	20 (+5)	6 (-2)	10 (+0)	10 (+0)

Saving Throws Str +10, Con +8, Dex +3

Skills Perception +3

Damage Resistances necrotic

Damage Immunities fire, cold, poison

Condition Immunities exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 200 ft., passive Perception 13

Languages Common

Challenge 8 (3,900 XP)

Fiery Heart. A tophet's inner fire can be ignited or doused at will. Its heat is such that all creatures have resistance to cold damage while within 30 feet of the tophet.

Burning Belly. Creatures inside a tophet's burning core take 21 (6d6) fire damage at the start of each of the tophet's turns. Escaping from a tophet's belly takes 10 feet of movement and a successful DC 16 Dexterity (Acrobatics) check.

Actions

Multiattack. A tophet makes two attacks, no more than one of which can be a gout of flame.

Slam. *Melee Weapon Attack*. +10 to hit, reach 5 ft., one target. *Hit:* 12 (1d10 + 7) bludgeoning damage. The target is also knocked inside the tophet's burning belly if the attack scores a critical hit.

Gout of Flame. The tophet targets a point within 100 feet of itself that it can see. All targets within 10 feet of that point take 22 (4d10) fire damage, or half damage with a successful DC 16 Dexterity saving throw.

Tosculi

The tosculi are a race of wasp-folk that share the Golden Song of the hive, which unites them under the command and iron rule of their queen. Each hive has its own song, and most tosculi hives are predatory, dangerous places—quick to turn to banditry, cattle theft, and raiding against small villages.

Those few tosculi who do not hear their queen's Golden Song are the Hiveless, driven out of the embrace of the hive to attempt survive on their own.

Tosculi Drone

Tosculi drones are the workers of the tosculi hive; the smallest, weakest, least intelligent, and most abundant of the wasp folk. Their carapaces are mostly iridescent blue with gold abdomens and lower legs. A drone stands between 3 and 4 feet tall, and weighs around 50 lb. They have only vestigial wings, so they can glide but not truly fly.

One-Way Scouts. Drones function primarily as menial workers but, during time of war, they also act as highly expendable scouts and soldiers. Because the warriors know whatever a drone knows (thanks to the hive-queen), a drone doesn't need to survive its scouting mission to deliver useful information.

Tosculi Warrior

Tosculi warriors are overseers of work crews and battle groups of drones, directing activities and relaying commands from higher up in the hive mind. They are entirely subservient to the hive-queen's orders, but if ordered to act independently or to follow their own best judgment, they're capable of doing so. Warriors are almost never encountered without drones, and tower over them. They stand 4 to 5 feet tall and weigh up to 70 pounds.

Host Finders. The warriors' most important role in the hive, however, is procuring live hosts for tosculi eggs to hatch in. Creatures paralyzed by warriors are brought to the queen's chamber to have eggs implanted in them. An egg hatches in 1d6 weeks, and the ravenous larva devours its still-living (but mercifully unconscious) host.

Tosculi Elite Bow Raider

Tosculi elite bow raiders are smarter and more capable than drones and common warriors, with midnight black or deep green carapaces that shine with colorful iridescence. Their wings are blood red, streaked with dark crimson veins. Elite bow raiders also tower over common tosculi—they stand over 5 feet tall and weigh 130 lb.

Warband Leaders. Elite bow raiders lead larger raiding parties of warriors and drones to gather slaves and sacrifices. As rare and prized members of the hive, a bow raider's life is never thrown away like drones' or risked unnecessarily. Seldom does a tosculi warband contain more than a handful of these elite soldiers, and they frequently hold positions of command. Elite bow raiders always lead the honor guard for their hive-queen, both within the hive and on those rare occasions when the queen ventures outside.

Tosculi Hive-Queen

This humanoid wasp's gossamer wings beat out a soft, droning buzz. Flashing blades sing in each of her four clawed hands, and the air around her crackles with arcane energy.

Center of the Hive. The hive-queen is the nerve center of a tosculi hive-city, simultaneously one of a hive's greatest strengths and weaknesses. The hive-queen serves as a unifying force. She binds her swarm with an ironclad sense of purpose through the hive mind, the psychic web that links all tosculi within a hive.

Deadly Inheritance. A hive-queen typically has several immature daughters as her potential heirs at any given time. When she nears the end of her life, the hive-queen selects the most promising of her heirs and feeds her a special concoction. This speeds the heir's maturation and makes her ready to become a full-fledged hive-queen. The daughter's first action upon assuming power and control over the hive-city is to devour her mother and all her sisters.

Hive Chaos. If a hive-queen dies with no heir to anchor the hive mind, the city plunges into chaos. Tosculi bereft of the hive-mind go berserk. A few fortunate ones might escape and become lone renegades, but their existence without the comforting presence of the hive is miserable and short. Unless one of the hive-queen's daughters is mature enough and ruthless enough to step in and assert control, the hive is doomed.

TOSCULI HIVE-QUEEN

Large monstrosity, lawful evil

Armor Class 17

Hit Points 157 (15d10 + 75)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	24 (+7)	20 (+5)	16 (+3)	16 (+3)	18 (+4)

Saving Throws Dex +11, Con +9, Wis +7, Cha +8

Skills Perception +7

Damage Immunities poison

Condition Immunities charmed, poisoned

Senses darkvision 60 ft., passive Perception 17

Languages Common, Deep Speech, Gnoll, Infernal, Tosculi

Challenge 12 (8,400 XP)

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

Hive Mind. The hive-queen is the psychic nexus for every tosculi in her hive. She is aware of the direction and distance to all members of the hive, can telepathically communicate with them when they are within 20 miles, and can sense what they sense when they are within 1 mile of her. Tosculi from her hive that travel more than 20 miles away instinctively know the direction and distance to the hive and try to return. Hive-queens sometimes dispatch rescue missions to recover separated members of the hive.

ACTIONS

Multiattack. The hive-queen makes four scimitar attacks.

Scimitar. *Melee Weapon Attack*: +11 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

Stinger. *Melee Weapon Attack*: +11 to hit, reach 5 ft., one creature. *Hit:* 10 (1d6 + 7) piercing damage, and the target must succeed on a DC 17 Constitution saving throw or be paralyzed for 1 minute. A paralyzed target repeats the saving throw at the end of each of its turns, ending the effect on itself on a success.

Glitter Dust. The hive-queen produces a cloud of glittering golden particles in a 30-foot radius. Each creature that is not a tosculi in the area must succeed on a DC 17 Constitution saving throw or be blinded for 1 minute. A blinded creature repeats the saving throw at the end of each of its turns, ending the effect on itself on a success.

Implant Egg. The hive-queen implants an egg into an incapacitated creature within 5 feet of her that is neither undead nor a construct. Until the egg hatches or is removed, the creature is poisoned, paralyzed, and does not need to eat or drink. The egg hatches in 1d6 weeks, and the larval tosculi kills the host creature. The implanted egg can be removed with a successful DC 20 Wisdom (Medicine) check or by a spell or magical effect that cures disease.

LEGENDARY ACTIONS

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

Flight. The hive-queen flies up to half its flying speed.

Stinger Attack. The hive-queen makes one stinger attack.

Glitter Dust (Costs 2 Actions). The hive-queen uses Glitter Dust.

A Tosculi Hive-Queen's Lair

Hive-queens make their lairs in the most protected part of the hive. Huge corridors lead to this point, so all tosculi can reach their queen as quickly as possible. This is also the place where tosculi eggs hatch, making it a critical location for the survival of the hive. A tosculi hive-queen encountered in her lair has a challenge rating of 13 (10,000 XP), but nothing else in her stat block changes.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the hive-queen takes a lair action to cause one of the following effects:

- The tosculi hive-queen releases a cloud of pheromones that drives the tosculi to fight harder. All tosculi within 60 feet of the hive-queen (including the hive-queen herself) regain 7 (2d6) hit points.
- A swarm of tiny tosculi offspring crawls from its nest and attacks a creature within 120 feet of the hive-queen, automatically doing 10 (4d4) piercing damage. Then the swarm dies.
- The ceiling above one creature that the hive-queen can see within 120 feet of her drips sticky resin. The creature must make a successful DC 15 Dexterity saving throw or be encased in rapidly-hardening resin. A creature encased this way is restrained. It can free itself, or another creature within 5 feet can free it, by using an action to make a successful DC 15 Strength check. If the creature is still encased the next time the initiative count reaches 20, the resin hardens, trapping it. The trapped creature can't move or speak; attack rolls against it have disadvantage because it is encased in resin armor; it automatically fails Strength and Dexterity saving throws; and it has resistance to all damage. The trapped creature is released when the resin is destroyed (AC 10, 20 HP, immune to cold, fire, necrotic, poison, psychic, radiant, and piercing damage).

The tosculi hive-queen can't repeat an effect until they have all been used, and she can't use the same effect two rounds in a row.

REGIONAL EFFECTS

The region containing a tosculi hive-queen's lair is warped by the creature's presence, which creates one or more of the following effects:

1. Intelligent creatures within 6 miles suffer frequent headaches. It's as if they had a constant buzzing inside their heads.
2. Beasts within 6 miles are more irritable and violent than usual and have the Blood Frenzy trait:

   Blood Frenzy. The beast has advantage on melee attack rolls against a creature that doesn't have all its hit points.

If the tosculi hive-queen dies, the buzzing disappears immediately, and the beasts go back to normal within 1d10 days.

TOSCULI WARRIOR

Small monstrosity, lawful evil

Armor Class 15

Hit Points 58 (9d6 + 27)

Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	16 (+3)	10 (+0)	12 (+1)	12 (+1)

Senses darkvision 60 ft., passive Perception 11

Languages Tosculi

Challenge 2 (700 XP)

Skittering. Up to two tosculi can share the same space at one time. The tosculi has advantage on attack rolls while sharing its space with another tosculi that isn't incapacitated.

ACTIONS

Multiattack. The tosculi warrior makes one bite attack, one claws attack, and one stinger attack.

Bite. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one creature. *Hit:* 7 (1d4 + 5) piercing damage.

Claws. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d4 + 5) slashing damage.

Stinger. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one creature. *Hit:* 7 (1d4 + 5) piercing damage, and the target must succeed on a DC 13 Constitution saving throw against poison or be paralyzed for 1 minute. A paralyzed target repeats the saving throw at the end of each of its turns, ending the effect on itself on a success.

Prepare Host. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one paralyzed creature. *Hit:* 10 (2d4 + 5) piercing damage, and the target is paralyzed for 8 hours. The paralysis can be ended with a successful DC 20 Wisdom (Medicine) check or by a spell or magical effect that cures disease. (Because only paralyzed creatures can be targeted, a hit by this attack is automatically a critical hit; bonus damage is included in the damage listing.)

TOSCULI DRONE

Small monstrosity, lawful evil

Armor Class 13

Hit Points 22 (4d6 + 8)

Speed 20 ft.

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

Senses darkvision 60 ft., passive Perception 11

Languages Tosculi

Challenge 1/2 (100 XP)

Gliding Wings. The tosculi drone can use its wings to slowly descend when falling (as if under the effect of the feather fall spell). It can move up to 5 feet horizontally for every foot it falls. The tosculi drone can't gain height with these wings alone. If subjected to a strong wind or lift of any kind, it can use the updraft to glide farther.

Skittering. Up to two tosculi can share the same space at one time. The tosculi has advantage on melee attack rolls while sharing its space with another tosculi that isn't incapacitated.

ACTIONS

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

Light Crossbow. *Ranged Weapon Attack*: +5 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

TOSCULI ELITE BOW RAIDER

Medium humanoid (tosculi), lawful evil

Armor Class 16 (natural armor)

Hit Points 97 (13d8 + 39)

Speed 30 ft., fly 60 ft.

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

Skills Perception +5, Stealth +7

Senses darkvision 60 ft., passive Perception 15

Languages Gnoll, Infernal, Tosculi

Challenge 5 (1,800 XP)

Deadly Precision. The tosculi elite bow raider's ranged attacks do an extra 9 (2d8) damage (included below).

Evasive. Ranged weapon attacks against the tosculi elite bow raider have disadvantage.

Keen Smell. The tosculi elite bow raider has advantage on Wisdom (Perception) checks that rely on smell.

Skirmisher. The tosculi elite bow raider can Dash as a bonus action.

ACTIONS

Multiattack. The tosculi elite bow raider makes two longbow attacks or two claws attacks.

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

Longbow. *Ranged Weapon Attack*: +7 to hit, range 150/600 ft., one target. *Hit:* 17 (3d8 + 4) piercing damage.

Treacle

A curious bunny, an abandoned infant, or a delicate songbird can spell slow and agonizing death for the unprepared. Beneath any of these facades may lurk a treacle waiting to feed on a gullible victim, mewling and cooing all the while. Whether by natural selection or arcane tampering, these compact oozes prey on kindness.

Diet of Blood. Treacles feed on blood but lack the natural weapons or acid of larger slimes. To survive, prey must welcome and embrace them, unaware of the threat. The treacles' soft bodies absorb psychic impressions and take the shape of unthreatening creatures. In the wild, treacles assume the form of an animal's offspring to lie close for several hours.

Pet Polymorph. Among humanoids, treacles transform into pets, infants, or injured animals. In the most horrific cases, these oozes resemble children's toys. Treacles don't choose their forms consciously, but instead rely on a primitive form of telepathy to sense which shapes a potential victim finds least threatening or most enticing. They can hold a new shape for several hours, even if the intended victim is no longer present.

Slow Drain. Once they have assumed a nonthreatening form, treacles mewl, sing, or make pitiful noises to attract attention. Once they're in contact with a potential victim, treacles drain blood slowly, ideally while their prey sleeps or is paralyzed. If threatened or injured, treacles flee. A sated treacle detaches from its victim host and seeks a cool, dark place to rest and digest. With enough food and safety, a treacle divides into two fully-grown oozes. Rarely, a mutation prevents this division, so that the sterile treacle instead grows in size. The largest can mimic human children and the elderly.

Treacles are small, weighing less than six lb. Their natural forms are pale and iridescent, like oil on fresh milk, but they're seldom seen this way.

TREACLE

Tiny ooze, unaligned

Armor Class 13 (natural armor)

Hit Points 22 (4d4 + 12)

Speed 15 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
4 (–3)	6 (–2)	17 (+3)	1 (–5)	1 (–5)	10 (0)

Skills Deception +4

Senses blindsight 60 ft., passive Perception 5

Languages —

Challenge 1/4 (50 XP)

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

Charming Presence. The treacle has an uncanny ability to sense and to play off of another creature's emotions. It uses Charisma (Deception) to oppose Wisdom (Insight or Perception) skill checks made to see through its ruse, and it has advantage on its check.

Actions

Reshape. The treacle assumes the shape of any tiny creature or object. A reshaped treacle gains the movement of its new form but no other special qualities.

Blood Drain (1/hour). A treacle touching the skin of a warm-blooded creature inflicts 4 (1d8) necrotic damage per hour of contact, and the victim's maximum hit points are reduced by the same number. Blood is drained so slowly that the victim doesn't notice the damage unless he or she breaks contact with the treacle (sets it down or hands it to someone else, for example). When contact is broken, the victim notices blood on his or her skin or clothes with a successful DC 13 Wisdom (Perception) check.

TREANT, WEEPING

This twisted tree's face is made of cracked, black bark knotted into vaguely humanoid features, and thick tears of sap run down its face.

Weeping treants clearly are related to other treants, but they are smaller than the normal variety, little more than 30 feet tall with a trunk 3 feet in diameter, and weighing no more than 4,500 lb. Their gnarled trunks are often twisted, and their wood often groans when they move.

Forest Wardens. Weeping treants are protectors of dark, shadowy forests, and they are as long-lived as the trees themselves. They act as guardians for an entire forest or for something specific within the forest—they have no pity for those carrying axes or fire.

Skeptical Mein. Weeping treants are terrifying and relentless when fighting in defense of their charge. They are inherently distrustful, particularly of anything not of the natural or shadow world, and they're notoriously difficult to fool or deceive.

Enchanted Bitter Tears. Sages and scholars debate why these creatures weep, but no one has come forward with a compelling reason beyond "it's what trees do." The weeping treants themselves refuse to speak on the matter. Their tears are occasionally components in druidic spells or items.

WEEPING TREANT

Huge plant, neutral

Armor Class 17 (natural armor)
Hit Points 105 (10d12 + 40)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (–1)	18 (+4)	12 (+1)	16 (+3)	11 (+0)

Damage Resistances bludgeoning and piercing
Damage Vulnerabilities fire
Senses darkvision 60 ft., passive Perception 13
Languages Common, Druidic, Elvish, Sylvan
Challenge 6 (2,300 XP)

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

Treespeech. A weeping treant can converse with plants, and most plants greet them with a friendly or helpful attitude.

Acidic Tears. Thick tears of dark sap stream continuously down the treant's face and trunk. These tears are highly acidic—anyone who attacks the treant from a range of 5 feet or less must succeed on a DC 15 Dexterity saving throw or take 6 (1d12) acid damage from splashed tears. This acidic matter continues doing 6 (1d12) acid damage at the start of each of the creature's turns until it or an adjacent ally uses an action to wipe off the tears or three rounds elapse.

ACTIONS

Multiattack. The treant makes three slam attacks.

Slam. *Melee Weapon Attack*: +8 to hit, reach 5 ft., single target. *Hit:* 15 (3d6 + 5) bludgeoning damage.

Rock. *Ranged Weapon Attack*: +8 to hit, range 60/180 ft., one target. *Hit:* 21 (3d10 + 5) bludgeoning damage.

Troll, Lake

This large, lanky creature has arms too long for its body. Its hands are webbed and equipped with wicked claws. Its skin is covered in dull green scales and embedded with stones, and limp hair like scraggly seaweed hangs across its long-nosed face.

Water-dwelling cousins of the more common trolls, lake trolls are both stronger and slightly more intelligent, but thankfully less common. Accompanied by a reek of old, rotting fish, these slimy creatures live beneath the surface of lakes, ponds, rivers, and sometimes even ocean coves.

Violently Territorial. A lake troll is savage in the defense of its claimed expanse of territory; any encroachment into the creature's water is met with sudden violence from the depths. Fishermen are the most vulnerable to these attacks, especially when they explore new bodies of water.

Cruel Cunning. Even seasoned soldiers are wise enough to fear the claws of a lake troll; a person with no weapon facing the creature is doomed. Lake trolls delight in splintering wood, twisting metal with their talons, and dulling blades on their tough hide. They often prioritize wielders of grand weapons so they can delight in the horror of their newly-disarmed prey. Lake trolls are cunning ambushers. They make use of the water to cover their attack and to protect themselves from the flames of would-be troll hunters.

Hard to Kill. A lake troll's regeneration is shut down only by cold and fire damage at nearly the same time, making them tricky to fight and exceedingly difficult to kill. Many adventurers have been shocked or slain when a lake troll they presumed was burned to death suddenly leapt back into the fray. Because they're reclusive and so very lethal, these creatures are poorly understood by most scholars.

LAKE TROLL

Large giant, chaotic evil

Armor Class 15 (natural armor)

Hit Points 126 (12d10 + 60)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	20 (+5)	8 (-1)	10 (+0)	6 (-2)

Skills Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages Common, Giant

Challenge 7 (2,900 XP)

Amphibious. The lake troll can breathe air and water.

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

Regeneration. The lake troll regains 10 hit points at the start of its turn. If the lake troll takes cold or fire damage, it regains only 5 hit points at the start of its next turn; if it takes both cold and fire damage, this trait doesn't function at the start of the lake troll's next turn. The lake troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

Actions

Multiattack. The lake troll makes one bite attack and two claw attacks.

Bite. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage.

Claws. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage. If the lake troll hits a creature with both claw attacks in the same turn, the target creature must make a successful DC 16 Dexterity saving throw or its weapon (if any) gains a permanent and cumulative -1 penalty to damage rolls. If the penalty reaches –5, the weapon is destroyed. A damaged weapon can be repaired with appropriate artisan's tools during a long rest.

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TROLLKIN REAVER

In the north the masses huddle in fear at night, dreading the horns and howls of reavers come to slaughter and pillage. The trollkin reaver's skin is thick and knobby, and it sports wicked talons and tusks.

FEARSOME SAVAGES. Trollkin have a well-deserved reputation for savagery, and the reavers help reinforce that perception among their neighbors.

WAR LEADERS. Raiding is a staple industry among the trollkin, and the reavers lead the most savage raiding parties in search of wealth, slaves, and supplies. They often recruit other creatures or mercenaries into their bands. It is not uncommon to see bloodthirsty humans, gnolls, or hobgoblins in a reaver's band.

SPIRIT TALKERS. Trollkin reavers are quite fearful of spirits and ghosts, and listen to their clan shaman and to the word of powerful fey or giants. They prefer to raid only in times of good omens.

TROLLKIN REAVER

Medium humanoid (trollkin), neutral

Armor Class 14 (hide armor)

Hit Points 82 (11d8 + 33)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	16 (+3)	11 (+0)	12 (+1)	13 (+1)

Saving Throws Con +5, Wis +3, Cha +3

Skills Intimidation +5, Survival +3

Senses darkvision 60 ft., passive Perception 11

Languages Common, Trollkin

Challenge 4 (1,100 XP)

Regeneration. The trollkin reaver regains 10 hit points at the start of its turn. This trait doesn't function if the trollkin took acid or fire damage since the end of its previous turn. The trollkin dies if it starts its turn with 0 hit points and doesn't regenerate.

Thick Hide. The trollkin reaver's skin is thick and tough, granting it a +1 bonus to AC. This bonus is already factored into the trollkin's AC.

ACTIONS

Multiattack. The trollkin raider makes three melee attacks: two with its claws and one with its bite, or two with its battleaxe and one with its handaxe, or it makes two ranged attacks with its handaxes.

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

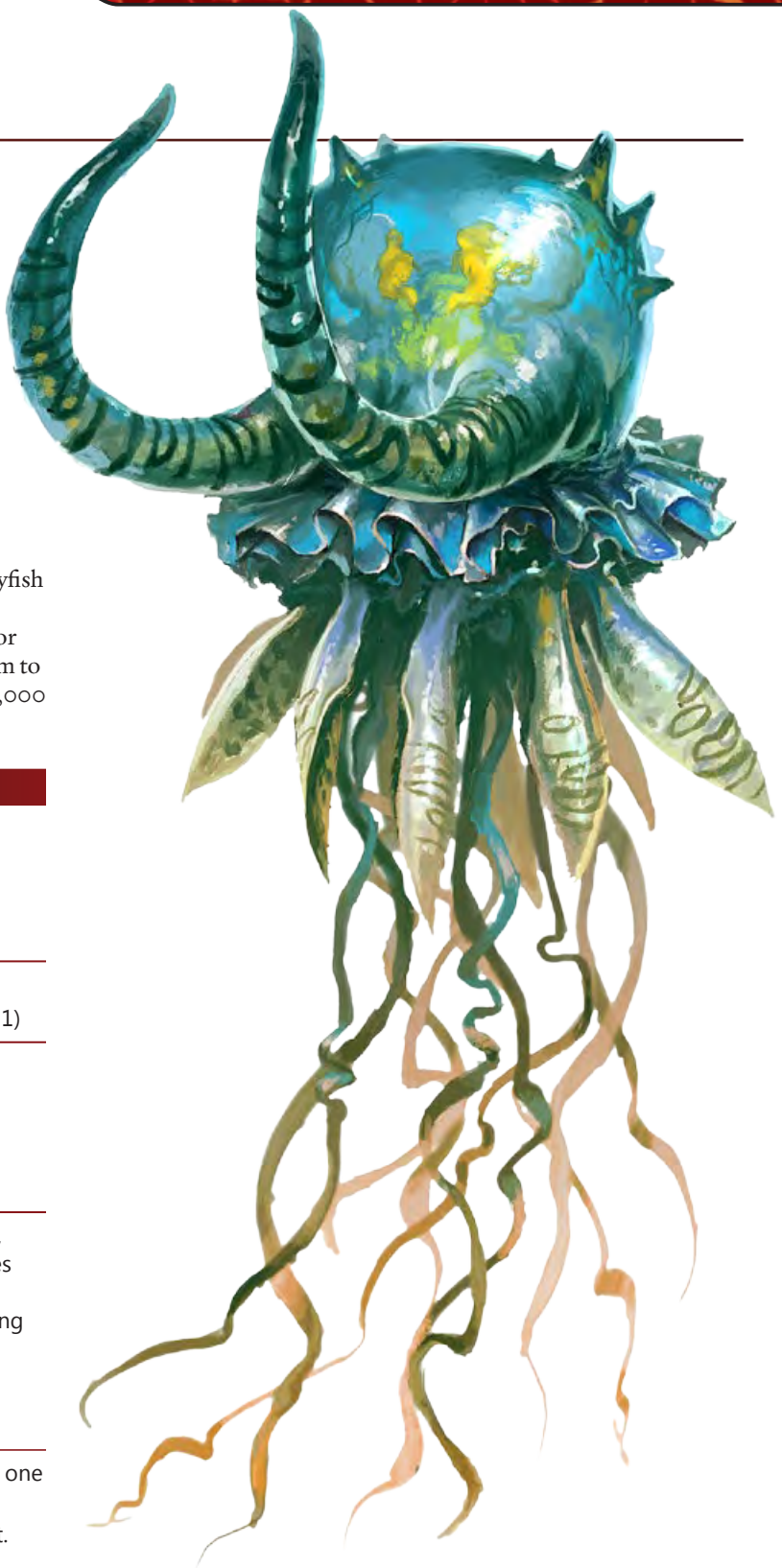
Claw. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) slashing damage.

Battleaxe. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage or 9 (1d10 + 4) slashing damage if used with two hands. Using the battleaxe two-handed prevents using the handaxe.

Handaxe. *Melee or Ranged Weapon Attack*: +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Howl of Battle (Recharge 6). Up to three allies who can hear the trollkin reaver and are within 30 feet of it can each make one melee attack as a reaction.

Tusked Skyfish



This horrid creature looks like an enormous flying jellyfish, with long, wicked tusks curving from its gaping mouth and tentacle-whiskers trailing behind it.

Alchemical Flotation. These aerial jellyfish waft through the air like balloons, suspended by internal alchemical reactions. This mode of movement takes them almost vertically when they wish, or drifts with the winds. They can reach altitudes of 30,000 feet.

Shocking Tendrils. Tusked skyfish catch slow-moving or inattentive prey in their tentacles, and sometimes fish in shallow lakes and streams. They can suppress their natural electrical charge, allowing them to manipulate objects or interact with other creatures safely.

Slow Mounts. When fitted with special saddles, tusked skyfish can be ridden without harming their riders, although their slow speed makes them most suitable for casual excursions or unhurried long-distance travel. The jinnborn and genies seem to find them congenial beasts of burden, carrying as much as 4,000 pounds.

TUSKED SKYFISH

Large aberration, lawful good

Armor Class 14 (natural armor)

Hit Points 102 (12d10 + 36)

Speed 5 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	17 (+3)	3 (−4)	14 (+2)	10 (+1)

Damage Immunities lightning

Senses darkvision 60 ft., passive Perception 12

Languages —

Challenge 4 (1,100 XP)

Tendril Curtain. When the tusked skyfish is flying, its wispy, electrified tendrils dangle beneath it and touch all creatures within 20 feet directly below its space as it moves. Any creatures in the path of its movement take 10 (3d6) lightning damage, or half damage with a successful DC 13 Dexterity saving throw.

Actions

Multiattack. The tusked skyfish makes one gore attack and one tentacles attack.

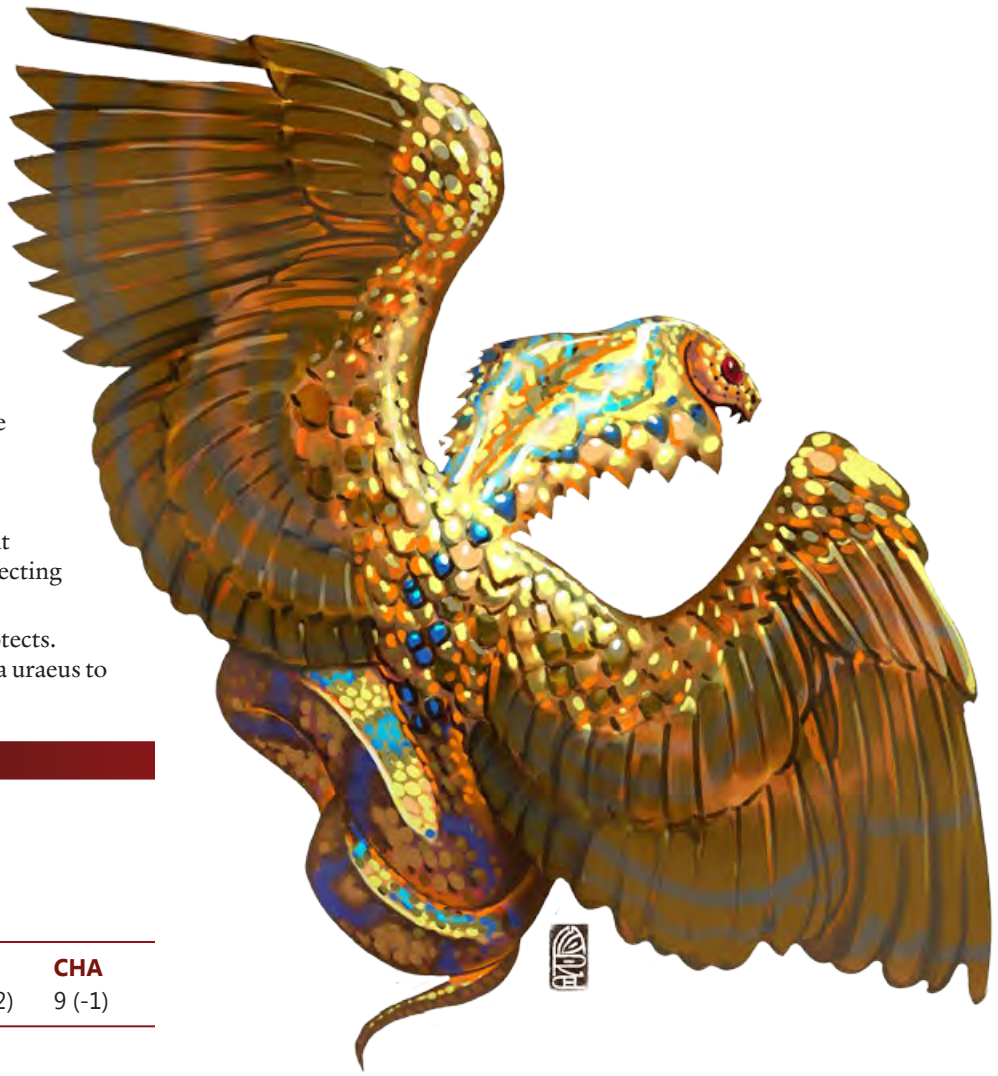
Gore. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage.

Tentacles. *Melee Weapon Attack*: +5 to hit, reach 10 ft., one creature. *Hit:* 13 (3d6 + 3) bludgeoning damage plus 10 (3d6) lightning damage. The target is also grappled (escape DC 13). Until this grapple ends, the target is restrained. While grappling the target, the tusked skyfish can't use this attack against other targets. When the tusked skyfish moves, a Medium or smaller target it is grappling moves with it.

Stench Spray (Recharge 5–6). The tusked skyfish sprays foul-smelling liquid in a line 20 feet long and 5 feet wide. Each creature in that line must make a successful DC 13 Constitution saving throw or become poisoned for 1 minute. If the saving throw fails by 5 or more, the creature falls unconscious for the same duration. A poisoned creature repeats the saving throw at the end of each of its turns, ending the effect on itself on a success.

URAEUS

A sleek serpent wends through the air, held aloft on bronze-feathered wings. The flying cobra flares its hood and hisses, hurling a spray of orange sparks from its fanged mouth.



A uraeus resembles a vibrantly colored cobra. The serpent's scales are the rich gold-flecked blue of lapis lazuli and its eyes gleam white, but its most distinguishing feature is a pair of feathery bronze wings. It glides gracefully through the air with a deliberate vigilance that reveals its intelligence. A uraeus grows up to three feet long, and weighs around 5 pounds.

Divine Protectors. Uraeuses are celestial creatures that carry a spark of divine fire within them, and they thirst for purpose when they arrive on the Material Plane. Whether the creature was deliberately summoned or found its way to the Material Plane through other means, a uraeus is created to protect. Once it finds a worthy charge, it devotes its fiery breath and searing venom to protecting that ward.

A uraeus is fanatically loyal to the creature it protects. Only gross mistreatment or vicious evil can drive a uraeus to break its bond and leave.

URAEUS

Tiny celestial, lawful neutral

Armor Class 14 (natural armor)

Hit Points 40 (9d4 + 18)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	14 (+2)	10 (+0)	14 (+2)	9 (-1)

Skills Perception +4

Damage Resistances fire; bludgeoning, piercing, and slashing damage from nonmagical weapons

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 10 ft., passive Perception 14

Languages understands Celestial and Common but can't speak

Challenge 2 (450 XP)

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

Ward Bond. As a bonus action, the uraeus forms a magical bond with a willing creature within 5 feet. Afterward, no matter how great the distance between them, the uraeus knows the distance and direction to its bonded ward and is aware of the creature's general state of health. The bond lasts until the uraeus or the ward dies, or the uraeus ends the bond as an action.

ACTIONS

Bite. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage plus 9 (2d8) poison damage, and the target must make a successful DC 12 Constitution saving throw or be poisoned for 1 minute. While poisoned in this way, the target takes 9 (2d8) fire damage at the start of its turn. A poisoned creature repeats the saving throw at the end of its turn, ending the effect on a success.

Searing Breath (Recharge 5-6). The uraeus exhales a 15-foot cone of fire. Creatures in the area take 10 (3d6) fire damage, or half damage with a successful DC 12 Dexterity saving throw.

REACTIONS

Bonded Savior. When the uraeus' bonded ward takes damage, the uraeus can transfer the damage to itself instead. The uraeus' damage resistance and immunity don't apply to transferred damage.

Urochar (Strangling Watcher)

This horrible gigantic crimson leech slithers upright on four muscular tentacles, each 30 feet long. At the top of its writhing trunk, a great lidless eye glows with baleful orange light, surrounded by quivering, feathered antennae fully 5 feet long.

Underworld Wanderers. The urochar are among the most dreaded monsters of the underworld. They have long plagued the drow, morlocks, and other humanoid races of the deep paths. They seek out death and the dying all the way to the banks of the River Styx.

Devour the Dying. Urochars feast on the final moments of those caught in their crushing tentacles. Though they rival the terrible neothelids in power, urochars are quite passive, watching the life and death struggles of other creatures and taking action only to drink in a dying being's final moments from a nearby crevice or overhang, and taste their final gasps of horror.

Immortal. Strangling watchers are effectively immortal. Gargantuan specimens in the deepest reaches of the underworld are several millennia old.

UROCHAR (STRANGLING WATCHER)

Huge aberration, chaotic evil

Armor Class 19 (natural armor)

Hit Points 256 (19d12 + 133)

Speed 40 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	15 (+2)	24 (+7)	14 (+2)	14 (+2)	20 (+5)

Saving Throws Dex +8, Con +13, Wis +8, Cha +11

Skills Perception +8, Stealth +8

Damage Resistances cold, lightning; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities thunder

Condition Immunities frightened

Senses truesight 120 ft., passive Perception 18

Languages understands Darakhul and Void Speech

Challenge 17 (18,000 XP)

Death Throes. When a strangling watcher dies, it releases all the fear it consumed in its lifetime in a single, soul-rending wave. All creatures within 60 feet of it must succeed on a DC 19 Charisma saving throw or become frightened. A frightened creature takes 13 (2d12) psychic damage at the start of each of its turns from the centuries of accumulated dread. It can repeat the Charisma saving throw at the end of each of its turns, ending the effect on a success.

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

At will: *feather fall*

3/day each: *blur, meld into stone, phantasmal killer*

1/day each: *black tentacles, eyebite, greater invisibility*

Spider Climb. The watcher can climb any surface, including upside down on ceilings, without making an ability check.

Squeeze. Despite their size, strangling watchers have slender, boneless bodies, enabling them to squeeze through passages only a Small-sized creature could fit through, without affecting their movement or combat capabilities.

Actions

Multiattack. The watcher makes four attacks with its tentacles.

Tentacle. *Melee Weapon Attack*: +13 to hit, reach 20 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage, and the target is grappled (escape DC 17). Until this grapple ends, the target is restrained. Each of its four tentacles can grapple one target.

Paralyzing Gaze (Recharge 5–6). The watcher can target one creature within 60 feet with its eerie gaze. The target must succeed on a DC 19 Wisdom saving throw or become paralyzed for 1 minute. The paralyzed target can repeat the saving throw at the end of each of its turns, ending the effect on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the watcher's gaze for the next 24 hours.

Legendary Actions

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

Crush Attack. The urochar crushes one creature grappled by its tentacle. The target takes 25 (4d8 + 7) bludgeoning damage.

Tentacle Attack. The watcher makes one tentacle attack.

Tentacle Leap (Costs 2 Actions). Using a tentacle, the urochar moves up to 20 feet to an unoccupied space adjacent to a wall, ceiling, floor, or other solid surface. This move doesn't trigger reactions. The urochar must have at least one tentacle free (not grappling a creature) to use this action. Grappled creatures move with the urochar.

USHABTI

The eye sockets in a large, ornate death mask suddenly ignite with a golden radiance. With the creak of long-unused limbs, this towering figure in ancient armor raises a khopesh and scepter once more.

Tomb Servants. Ushabtis were placed in ancient tombs as servants for the tomb's chief occupants in the afterlife. They are long-lasting constructs that can tend to physical work and maintenance inside sealed tombs where flesh-and-blood laborers couldn't survive.

Slaughter Tomb Robbers. Ushabtis are most commonly encountered in their roles as guardians—a function they fulfill very effectively. An ushabti is sometimes obvious from the blood of its victims, staining its form. Some tombs are littered with bones of tomb robbers an ushabti has dispatched.

Khopesh and Scepter. Most ushabtis have human faces and proportions, with features resembling a death mask. When at rest, they stand or lie with arms folded across their chests, clutching their scepter and khopesh. Many variations have been found, however, including some that are completely inhuman, animal-headed, or that have abstract or fanciful designs such as a sun sphere head or a body made entirely of papyrus scrolls.

Constructed Nature. An ushabti doesn't require air, food, drink, or sleep.

USHABTI

Large construct, unaligned

Armor Class 18 (natural armor)

Hit Points 105 (10d10 + 50)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	17 (+3)	20 (+5)	11 (+0)	19 (+4)	9 (−1)

Saving Throws Dex +7, Cha +3

Skills Arcana +4, History +4, Perception +8

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical weapons

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

Senses darkvision 60 ft., passive Perception 18

Languages Ancient language of DM's choice

Challenge 9 (5,000 XP)

Dynastic Aura. A creature that starts its turn within 15 feet of the ushabti must make a DC 17 Constitution saving throw, unless the ushabti is incapacitated. On a failed save, the creature has its breath stolen; it takes 9 (2d8) necrotic damage, and until the end of the ushabti's next turn, can't cast spells that require a verbal component or speak louder than a whisper. If a creature's saving throw is successful, the creature is immune to this ushabti's Dynastic Aura for the next 24 hours.

Healing Leech. If a creature within 30 feet of the ushabti regains hit points from a spell or a magical effect, the creature gains only half the normal number of hit points and the ushabti gains the other half.

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

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

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

ACTIONS

Multiattack. The ushabti makes one attack with Medjai's scepter and one with its khopesh.

Medjai's Scepter. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage plus 10 (3d6) poison damage.

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

USHABTI IN MIDGARD

The River Kingdom of Nuria-Natal is the home of many ushabti, but the form goes back to the time of the Carnidine Kingdom of Bastet. Some stories claim that the cat-headed ushabti of Tes-Luria are slowly rebuilding their city for their buried mistresses, and that someday, when the water flows through hidden aqueducts, the ushabti of Tes-Luria will lead the catfolk into a new age of bloody slaughter and feline rule in the Southlands.

Vættir

Vættir are ancestral spirits, sometimes protective and helpful but demanding reverence and wrathful when offended.

Servants of the Land. Land vættir dwell in barrows while sea vættir live beneath lakes, rivers, or the sea—both wear ancient mail and carry bronzes axes in withered hands. Servants of the land, they haunt those who disrespect the wild or ancient laws and traditions.

Jealous and Wrathful. A wrathful vættir rises from its mound when its grave goods are stolen (including heirlooms passed on to living descendants) or when they are disrespected (leaving the dragon prow attached to a longship is a common offense, as is failing to make offerings). Vættir jealously guard both honor and treasures, and may be relentless enemies over matters as small as an accidental word or a single coin.

Dangerous Helpers. A vættir's blue-black skin is stretched taut over its bones and sinews and its lips are drawn back in a cruel grimace. A rarer, bone-white variety exists that cares little for material possessions, instead guarding their honor or a particular patch of land. Both varieties will answer a summons by descendants or nearby villages. The summoned vættir will wander into longhouses or taverns and sit down beside those who call them, ready to serve. However, there's always a price and a vættir's help is often more than bargained for.

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

VÆTTIR

Medium undead, lawful evil

Armor Class 15 (chain shirt)

Hit Points 120 (16d8 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	16 (+3)	10 (+0)	12 (+1)	14 (+2)

Saving Throws Dex +4, Con +5, Wis +3, Cha +4

Damage Immunities necrotic, poison

Condition Immunities charmed, frightened, poisoned

Senses truesight 30 ft., darkvision 60 ft., passive Perception 11

Languages the languages it knew in life

Challenge 4 (1,100 XP)

Covetous Bond. Corpse-black vættir can see the face of any creature holding or carrying any item the vættir ever claimed as its own. It also detects the direction and distance to items it ever owned, so long as that item is currently owned by another. If the item changes hands, the new owner becomes the target of the vættir's hunt. Bone-white vættir see individuals who have offended them. Neither time nor distance affects these abilities, so long as both parties are on the same plane.

Deathless. The vættir is destroyed when reduced to 0 hit points, but it returns to unlife where it fell on the next nightfall with full hit points. It can be killed only by removing its head, burning the corpse, and dumping the ashes in the sea, or by returning it to its burial mound, placing an open pair of scissors on its chest, and driving pins through its feet.

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

2/day each: *gaseous form, hunter's mark*

1/day each: *enlarge/reduce, phantom steed*

1/week each: *bestow curse, geas, remove curse*

Sunlight Sensitivity. Vættir avoid daylight. A vættir in direct sunlight has disadvantage on attack rolls and ability checks.

Actions

Multiattack. The vættir makes two greataxe attacks or two longbow attacks.

Greataxe. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 11 (1d12 + 5) slashing damage plus 3 (1d6) necrotic damage.

Longbow. *Ranged Weapon Attack*: +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Corpse Breath (Recharge 5–6). The vættir spews forth a 15-foot cone of putrid gas. Those caught in the area must succeed on a DC 13 Constitution saving throw or become poisoned for 1d4 rounds.

Maddening Gaze (1/Day). The vættir can lock eyes with a creature and drive it mad. Any creature within 30 feet of a vættir that is the focus of its gaze must make a DC 12 Charisma saving throw or become confused (as the spell) for 1d4 rounds. If the save is successful, the target is immune to the effect for 24 hours.

VALKYRIE

These warrior women, armed with cruel-looking swords, sit astride massive winged wolves. Each of them is as beautiful, graceful, and fierce as a well-honed war ax.

Choosers of the Slain. Valkyries are sent by Odin to decide the course of battles and harvest the souls of brave fallen warriors. Riding savage winged wolves (winter wolves with a fly speed of 80 feet), they visit battlefields to do their master's will, surrounded by crows and ravens. Valkyries remain invisible during these missions, dispensing *bane* or *bless* spells as fate decrees.

Despise Humanoids. They love animals, especially birds, but are scornful of humanoids as weak and cowardly. All valkyries love battle and bloodshed, and many are savage and callous.

Neutral Parties. Valkyries seldom interfere in mortal affairs, save to ensure the proper course of battles. When duty demands, as a punishment, or (very rarely) when they fall in love, a valkyrie may wander the mortal world.

VALKYRIE

Medium celestial, neutral

Armor Class 16 (chain mail) or 18 (chain mail with shield)

Hit Points 112 (15d8 + 45)

Speed 30 ft., fly 30 ft.

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

Saving Throws Str +12, Dex +12, Con +11, Int +5, Wis +8, Cha +12

Skills Perception +8

Damage Resistances acid, cold, fire, lightning, thunder

Damage Immunities bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities frightened

Senses truesight 60 ft., passive Perception 18

Languages Common, Dwarvish, Giant, and see Gift of Tongues

Challenge 11 (7,200 XP)

Asgardian Weapons. The valkyrie's weapon attacks are magical. When she hits with any weapon, it does an extra 11 (2d10) radiant damage (included in attacks listed below).

Cloak of Doom. Any living creature that starts its turn within 60 feet of a valkyrie senses her unsettling presence and must succeed on a DC 16 Charisma saving throw or be frightened for 1d4 rounds. Those who succeed are immune to the effect for 24 hours. The valkyrie can suppress this aura at will.

Gift of Tongues. Valkyries become fluent in any language they hear spoken for at least 1 minute, and they retain this knowledge forever.

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

At will: *bane, bless, invisibility, sacred flame, spare the dying, speak with animals, thaumaturgy*

5/day each: *gentle repose, healing word, warding bond*

3/day each: *beacon of hope, mass healing word, revivify*

1/day each: *commune, death ward, freedom of movement, geas*

ACTIONS

Longsword. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage or 9 (1d10 + 4) slashing damage if used with two hands, plus 11 (2d10) radiant damage.

Spear. *Melee or Ranged Weapon Attack*: +8 to hit, reach 10 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage or 8 (1d8 + 4) piercing damage if used with two hands to make a melee attack, plus 11 (2d10) radiant damage.

LEGENDARY ACTIONS

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

Cast a Cantrip. The valkyrie casts one spell from her at-will list.

Spear or Longsword Attack. The valkyrie makes one longsword or spear attack.

Harvest the Fallen (Costs 2 Actions). A valkyrie can take the soul of a newly dead body and bind it into a weapon or shield. Only one soul can be bound to any object. Individuals whose souls are bound can't be raised by any means short of a *wish* or comparable magic. A valkyrie can likewise release any soul that has been bound by another valkyrie, or transfer a bound soul from one object to another. Once bound, the soul grants the item a +1 bonus for every 4 character levels of the soul (maximum of +3), and this replaces any other magic on the item. At the DM's discretion, part of this bonus can become an appropriate special quality (a fire giant's soul might create a flaming weapon, for example).

Vampire, Umbral

An umbral vampire is a fiendish creature, once human but twisted into a dark reflection by an ancient curse. It resembles a deathly pale, gaunt human with stringy hair, dressed in scant rags. Misty strands of darkness leak from its empty eye sockets, yawning nasal cavity, and mouth.

Cursed Origin. Legends speak of an ancient city whose origins are lost to the ages, where a cabal of wizards with the power to manipulate the flow of time made its citizens immortal. When the wizards fell and no longer held back the ravages of time, the citizens aged centuries in moments. Instead of dying, the wretches lingered on in their dark realm.

Bound to Darkness. All umbral vampires originate in the City Fallen into Shadow, and under most circumstances, they're encountered only in that forsaken place. Despite the terrors it holds, adventurers continue to seek out the city, chasing legends of potent artifacts and boundless treasure accumulated during its golden age. Occasionally, an umbral vampire slips into the mortal world, where it hides in a place seldom or never touched by sunlight and emerges at night to search for victims.

Shadowy Nature. An umbral vampire doesn't require air, food, drink, or sleep.

UMBRAL VAMPIRE

Medium fiend, chaotic evil

Armor Class 14

Hit Points 84 (13d8 + 26)

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

STR	DEX	CON	INT	WIS	CHA
1 (-5)	18 (+4)	15 (+2)	14 (+2)	14 (+2)	19 (+4)

Saving Throws Dex +7, Cha +7

Skills Perception +5, Stealth +7

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

Damage Immunities cold, necrotic, poison

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

Senses darkvision 60 ft., passive Perception 15

Languages Common, Umbral, Void Speech

Challenge 7 (2,900 XP)

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

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

At will: *mirror image, plane shift* (plane of shadows only)

1/day each: *bane* (when in dim light or darkness only), *black tentacles*

Shadow Blend. When in dim light or darkness, the umbral vampire can Hide as a bonus action, even while being observed.

Strike from Shadow. The reach of the umbral vampire's umbral grasp attack increases by 10 feet and its damage increases by 4d6 when both the umbral vampire and the target of the attack are in dim light or darkness and the umbral vampire is hidden from its target.

Sunlight Sensitivity. While in direct sunlight, the umbral vampire has disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight.

Actions

Umbral Grasp. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 18 (4d6 + 4) cold damage and the target's Strength score is reduced by 1d6. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

If a non-evil humanoid dies from this attack, a shadow rises from the corpse 1d4 hours later.

Vapor Lynx

These great cats pad noiselessly, while tendrils of smoke drift off their sleek gray coats, leaving misty whorls in their wake. Their eyes shift from dull, pallid orbs to pitch black slits. Their lips curl up into a fang-revealing smile as their bodies fades into fog.

Split the Herd. Vapor lynxes are capricious hunters. Devious, manipulative, and mischievous, they toy with their prey before killing it. They rarely enjoy a stand-up fight, instead coalescing in and out of the fog to harass victims. Using their ability to solidify and poison the fog around them, they cut large groups into smaller, more manageable morsels.

Dreary Marshlands. Their tactics have earned vapor lynxes a nasty reputation and the occasional bounty on their heads. Additionally, their magical nature makes them valuable to practitioners of the magical arts, and their beautiful, thick coats tempt many a furrier into hunts they may not be prepared for. For these reasons, vapor lynxes avoid civilization, fearing organized reprisal. Instead they haunt marshes and swamps, where the natural fog makes hunting easier. If an intelligent humanoid passes their way, they are happy for a change in their diet.

Chatty with Dinner. Although reclusive, vapor lynxes are intelligent, speaking both Common and Sylvan. They are particularly prideful and take great joy in bantering with potential meals to belittle and frighten them. Survivors of vapor lynx encounters invariably mention their constant needling and self-aggrandizement.

VAPOR LYNX

Large monstrosity, chaotic neutral

Armor Class 14 (natural armor)

Hit Points 127 (15d10 + 45)

Speed 50 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	16 (+3)	10 (+0)	13 (+1)	14 (+2)

Skills Perception +4, Stealth +7

Senses darkvision 60 ft., passive Perception 14

Languages Common, Sylvan

Challenge 5 (1,800 XP)

Innate Spellcasting. The lynx's innate spellcasting ability is Charisma. It can cast the following spell, requiring no material components:

3/day: *gaseous form*

Smoky Constitution. The vapor lynx spends its time in both gaseous and solid form. Its unique constitution makes it immune to all fog- or gas-related spells and attacks, including its own. A vapor lynx sees clearly through light or heavy obscurement caused by fog, mist, or spells such as *fog cloud*.

Actions

Multiattack. The vapor lynx makes one bite attack and two claw attacks.

Bite. *Melee Weapon Attack*: +7 to hit, reach 10 ft., one target. *Hit:* 17 (3d8 + 4) piercing damage.

Claw. *Melee Weapon Attack*: +7 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Poison Breath (Recharge 5–6). The vapor lynx exhales a 40-foot radius poison fog, which heavily obscures a spherical area around the lynx. Any breathing creature that ends its turn in the fog must make a DC 14 Constitution saving throw or become poisoned for 1d4 + 1 rounds.

Vesiculosa

This glittering pool stands among lush and verdant fruiting plants.

Underground Oasis. A vesiculosa is a huge, burrowing pitcher plant that dwells in oases, spurring nearby growth and luring in prey with soporific scents and tainted water. A vesiculosa's body is buried in the ground, with only its rootlets swarming in the open in ropy tangles. It catches meals with these rootlets and drags them to its mouth. Usually these morsels are unconscious, but the rootlets can put up a fight if they must.

Rich Sapphire Heartvine. A vesiculosa's heartvine resembles a lump of sapphire and is highly prized by alchemists (worth 1,000 gp). It can be reached with an hour or two of hard digging.

VESICULOSA

Gargantuan plant, unaligned

Armor Class 15 (natural armor)

Hit Points 203 (14d20 + 56)

Speed 0 ft., burrow 5 ft.

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

Skills Perception +6

Damage Resistances fire, bludgeoning, piercing

Condition Immunities charmed, blinded, deafened, frightened, prone

Senses tremorsense 60 ft., passive Perception 16

Languages —

Challenge 11 (7,200 XP)

False Appearance. While the vesiculosa remains motionless, it is indistinguishable from a normal pool of water.

Rootlet Swarms. The vesiculosa is surrounded at all times by four Medium swarms of Tiny rootlets that move as the vesiculosa directs. Each swarm has a speed of 30 feet, can be targeted independently, has 25 hit points, and (unlike the parent plant) quite vulnerable to fire damage. Other than that, they have the same statistics as the vesiculosa's main body. For each swarm that drops to 0 hit points, the vesiculosa loses one of its Entrap attacks. A destroyed swarm regrows in 24 hours.

Sweet Water. The vesiculosa's pool emits a sweet fragrance that lures creatures to drink. Creatures that are neither undead nor constructs within 60 feet must succeed on a DC 16 Wisdom saving throw or be compelled to approach the vesiculosa and drink. The water is cool and refreshing but carries a sleeping poison: any creature (other than undead and constructs) that drinks from it regains 1d4 hp and recovers from 1 level of exhaustion, but must succeed on a DC 15 Constitution saving throw against poison or fall unconscious for 1 minute. If the saving throw fails by 5 or more, the creature is unconscious for 1 hour. An unconscious creature wakes up if it takes damage or if another creature uses an action to shake it awake.

Verdant. The vesiculosa's sap seeps into the soil, promoting lush vegetation. At any given time, 3d6 beneficial fruits (fruit, nuts, figs, dates) can be found within 30 feet of the vesiculosa. These have the same effect as berries from a *goodberry* spell, but they retain their potency for one week after being picked or after the vesiculosa is killed.

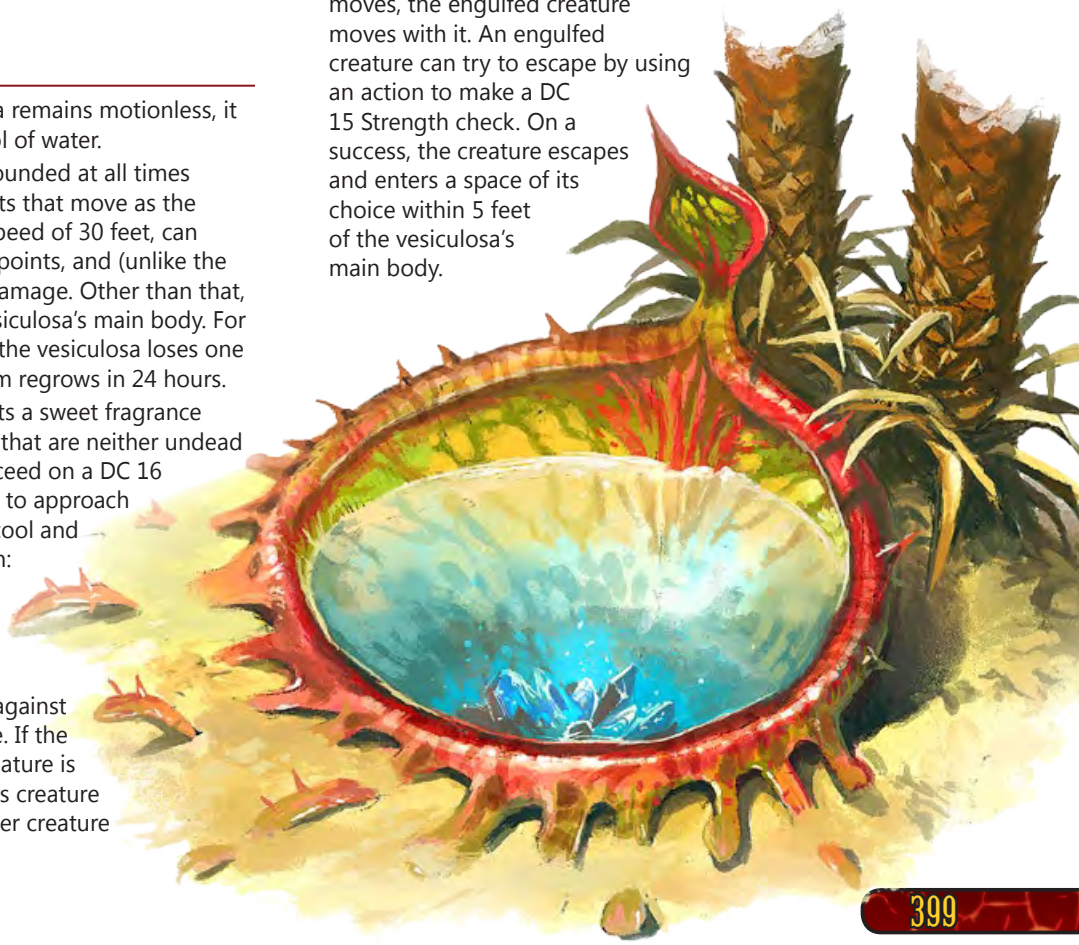
Actions

Multiattack. The vesiculosa uses Entrap 4 times, and uses Reel and Engulf once each. It loses one Entrap attack for each rootlet swarm that's been destroyed.

Entrap. The vesiculosa targets a Large or smaller creature within 5 feet of one of its rootlet swarms. The target takes 10 (4d4) piercing damage and is grappled (escape DC 15), or takes half damage and isn't grappled if it makes a successful DC 17 Dexterity saving throw. Until the grapple ends, the target is restrained, it has disadvantage on Strength checks and Strength saving throws, and that rootlet swarm can't entrap another target.

Reel. Each rootlet swarm that has a creature grappled moves up to 20 feet toward the vesiculosa's main body. Rootlets wander up to 100 feet from the main body.

Engulf. The vesiculosa engulfs all restrained or unconscious creatures within 5 feet of its main body (up to 2 Large, 4 Medium or 8 Small creatures). An engulfed creature is restrained, has total cover against attacks and other effects outside the vesiculosa, and takes 21 (6d6) acid damage at the start of each of the vesiculosa's turns. When the vesiculosa moves, the engulfed creature moves with it. An engulfed creature can try to escape by using an action to make a DC 15 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the vesiculosa's main body.



VILA

These beautiful, slim women ride on large deer, their hair the color of spring grass, skin like polished wood, and eyes as gray as a coming storm.

Dryad Cousins. The vila are kin to the dryads. Like their cousins, they serve as protectors of the deepest forests.

Demand Oaths. Where dryads beguile to accomplish their goals, the vila coerce and threaten. They demand oaths from interlopers and enforce them fiercely. Vila delight in testing the virtue of travelers and tormenting the uncharitable and cruel with bad weather and misfortune. Particularly obnoxious adventurers might suffer bad luck for months because a troop of vila quietly dances around their camp each night.

Hunt with a Pack. Vila rarely travel or fight alone; they are often seen in the company of alseid, wolves, wampus cats, or deer. In combat, they sometimes ride on fleet-footed deer, the better to escape if events turn against them.

VILA

Medium fey, lawful neutral

Armor Class 15

Hit Points 77 (14d8 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	13 (+1)	11 (+0)	14 (+2)	16 (+3)

Saving Throws Dex +8, Con +4, Wis +5, Cha +6

Skills Animal Handling +8, Insight +5, Intimidation +6, Perception +8, Stealth +8

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Senses darkvision 60 ft., passive Perception 18

Languages Common, Sylvan, telepathy 60 ft. (beasts only)

Challenge 5 (1,800 XP)

Dance of the Luckless (1/Day). Vila who dance for one hour create a fairy ring of small gray mushrooms. The ring lasts seven days and has a 50-foot diameter per dancing vila. Non-vila who fall asleep (including magical sleep) inside the ring have disadvantage on skill checks for 24 hours from the time they awaken.

Forest Quickness. While in forest surroundings, a vila receives a +4 bonus on initiative checks.

Forest Meld. A vila can meld into any tree in her forest for as long as she wishes, similar to the *meld into stone* spell.

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

3/day: *sleep*

1/week: *control weather*

ACTIONS

Multiattack. A vila makes two shortsword attacks or two shortbow attacks.

+1 Shortsword. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d6 + 6) piercing damage.

+1 Shortbow. *Ranged Weapon Attack*: +9 to hit, range 80/320 ft., one target. *Hit:* 9 (1d6 + 6) piercing damage.

Fascinate (1/Day). When the vila sings, all those within 60 feet of her and who can hear her must make a successful DC 14 Charisma saving throw or be stunned for 1d4 rounds. Those who succeed on the saving throw are immune to that vila's singing for 24 hours.

Forest Song (1/Day): The vila magically calls 2d6 wolves or 2 wampus cats. The called creatures arrive in 1d4 rounds, acting as allies of the vila and obeying its spoken commands. The beasts remain for 1 hour, until the vila dies, or until the vila dismisses them as a bonus action.

VILA IN MIDGARD

The vila are servants to Baba Yaga, and she does not deny them. She has many such daughters, an entire nation at her command, though she rarely calls on them. When she does, though, her dutiful children answer her call by the hundreds. They live in the depths of the Margreve Forest and the Ghost Wood, among other places, and are somewhat friendly with the daughters of Perun.

Vile Barber (Siabhra)

A pale, scrawny fellow clad in a black leather apron and slender ebon gloves grins from the shadows. A maw of needle-sharp teeth and the wicked straight razor at his side are a clear warning that his enemies should hasten their footsteps.

Vile barbers are sadistic, unseelie fey who move through the shadows to execute their bloody, malevolent wills. Known as barbers for both the use of wicked blades and their proclivity for slashing the necks of their victims, these insidious fey can be found lurking in dark and harrowed places like back-alley streets or abandoned, deep-shaded cemeteries.

Fey Punishers. Called the siabhra (pronounced she-uvh-ra) among the fey courts, vile barbers are fickle creatures. They are sent to punish those who have offended the fey lords and ladies, and their cruelty and cunning help them write messages in blood and skin. At the very least, they scar those who have spoken ill of the fey; those who have harmed or murdered the fey are more likely to be bled slowly. Some of these deaths are made quite public—though in a few cases, the victim is enchanted to remain invisible while the siabhra does its bloody work.

Slippery Fighters. A vile barber often uses its ability to step through shadows to steal a victim's weapon and use it against its former owner with devastating effect. Any creature grappled by a vile barber is at the mercy of the barber's sinister and unclean weapons—they delight in close combat.

Assassins and Envoys. Vile barbers frequently consort with hags and prowl the places these wicked crones cannot go as emissaries and assassins. Some sages speculate that vile barbers are envoys of the Queen of Night and Magic or the Queen of Witches. Information on the siabhra is scant; most adventurers who meet them don't live to share their findings or to see the vile barber lick its bloody blade clean.

VILE BARBER

Small fey, chaotic evil

Armor Class 15 (leather armor)

Hit Points 28 (8d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	10 (+0)	10 (+0)	8 (-1)	10 (+0)

Skills Athletics +3, Stealth +6

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered or made of cold iron

Condition Immunities frightened

Senses 60 ft., passive Perception 9

Languages Common, Goblin, Sylvan, Umbral

Challenge 2 (450 XP)

Close-in Slasher. The vile barber has advantage on attack rolls against any creature in the same space with it.

Inhumanly Quick. The vile barber can take two bonus actions on its turn, instead of one. Each bonus action must be different; it can't use the same bonus action twice in a single turn.

Invasive. The vile barber can enter, move through, or even remain in a hostile creature's space regardless of the creature's size, without penalty.

Nimble Escape. As a bonus action, the vile barber can take the Disengage or Hide action on each of its turns.

Pilfer. As a bonus action, the vile barber can take the Use an Object action or make a Dexterity (Sleight of Hand) check.

Shadow Step. As a bonus action, the vile barber magically teleports from an area of dim light or darkness it currently occupies, along with any equipment it is wearing or carrying, up to 80 feet to any other area of dim light or darkness it can see. The barber then has advantage on the first melee attack it makes before the end of the turn.

Actions

Multiattack. The vile barber makes two attacks with its straight razor.

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

Unclean Cut. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one creature that is grappled by the vile barber, incapacitated, or restrained. *Hit:* 6 (1d4 + 4) slashing damage plus 7 (2d6) necrotic damage. The creature and all its allies who see this attack must make successful DC 15 Wisdom saving throws or become frightened for 1d4 rounds.

Vine Lord

Covered with dark green bark and twining tendrils, this long-limbed humanoid exudes a palpable aura of horror.

Melding of Flesh and Vine. Vine lords are formed from the union of full-grown tendril puppets and the force-grown descendants of plantfolk. Their servants include most plant species, including tendril puppets and vine troll skeletons.

Walking Forests. Vine lords seek to expand and empower forests and jungles in the service of their patron gods and demons, or simply to expand their own power. In many cases, they compel trees to walk into grasslands or plowed fields on moonless nights, claiming that territory for the trees.

VINE LORD

Medium plant, lawful neutral

Armor Class 16 (natural armor)

Hit Points 105 (14d8 + 42)

Speed 30 ft.

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

Saving Throws Con +6, Wis +6, Cha +7

Damage Vulnerabilities fire

Condition Immunities blinded, deafened

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 13

Languages Common

Challenge 7 (2,900 XP)

Green Strider. The vine lord ignores movement restrictions and damage caused by natural undergrowth.

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

Regeneration. The vine lord regains 10 hit points at the start of its turn if it has at least 1 hit point and is within its home forest or jungle.

Root Mind. Within its home forest or jungle, the vine lord's blindsight extends to 60 ft., it succeeds on all Wisdom (Perception) checks, and it can't be surprised.

Spore Sacs (1/week). The vine lord can release seeds from specialized sacs on its tendrils. These seeds sprout into 1d4 green spore pods that reach maturity in 3 days. The pods contain noxious spores that are released when the pod is stepped on, picked, or otherwise tampered with. A humanoid or beast that inhales these spores must succeed on a DC 14 Constitution saving throw against disease or tendrils start growing inside the creature's body. If the disease is not cured within 3 months, the tendrils take over the creature's nervous system and the victim becomes a tendril puppet.

VINE LORDS IN MIDGARD

Vine lords owe much of their parentage to the Kijani, the original inhabitants of Kush. They are agents of the Green Walker, working to spread the Living Jungle beyond its current borders. Vine lords marshal jungle denizens to fight for them as tendril puppets, and they often entice druid circles with promises of great power.

ACTIONS

Multiattack: The vine lord makes two claw attacks and four tendril attacks. A single creature can't be the target of more than one tendril attack per turn.

Claw. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) slashing damage.

Tendril. *Melee Weapon Attack*: +8 to hit, reach 10 ft., one target. *Hit:* 7 (1d4 + 5) slashing damage plus 3 (1d6) poison damage.

Awaken the Green (1/Day). The vine lord magically animates one or two trees it can see within 60 feet of it. These trees have the same statistics as a treant, except they have Intelligence and Charisma scores of 1, they can't speak, and they have only the Slam action option. An animated tree acts as an ally of the vine lord. The tree remains animate for 1 day or until it dies; until the vine lord dies or is more than 120 feet from the tree; or until the vine lord takes a bonus action to turn it back into an inanimate tree. The tree then takes root if possible.

Tendril Puppet

Moving in odd starts and jerks, these vegetal warriors have thin, green vines growing out from their empty eye sockets, mouth, and ears, and twining around their head, chest, and arms.

Any beast or humanoid can become a tendril puppet if infected by a vine lord.

Plant Sentries. Tendril puppets mindlessly attack creatures that threaten their forest or jungle. They have no sense of self-preservation and always fight to the death.

Poor Vision. Tendril puppets see almost nothing beyond 30 feet away.

Root Mind. All tendril puppets are connected through a shared consciousness called the root mind; if one tendril puppet is aware of danger, all tendril puppets are aware of it. This includes recognizing foes who slew other tendril puppets or who are wanted by a vine lord, druid, or duskthorn dryad who commands them.

TENDRIL PUPPET

Medium plant, lawful neutral

Armor Class 13 (studded leather armor)

Hit Points 34 (4d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	18 (+4)	6 (–2)	6 (–2)	8 (–1)

Damage Vulnerabilities fire

Condition Immunities blinded, deafened

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 8

Languages —

Challenge 2 (450 XP)

Regeneration. The tendril puppet regains 5 hit points at the start of its turn if it has at least 1 hit point and is in jungle terrain.

Root Mind. Within a vine lord's forest or jungle, the tendril puppet's blindsight extends to 60 feet, it succeeds on all Wisdom (Perception) checks, and it can't be surprised.

Green Strider. The tendril puppet ignores movement restrictions and damage caused by natural undergrowth.

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

ACTIONS

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

Hurl Thorns. *Ranged Weapon Attack*: +5 to hit, range 20/60 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage, and the thorn explodes in a 10-foot-radius sphere centered on the target. Every creature in the affected area other than the original target takes 4 (1d8) piercing damage, or half damage with a successful DC 13 Dexterity saving throw.

VOIDLING

Writhing black tendrils stretch from this indistinct orb of pure shadow. The faintest flicker of something green, like an eye, appears for a moment in the center of the globe and then fades to black again.

Called from Darkness. Voidlings are creatures of the darkest void, the cold space between the stars, drawn to mortal realms by practitioners of foul and corrupting magic known to break the minds of those who wield it. They frequently are summoned servants to void dragons, and they have been seen as wardens of the temples on the Plateau of Leng.

Light Eaters. They are said to devour life and knowledge and light itself as sustenance; the places they inhabit are known for their dank chill and their obscurity. Voidlings are summoned by those hungry for power at any cost, and—despite their dark reputation—they serve very well for years or even decades, until one day they turn on their summoners. If they succeed in slaying their summoner, they grow in strength and return to the void. Exactly what voidlings seek when they have not been summoned—and what triggers their betrayals—is a mystery.

Cold Tendrils. Creatures of utter darkness, they can barely be said to have a shape; they consist largely of lashing tendrils of solid shadow. The tendrils meet at a central point and form a rough sphere in which something like an eye appears intermittently.

Though their tentacles stretch 10 feet long, the core of a voiding is no more than 4 feet across, and it weighs nothing, darting through either air or void with impressive speed.

VOIDLING

Large aberration, chaotic evil

Armor Class 16

Hit Points 110 (20d10)

Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	22 (+6)	10 (+0)	14 (+2)	16 (+3)	10 (+0)

Saving Throws Con +4, Int +6, Wis +7, Cha +4

Skills Stealth +10

Damage Immunities necrotic

Condition Immunities exhaustion, petrified, prone

Senses truesight 60 ft., passive Perception 13

Languages telepathy 60 ft.

Challenge 11 (7,200 XP)

Fed by Darkness. A voidling in magical darkness at the start of its turn heals 5 hit points.

Magic Resistance. The voidling has advantage on saving throws against spells and other magical effects except those that cause radiant damage.

Innate Spellcasting. The voidling's innate spellcasting ability is Wisdom (spell save DC 15, spell attack bonus +7). It can innately cast the following spells, requiring no material components:

At will: *darkness, detect magic, fear*

3/day each: *eldritch blast* (3 beams), *black tentacles*

1/day each: *phantasmal force, reverse gravity*

Natural Invisibility. A voidling in complete darkness is considered invisible to creatures that rely on normal vision or darkvision.

ACTIONS

Multiattack. The voidling makes 4 tendril attacks.

Tendril. *Melee Weapon Attack*: +10 to hit, reach 10 ft., one target. *Hit:* 10 (1d8 + 6) slashing damage plus 11 (2d10) necrotic damage.

Necrotic Burst (Recharge 5–6). The voidling releases a burst of necrotic energy in a 20-foot radius sphere centered on itself. Those in the area take 35 (10d6) necrotic damage, or half damage with a successful DC 17 Constitution saving throw.

Wampus Cat

A raven-haired young woman rises to the surface of the water as she swims, singing softly to herself—and her lower body is that of a mountain lion. Her sweet song turns to a yowl of rage when she spots prey.

Wampus cats are all born from an ancient shaman's curse. Trollkin, orc, goblin, and human shamans alike all claim to be able to transform those who practice forbidden magic into wampus cats.

Forest Streams. The wampus cat stalks the shores of woodland waterways, using her magic to disguise her true form and lure unsuspecting victims to the water's edge. She is particularly fond of attacking bathers or those pulling water from a stream.

Hatred of the Holy. While she prefers to feast on intelligent male humanoids, she holds a special animosity toward and hunger for holy men of any kind. Unless near starvation or if provoked, however, she will not kill women. Indeed, a wampus cat may strike up a temporary friendship with any woman who is having difficulties with men, though these friendships typically last only as long as their mutual enemies live. Some witches are said to command gain their trust and keep them as companions.

Swamp Team Ups. Will-o'-wisps and miremals enjoy working in tandem with wampus cats; the wisps alter their light to mimic the flicker of a torch or candle and illuminate the disguised cat, the better to lure in victims, then assist the cat in the ensuing battle. Miremals use a tall story to lure travelers into a swamp when the hour grows late, then abandon them.

WAMPUS CAT

Medium monstrosity, chaotic neutral

Armor Class 14

Hit Points 58 (9d8 + 18)

Speed 40 ft., climb 20 ft., swim 20 ft.

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

Skills Deception +5, Persuasion +5

Senses darkvision 60 ft., passive Perception 12

Languages Common

Challenge 1 (200 XP)

Focused Animosity. The wampus cat has advantage on melee attacks against any male she has seen employ divine magic or wield a holy symbol.

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

At will: *disguise self* (appearance of a female human), *mage hand*

2/day: *hex*

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

Actions

Claws. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

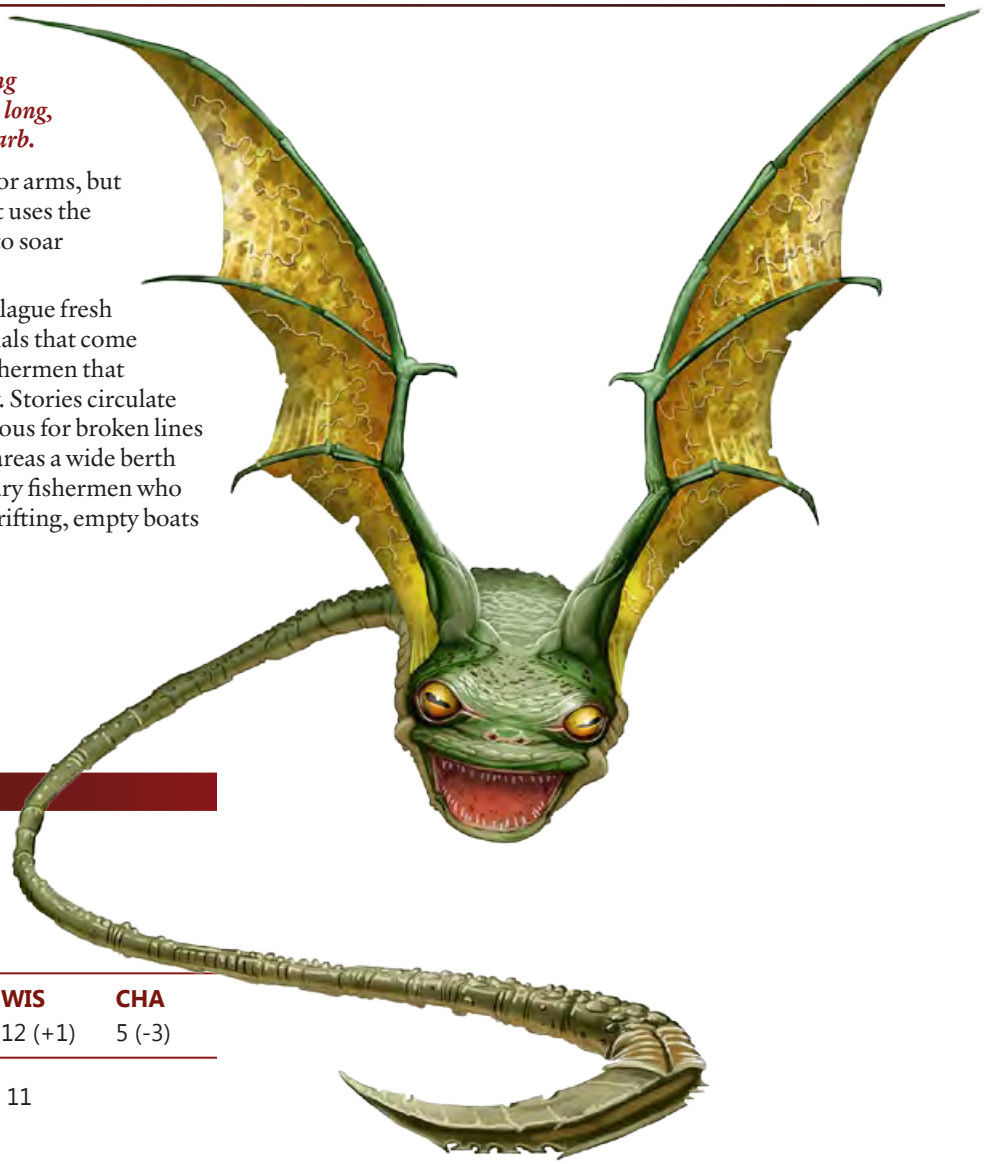
Yowl (Recharge 5–6). Intelligent creatures within 60 feet of the cat who are able to hear its voice must make a DC 13 Charisma saving throw. Those who fail find the sound of the wampus cat's voice pleasant and alluring, so that the cat has advantage on Charisma checks against them for 1 minute. The affected characters cannot attack the wampus cat during this time unless they are wounded in that time.

WATER LEAPER

The water leaper is a frogheaded, legless creature with wide batlike wings and a gaping maw. Its shrieks resemble those of a hawk. Its long, sinuous tail tapers and ends in a venomous barb.

GLIDING WINGS. The creature has no legs or arms, but sports a pair of wide, membranous wings. It uses the wings to glide beneath the water, as well as to soar through the air.

SCOURGE OF WATERWAYS. Water leapers plague fresh lakes and rivers. The creatures prey on animals that come to the water's edge to drink, as well as on fishermen that ply their trade in the water leaper's territory. Stories circulate among fishermen of fishing grounds notorious for broken lines and missing bait, and fishermen give these areas a wide berth for fear of water leapers. Desperate or unwary fishermen who ignore the warnings are never seen again; drifting, empty boats are the only sign of their passing.



WATER LEAPER

Large monstrosity, unaligned

Armor Class 14 (natural armor)
Hit Points 97 (13d10 + 26)
Speed 5 ft., fly 50 ft., swim 40 ft.

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

Senses darkvision 60 ft., passive Perception 11
Languages —
Challenge 4 (1,100 XP)

Amphibious. The water leaper can breathe both air and water.

Camouflage. The water leaper has advantage on Dexterity (Stealth) checks when underwater.

ACTIONS

Multiattack. The water leaper uses its shriek and makes one bite attack and one stinger attack.

Bite. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained and the water leaper can't bite another target.

Shriek. The water leaper lets out a blood-curdling shriek. Every creature within 40 feet that can hear the water leaper must make a successful DC 12 Constitution saving throw or be frightened until the start of the water leaper's next turn. A creature that successfully saves against the shriek is immune to the effect for 24 hours.

Stinger. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage and the target must make a successful DC 12 Constitution saving throw or be poisoned for 1 minute. While poisoned in this way, the creature takes 7 (2d6) poison damage at the start of its turn. A poisoned creature repeats the saving throw at the end of its turn, ending the effect on a success.

Swallow. The water leaper makes a bite attack against a medium or smaller creature it is grappling. If the attack hits, the target is swallowed and the grapple ends. The swallowed target is blinded and restrained, and has total cover against attacks and other effects outside the water leaper. A swallowed target takes 10 (3d6) acid damage at the start of the water leaper's turn. The water leaper can have one creature swallowed at a time. If the water leaper dies, the swallowed creature is no longer restrained and can use 5 feet of movement to crawl, prone, out of the corpse.

Wharfling

Hairless, ugly, and usually dripping water, the wharfling is a nocturnal raider and fond of stealing from fishmongers and jewelers alike.

Waterborne Packs. Wharflings have large, webbed hands and feet and oversized mouths. An adept fish catcher, wharflings establish dens near the shores of oceans, lakes, and rivers, and they often move in family groups of 3 or more.

Thieving Gits. Those who have been bitten by a wharfling rightly fear their needle-like teeth, but most coastal communities hate the animal more for its propensity for theft. Their lairs are invariably filled with stolen metal trinkets.

WHARFLING

Tiny beast, unaligned

Armor Class 13

Hit Points 6 (4d4 – 4)

Speed 30 ft., climb 30 ft., swim 20 ft.

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

Skills Perception +3, Sleight of Hand +5

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 1/8 (25 XP)

Actions

Bite. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage, and the target is grappled (escape DC 10). Until this grapple ends, the wharfling can't use its bite on another target. While the target is grappled, the wharfling's bite attack hits it automatically.

Pilfer. A wharfling that has an opponent grappled at the start of its turn can make a Dexterity (Sleight of Hand) check as a bonus action. The DC for this check equals 10 plus the grappled target's Dexterity modifier. If the check is successful, the wharfling steals some small metallic object from the target, and the theft is unnoticed if the same result equals or exceeds the target's passive Perception. A wharfling flees with its treasure.

Wharfling Swarm

An undulating mass of flesh and teeth, a wharfling swarm is a horrific sight by moonlight.

Bloodthisty Mobs. These masses of hairless bodies writhe along the coast in the moonlight, and often are mistaken for shoggoths or other much larger creatures. Squeals mingle with the screams of unfortunate fishermen caught in its path.

Beach Swarms. Periodically, wharflings congregate in huge numbers and tear along the shoreline for miles before finally returning to their dens. Why they gather this way is unknown, but most locals know to avoid the shore on these nights.

WHARFLING SWARM

Large swarm of Tiny beasts, unaligned

Armor Class 14 (natural armor)

Hit Points 63 (14d10 – 14)

Speed 30 ft., climb 30 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	8 (–1)	2 (–4)	12 (+1)	7 (–2)

Skills Perception +3, Sleight of Hand +5

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, paralyzed, petrified, prone, restrained, stunned

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 4 (1,100 XP)

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

Actions

Bites. *Melee Weapon Attack*: +5 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 21 (6d6) piercing damage, or 10 (3d6) piercing damage if the swarm has half of its hit points or fewer.

Locking Bite. When a creature leaves a wharfling swarm's space, 1d3 wharflings remain grappled to them (escape DC 10). Each wharfling inflicts 5 (1d4 + 3) piercing damage at the start of the creature's turns until it escapes from the grapples.

Pilfer. A wharfling swarm makes 1d6 Dexterity (Sleight of Hand) checks each round against every creature in the swarm's space. The DC for each check equals 10 plus the target creature's Dexterity modifier. For each successful check, the wharflings steal some small metallic object from the target, and the theft is unnoticed if the same result equals or exceeds the target's passive Perception.

White Ape

This hulking primate looms over others of its kind. Its filthy white fur is matted and yellowed, and a deranged look haunts its blood-red eyes.

Awakened by Sorcery. White apes were once docile, gentle giants that roamed forested hills and savannah lands. Two thousand years ago, a kingdom of mages awakened the apes, raising their intelligence to near-human level so the beasts could be employed as soldiers and servants, protecting and replacing the humans who were slowly dying off. When the sorcerers died out, the apes remained.

Arcane Wasting. The enchantment that imbued the apes with intelligence also bleached their fur white and made them carriers of the arcane wasting, a disease that hastened their creators' demise. The apes are immune to the wasting's effects, but they can pass it to other humanoids. Among spellcasters, the wasting spreads like a plague.

Driven Away. The awakening enchantment also gave the white apes a strong desire to serve humans, but because of the risk from the disease, they are viciously driven away from settled areas. They are acutely aware of the injustice that was done to them, and generations of exile have turned their loyalty to animosity, especially toward arcane spellcasters.

WHITE APE

Large monstrosity, neutral

Armor Class 14 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 40 ft., climb 40 ft.

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

Skills Acrobatics +6, Athletics +7, Intimidation +2, Perception +5, Stealth +6

Senses darkvision 60 ft., passive Perception 15

Languages Common

Challenge 6 (2,300 XP)

Hatred for Spellcasters. The white ape does one extra die of damage (d8 or d10, respectively) per attack against an enemy it has seen cast a spell.

Actions

Multiattack. The ape makes one bite attack and two claw attacks.

Bite. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage, and the target must succeed on a DC 14 Constitution saving throw or contract the arcane wasting disease (see sidebar).

Claw. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) slashing damage.

Frenzy (1/Day). When two or more foes are adjacent to the ape, it can enter a deadly battle frenzy. Instead of using its normal multiattack, a frenzied white ape makes one bite attack and two claw attacks against each enemy within 5 feet of it. Melee attacks against the white ape are made with advantage from the end of that turn until the start of the white ape's next turn.

White Apes in Midgard

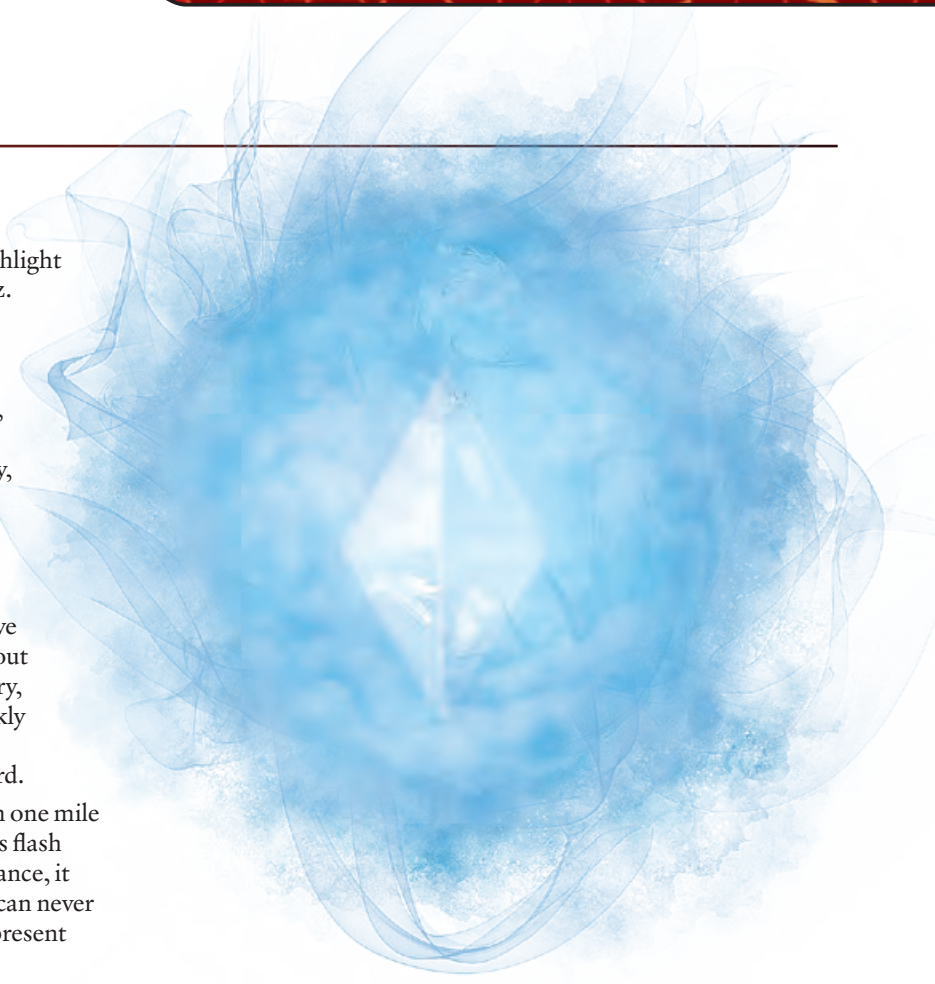
In the Southlands, the white apes were created by the mages of the Empire of Morreg. Nearly 100 years ago, the apes were the source of a major outbreak of the arcane wasting in Morreg and Lignas. It has never quite disappeared, and it remains a threat all along the western coast.

Arcane Wasting (Disease)

An outbreak of arcane wasting is always met with horror, but that fear is felt tenfold by practitioners of magic both arcane and divine.

When the bodily fluid of an infected creature touches a humanoid or when an infected creature casts a spell (direct or indirect) on a humanoid, that humanoid must succeed on a DC 15 Constitution saving throw or become infected with arcane wasting. Beginning 1d6 days after infection, the infected creature must make a DC 15 Constitution saving throw at the end of each long rest. If the saving throw fails, the victim loses 1d3 Intelligence and 1d3 Wisdom. Lost Intelligence and Wisdom can't be recovered while the disease persists. If the saving throw succeeds, nothing happens; the disease ends after the second consecutive successful saving throws. Once the disease ends, lost Intelligence and Wisdom can be restored by *greater restoration* or comparable magic. The disease is also cured by *lesser restoration* if the caster makes a successful DC 15 spellcasting check.

Witchlight



This tiny ball of bright light seems to emanate from a crystalline center.

Wizard Servants. Also called a "spooklight," a witchlight is a wizard's servant created from a tiny piece of quartz. It appears as a floating ball of flickering light similar to a will-o'-wisp. The hue of quartz used during the creature's creation determines the color of each witchlight's illumination. After the quartz is prepared, it is animated through an extended magical ritual cast under a full moon and a clear, starry sky. Consequently, they are extremely rare by any measure.

Flashing Light Code. A witchlight always shares the same alignment as its creator. Although it cannot speak, a witchlight understands Common or another language taught it by its creator. Many spellcasters have taught their witchlights a coded cipher, so it can spell out words by flaring and dimming its light. When necessary, a witchlight can spell words in the air by flying so quickly that its trail of light forms letters. This stunt requires a successful DC 14 Dexterity (Acrobatics) check per word.

Free Roaming. If the witchlight's master dies within one mile of the witchlight, it explodes in a brilliant but harmless flash of light. If it loses its master under any other circumstance, it becomes masterless; it's free to do as it pleases, and it can never serve anyone else as a familiar. The statistics below represent these independent witchlights.

Evil witchlights can be surprisingly cruel, not unlike will-o'-wisps. They seek to lure lost travelers into swamps or traps by using their glow to imitate the light of a safe haven. Conversely, good-aligned witchlights guide travelers to places of safety or along safe paths, and they are prized by pilots and guides. Neutral witchlights exhibit a playful nature—sometimes mingling inside the cavities of weapons, gems, or other curiosities, which means those items may be mistaken for magic items. More than one "wizard's staff" is just an impressive-looking stick with a witchlight perched on top.

Constructed Nature. A witchlight doesn't require air, food, drink, or sleep.

WITCHLIGHT

Tiny construct, neutral

Armor Class 14

Hit Points 10 (4d4)

Speed fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
1 (–5)	18 (+4)	10 (+0)	10 (+0)	13 (+1)	7 (–2)

Skills Perception +3

Damage Immunities poison, radiant

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

Senses darkvision 60 ft., passive Perception 13

Languages understands the language of its creator but can't speak

Challenge 1/4 (50 XP)

Dispel Magic Weakness. Casting *dispel magic* on a witchlight paralyzes it for 1d10 rounds.

Luminance. A witchlight normally glows as brightly as a torch. The creature can dim itself to the luminosity of a candle, but it cannot extinguish its light. Because of its glow, the witchlight has disadvantage on Dexterity (Stealth) checks.

Thin As Light. While a witchlight is not incorporeal, it can pass through any opening that light can.

Actions

Light Ray. *Ranged Weapon Attack*: +6 to hit, range 30 ft., one target. *Hit:* 6 (1d4 + 4) radiant damage.

Flash (Recharge 5–6). The witchlight emits a bright burst of light that blinds all sighted creatures within 30 feet for 1d4 rounds unless they succeed on a DC 10 Constitution saving throw.

Witchlights in Midgard

Created only by the star and shadow mages of a few schools, witchlights are precious baubles and rarely seen outside the magocracies or the confines of a wizard's college. They are widely known as familiars to mages of the illumination school of magic.

Wormhearted Suffragan

This humanoid wears robes to hide its corpselike pallor and lifeless gray hair. Fine, arm-length worms wriggle through abscesses in its flesh and its empty eye-sockets. It moves stooped over, with a shuffling gait, belying its speed and agility.

Wormhearted suffragans are devoted followers of Qorgeth, demon lord of worms, who they believe is the servant and forerunner of a dark goddess of worms and decay.

Dark Worm Hearts. Formerly, the suffragans were priests or holy officers of other faiths, but their hearts were corrupted by their fear and loathing. Once pledged to the service of the devouring worm, Qorgeth replaced their hearts with a bulbous, writhing conglomeration of worms, which permits them to carry on with an undead mockery of life.

Prey on the Wounded. They frequent graveyards, casting *detect evil* or *speak with dead* to learn who was truly cruel and duplicitous in life. They also follow armies, visiting battlefields shortly after the fighting is over. In the guise of nurses or chirurgeons, they select their targets from among the dead and dying for as long as they remain undetected. In both cases, they cast *animate dead* to provide the worm goddess with viable skeletal or zombie servants.

Fear Light and Radiance. Wormhearted suffragans have a weakness; they are especially susceptible to the flesh-searing power of radiant magic, and for this reason avoid priests of the sun god or gods of light. At night, however, they are a walking contagion, infesting their enemies with parasitic worms that devour victims from within. Their favorite tactic is to cast *hold person*, attack with a helminth infestation, then animate their slain enemies into unlife.

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

WORMHEARTED SUFFRAGAN

Medium undead, chaotic evil

Armor Class: 12

Hit Points: 97 (13d8 + 39)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	16 (+3)	11 (+0)	16 (+3)	8 (-1)

Skills Medicine +6, Religion +3

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

Damage Vulnerabilities radiant

Senses darkvision 60 ft., passive Perception 13

Languages the languages it knew in life

Challenge 5 (1,800 XP)

Innate Spellcasting. The wormhearted suffragan's innate spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). It can cast the following spells, requiring no material components:

At will: *command, detect evil and good*

4/day: *inflict wounds*

2/day each: *blindness-deafness, hold person*

1/day each: *animate dead, speak with dead*

Actions

Multiattack. The wormhearted suffragan can make two helminth infestation attacks, or it can cast one spell and make one helminth infestation attack.

Helminth Infestation. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 7 (2d6) bludgeoning damage plus 10 (3d6) necrotic damage. If the target is a creature, it must succeed on a DC 14 Constitution saving throw or be afflicted with a helminth infestation (parasitic worms). An afflicted creature can't regain hit points and its hit point maximum decreases by 10 (3d6) for every 24 hours that elapse. If the affliction reduces the target's hit point maximum to 0, the victim dies. The affliction lasts until removed by any magic that cures disease.

Xanka

This small metallic globe skitters about on many-jointed legs.

Cleaning Constructs. Created by gnomish tinkerers, xanka are constructs whose purpose is cleaning up their masters' messy workshops. Most xanka are built from copper, brass, or bronze, but gold, silver, and platinum varieties have been seen in the houses of nobles and rich merchants.

Xanka are not built for fighting—their instinct tells them to skitter for cover when danger threatens—but they will defend themselves when cornered.

Follow Commands. These constructs only obey simple commands that relate to the removal of garbage. They communicate with each other, but how they do it is unknown.

Absorb Matter. When a xanka touches matter with its globular body, it absorbs that matter into itself and breaks it down into energy, so that it can seek out more matter to absorb. Gnomes use them to keep the halls and streets clear of refuse. Xanka can absorb matter equaling half their body size every 6 seconds, but all this absorbing and converting doesn't alter the xanka's size.

Constructed Nature. A xanka doesn't require air, food, drink, or sleep.

XANKA

Small construct, unaligned

Armor Class 15 (natural armor)

Hit Points 18 (4d6 + 4)

Speed 25 ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	4 (–3)	10 (+0)	7 (–2)

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses blindsight 120 ft., passive Perception 10

Languages Understands the languages of its creator but can't speak

Challenge 1/4 (50 XP)

Ingest Weapons. When the xanka is hit by a melee weapon and the final, adjusted attack roll is 19 or less, the weapon gains a permanent –1 penalty to damage rolls, after inflicting damage for this attack. If the penalty reaches –5, the weapon is destroyed. Even magic weapons are subject to this effect.

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

Actions

Absorb. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) force damage, and the xanka regains hit points equal to the damage caused by its attack. In addition, a living creature hit by this attack must make a successful DC 12 Dexterity saving throw or suffer a gaping wound that causes 2 (1d4) necrotic damage at the end of each of the creature's turns until the wound is treated with magical healing or with a successful DC 10 Intelligence (Medicine) check. If a creature who fails this saving throw is wearing armor or using a shield, the creature can choose to prevent the necrotic damage by permanently reducing the AC of its armor or shield by 1 instead.

XHKARSH

Watching with many rows of eyes, this mantis creature strikes with slashing claws and recurved barbs dripping with venom.

Dimensional Travelers. The clandestine xhkarsh are beings from another cosmic cycle. Their devices and armor are incomprehensible to—possibly even incompatible with—creatures of this reality.

Tamper with Fate. The xhkarsh utilize their fate-altering powers to distort personal histories and manipulate mortal destinies like puppeteers. By doing this, they realign the universe toward their own, esoteric ends—but what those ends might be, only the xhkarsh know.

Foes of Skein Witches. Skein witches and valkyries are perpetual enemies of the xhkarsh, whom they accuse of perverting the proper run of destiny for both great heroes and ordinary folk.

XHKARSH

Large aberration, neutral evil

Armor Class 19 (natural and mystic armor)

Hit Points 133 (14d10 + 56)

Speed 50 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	21 (+5)	18 (+4)	15 (+2)	16 (+3)	15 (+2)

Saving Throws Cha +5

Skills Insight + 6, Perception +6, Stealth +8

Senses darkvision 60 ft., tremorsense 120 ft., passive Perception 16

Languages Common, Deep Speech, Undercommon

Challenge 8 (3,900 XP)

ACTIONS

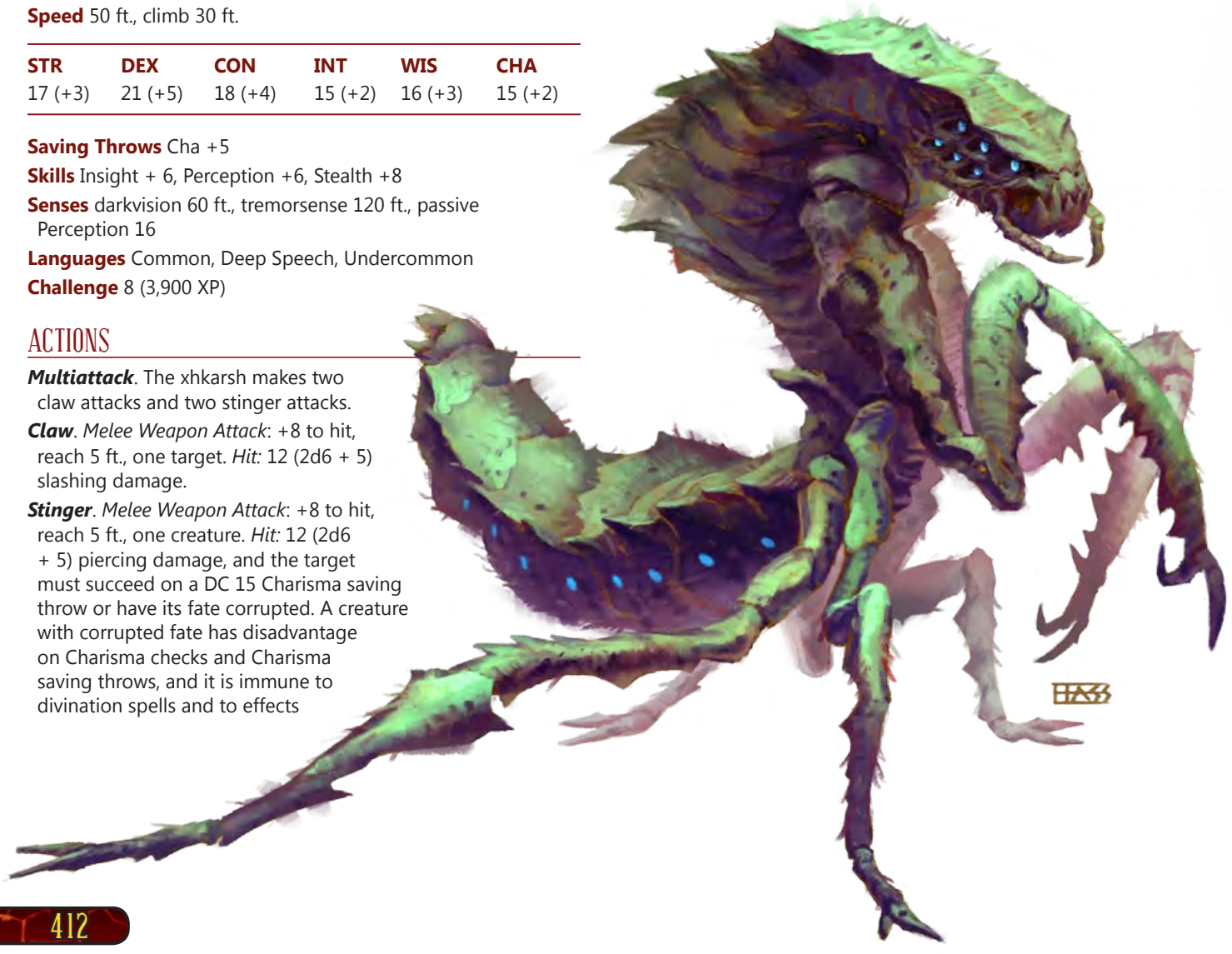
Multiattack. The xhkarsh makes two claw attacks and two stinger attacks.

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

Stinger. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one creature. *Hit:* 12 (2d6 + 5) piercing damage, and the target must succeed on a DC 15 Charisma saving throw or have its fate corrupted. A creature with corrupted fate has disadvantage on Charisma checks and Charisma saving throws, and it is immune to divination spells and to effects that sense emotions or read thoughts. The target's fate can be restored by a *dispel evil and good* spell or comparable magic.

Seize Strand. The xhkarsh targets one creature within 5 feet of it whose fate has been corrupted. The target creature must succeed on a DC 15 Charisma saving throw or a portion of the xhkarsh's consciousness inhabits its body. The target retains control of its body, but the xhkarsh can control its actions for 1 minute each day and can modify its memories as a bonus action (as if using the *modify memory* spell, DC 15). The target is unaware of the xhkarsh's presence, but can make a DC 18 Wisdom (Insight) check once every 24 hours to notice the presence of the xhkarsh. This effect lasts until the xhkarsh ends it or the target's fate is restored by a *dispel evil and good* spell or comparable magic. A creature becomes immune to this effect for 24 hours when it succeeds on the saving throw to resist the effect or after the effect ends on it for any reason. A single xhkarsh can seize up to four strands at the same time.

Invisibility. The xhkarsh turns invisible until it attacks or casts a spell, or until its concentration ends. Equipment the xhkarsh wears or carries becomes invisible with it.



Ychen Bannog

Ychen bannogs are massive, ox-like beasts with thick, wooly coats and great horns like the gods' battering rams. They stand over 40 feet tall at the shoulder and weigh hundreds of tons. Despite their awe-inspiring size, these towering creatures are peaceful wanderers in the wilderness, where their calls echo for miles.

Strongest Beasts in the World. Legends are built on their sturdy backs. Capable of pulling 670 tons (or carrying 134 tons on their backs), ychen bannogs are the strongest beasts of burden in the known world. Tamed ychen bannogs can haul entire communities, or even small castles, and a clever dwarf with a ychen bannog at her disposal can carve out enormous riverbeds, haul enormous stones, or reshape entire valleys with ease.

Ychen Warships. Giants have a particular affinity with the ychen bannogs. In times of war, giants sometimes build complex siege platforms atop these beasts, making effective transport for small armies of giants. Thankfully, ychen bannogs are rare enough that even seeing one in an army is a tale to be told for generations.

Louder Than Thunder. When riled, a ychen bannog can bellow loudly enough to shatter stones and knock down walls.

YCHEN BANNOG

Gargantuan beast, unaligned

Armor Class 17 (natural armor)
Hit Points 231 (14d20 + 84)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	10 (0)	23 (+6)	3 (-4)	12 (+1)	10 (+0)

Damage Resistances bludgeoning
Condition Immunities exhaustion
Senses passive Perception 11
Languages —
Challenge 11 (7,200 XP)

Ever-Sharp Horns. The ychen bannog deals triple damage dice when it scores a critical hit with a gore attack.

Overrun. When the ychen bannog takes the Dash action, it can move through the space of a Large or smaller creature, treating the creature's space as difficult terrain. As it moves through the creature's space, the ychen bannog can make a stomp attack as a bonus action.

Peaceful Creature. The ychen bannog abhors combat and flees from it if possible. If unable to flee, the ychen bannog can attack a foe or obstacle to clear a path to safety. As an action, a driver or handler mounted on the ychen bannog or adjacent to it can make a DC 16 Wisdom (Animal Handling) check. On a success, the ychen bannog moves and attacks as directed by the driver. On a failure, the beast flees. The driver or handler must have proficiency in Animal Handling to attempt this check.

Actions

Multiattack. The ychen bannog makes one gore attack and one stomp attack.

Gore. *Melee Weapon Attack*: +13 to hit, reach 10 ft., one target. *Hit:* 27 (4d8 + 9) piercing damage.

Stomp. *Melee Weapon Attack*: +13 to hit, reach 10 ft., one target. *Hit:* 31 (4d10 + 9) bludgeoning damage. If the target is a creature, it must succeed on a DC 21 Strength saving throw or be knocked prone.

Destroying Bellow (Recharge 5-6). The ychen bannog delivers a fearsome bellow that can be heard up to ten miles away. Structures and unattended objects in a 60-foot cone take 55 (10d10) thunder damage. Creatures in the cone take 27 (5d10) thunder damage and are deafened for 1 hour, or take half damage and aren't deafened with a successful DC 18 Constitution saving throw.

ZARATAN

One of the rocks suddenly lurches, and rises out of the water. A great eye glides open in the side of what seemed to be a boulder, and a massive, beaklike mouth gapes in the surf.

Island Reefs. The zaratan is an impossibly huge sea turtle so large that entire ecosystems develop and grow on its stony, mountainous shell. Drifting on warm ocean currents or settled on shoals, they are often mistaken for small tropical islands. The creature's head is at least 100 feet in diameter, with a ridge in the center like a tall hill. Its head resembles a massive boulder, and its 200-foot long flippers are mistaken for reefs.

Ageless Slumber. Zaratans spend their millennia-long lives in slumber. They drift on the surface of the ocean, their mouths slightly open, and reflexively swallow larger creatures that explore the "cave." They spend centuries at a time asleep. A zaratan may know secrets long lost to the world, if only it can be awakened and bargained with.

Deep Divers. Waking a zaratan is a dangerous proposition, as their usual response to any injury severe enough to waken them is to dive to the crushing black depths. Some zaratan commune with oceanic races in this time, such as deep ones, sahuagin, or aboleth.

ZARATAN

Gargantuan monstrosity (titan), unaligned

Armor Class 25 (natural armor)

Hit Points 507 (26d20 + 234)

Speed 10 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	3 (-4)	28 (+9)	10 (+0)	11 (+0)	11 (+0)

Saving Throws Int +8, Wis +8, Cha +8

Damage Resistances fire, lightning, thunder; bludgeoning, piercing, slashing

Damage Immunities cold, poison

Condition Immunities frightened, paralyzed, poisoned

Senses blindsight 120 ft., passive Perception 10

Languages Aquan

Challenge 26 (90,000 XP)

Fortified Shell. The zaratan ignores any attack against its shell that doesn't do 30 points of damage or more. Attacking the zaratan's head or flippers bypasses this trait.

Endless Breath. The zaratan breathes air, but it can hold its breath for years.

False Appearance. While the zaratan remains motionless on the surface of the ocean (except for drifting) it is indistinguishable from a small island.

Siege Monster. The zaratan does double damage to objects and structures.

ACTIONS

Multiattack. The zaratan makes one bite attack and two flipper attacks.

Bite. *Melee Weapon Attack*: +18 to hit, reach 10 ft., one target. *Hit:* 26 (3d10 + 10) piercing damage and the target is grappled (escape DC 20). Until the grapple ends, the target is restrained and the zaratan can't bite another target.

Flipper. *Melee Weapon Attack*: +18 to hit, reach 15 ft., one target. *Hit:* 19 (2d8 + 10) bludgeoning damage and the target must succeed on a DC 26 Strength saving throw or be pushed 10 feet away from the zaratan.

Swallow. The zaratan makes one bite attack against a Huge or smaller creature it is grappling. If the attack hits, the target takes 26 (3d10 + 10) piercing damage, is swallowed, and the grapple ends. A swallowed creature is blinded and restrained, but has total cover against attacks and effects outside the zaratan. A swallowed creature takes 28 (8d6) acid damage at the start of each of the zaratan's turns. The zaratan can have any number of creatures swallowed at once.

If the zaratan takes 40 damage or more on a single turn from a creature inside it, the zaratan must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the zaratan. If the zaratan dies, swallowed creatures are no longer restrained and can escape by using 30 feet of movement, exiting prone.

LEGENDARY ACTIONS

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

Move. The zaratan moves up to half its speed.

Swipe. The zaratan makes one flipper attack.

Consume (2 actions). The zaratan makes one bite attack or uses Swallow.

Zimwi

This swift-moving, lanky humanoid has long arms ending in wicked claws and jaws that open impossibly wide.

Swift as Horses. Distantly related to the trolls, the swift and nimble zimwi are a plague upon southern lands. Constantly hungry and ill-tempered, with the speed to run down horses, lone zimwi have been known to attack large caravans.

Always Starving. Most of their attacks are driven by hunger. The stomach of a zimwi is larger than its body, extending extra-dimensionally and driving the zimwi nearly insane with the constant sensation of emptiness, as though it is starving to death. Because of their endless hunger and low intelligence, zimwi have little awareness of the course of a battle. Losing means only that they have not eaten. As long as they continue to feast, they fight on, feeling victorious until death comes to them or all of their prey.

Stomachs of Holding. The mage-crafters discovered the secret to turning zimwi stomachs into extradimensional containers similar to *bags of holding*. Using a zimwi stomach in the creation of such items reduces the cost of materials by half.

ZIMWI

Medium giant, chaotic evil

Armor Class 17 (natural armor)

Hit Points 76 (9d8 + 36)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	19 (+4)	6 (–2)	9 (-1)	7 (–2)

Skills Perception +1

Senses darkvision 60 ft., passive Perception 11

Languages Giant

Challenge 4 (1,100 XP)

Actions

Multiattack: The zimwi makes one claws attack and one bite attack.

Bite. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage. If the target is a Medium or smaller creature grappled by the zimwi, that creature is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the zimwi, and it takes 14 (4d6) acid damage at the start of each of the zimwi's turns. If the zimwi's stomach takes 20 damage or more on a single turn from a creature inside it, the zimwi must succeed on a DC 14 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 5 feet of the zimwi. Damage done to a zimwi's stomach does not harm the zimwi. The zimwi's stomach is larger on the inside than the outside. It can have two Medium creatures or four Small or smaller creatures swallowed at one time. If the zimwi dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

Claws. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage, and if the target is a Medium or smaller creature and the zimwi isn't already grappling a creature, it is grappled (escape DC 11).

ZMEY

Crashing through the forest, this three-headed dragon stands upright, its spiked tail thrashing from side to side as it walks. A vicious mouth lined with glistening teeth graces each head, and its green scales gleam in the fleeting sunlight.

Hunting beneath the canopy of the forest, lurking below the surfaces of lakes, and guarding caves concealing great treasure and mystery, the zmey has two roles—vicious terror and nature's protector.

Claws of the Forest. Single-mindedly destructive, the zmey keeps the heart of the forest free from interlopers. Rumors suggest the heart of an ancient forest itself can control the actions of these beasts, while others believe that they have a pact with certain forest druids. Certainly they are clever enough, often destroying bridges, dams, or logging camps infringing on their territory.

Solitary Hunters. Zmey avoid their own kind, seeking out isolated hunting grounds. They eat any organic matter, but they favor the fresh meat of large birds and mammals. The smarter the prey, the better, because zmey believe that intellect flavors the meat. They consider alseids, halflings, and gnomes especially succulent.

Three-Headed Rage. Dappled black and green scales cover this enormous beast and its three towering necks are long and powerful. Each neck is topped with an identical, menacing head, and each head is flanked by spiny, frilled membranes. A forked tongue flickers across long pale teeth, and six pairs of eyes burn red with rage.

When a zmey stands upright, it measures 25 feet from snout to tail. The beast weighs over 9,000 lb.

ZMEY

Huge dragon, chaotic evil

Armor Class 18 (natural armor)

Hit Points 189 (18d12 + 72)

Speed 30 ft., fly 50 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	13 (+1)	19 (+4)	16 (+3)	16 (+3)	12 (+1)

Saving Throws Con +9, Wis +8, Cha +6

Skills Perception +8

Damage Resistances cold, fire

Condition Immunities paralyzed, unconscious

Senses blindsight 60 ft., darkvision 90 ft., passive Perception 18

Languages Common, Draconic, Elvish, Sylvan

Challenge 14 (11,500 XP)

Amphibious. The zmey can breathe air and water.

Lake Leap. A zmey spends much of its time lurking in lakes and ponds. When submerged in a natural pool of standing water, it can transport itself as a bonus action to a similar body of water within 5,000 feet. Rapidly flowing water doesn't serve for this ability, but the zmey can leap to or from a river or stream where the water is calm and slow-moving.

Legendary Resistance (1/Day). If the zmey fails a saving throw, it can count it as a success instead.

Multiheaded. The zmey normally has three heads. While it has more than one head, the zmey has advantage on saving throws against being blinded, charmed, deafened, frightened, and stunned. If the zmey takes 40 or more damage in a single turn (and the damage isn't poison or psychic), one of its heads is severed. If all three of its heads are severed, the zmey dies.

Regeneration. The zmey regains 15 hit points at the start of its turn. If the zmey takes acid or fire damage, this trait doesn't function at the start of the zmey's next turn. Regeneration stops functioning when all heads are severed. It takes 24 hours for a zmey to regrow a functional head.

Spawn Headling. The severed head of a zmey grows into a zmey headling 2d6 rounds after being separated from the body. Smearing at least a pound of salt on the severed head's stump prevents this transformation.

ACTIONS

Multiattack. The zmey makes one bite attack per head and one claws attack.

Bite. *Melee Weapon Attack*: +11 to hit, reach 10 ft., one target. *Hit:* 19 (2d12 + 6) piercing damage.

Claws. *Melee Weapon Attack*: +11 to hit, reach 5 ft., one target. *Hit:* 19 (2d12 + 6) slashing damage.

Tail. *Melee Weapon Attack*: +11 to hit, reach 20 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

Fire Breath (Recharge 5–6). The zmey breathes up to three 60-foot cones of fire, one from each of its heads. Creatures in a cone take 16 (3d10) fire damage, or half damage with a successful DC 16 Dexterity saving throw. If cones overlap, their damage adds together but each target makes only one saving throw. A zmey can choose whether this attack harms plants or plant creatures.

LEGENDARY ACTIONS

The zmey can take 1 legendary action per head, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The zmey regains spent legendary actions at the start of its turn.

Bite. The zmey makes a bite attack.

Tail Attack. The zmey makes a tail attack.

Trample. The zmey moves up to half its land speed. It can enter enemy-occupied spaces but can't end its move there. Creatures in spaces the zmey enters must make successful DC 14 Dexterity saving throws or take 10 (1d8 + 6) bludgeoning damage and fall prone.

ZMEY HEADLING

A zmey's head doesn't die when severed from the body. Instead, the head rapidly (within 2d6 rounds) sprouts a stunted body and two vestigial claws with which it can fight and drag itself across the ground. Within days it develops into a complete, miniature zmey, and by the time two lunar cycles elapse, the head regenerates into a full-grown zmey with three heads.

Constant Feeding Frenzy. Such rapid growth is fueled by a voracious appetite. A zmey headling eats everything it can, including its previous body, to satisfy its intense, maddening hunger and sustain its regeneration. Many stories about the horrific violence of the zmey are reports of voracious headlings, not mature zmey.

ZMEY HEADLING

Medium dragon, chaotic evil

Armor Class 16 (natural armor)

Hit Points 105 (14d8 + 42), regeneration 5/round

Speed 30 ft., swim 20 ft.

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

Damage Resistances cold, fire

Condition Immunities paralyzed, unconscious

Senses darkvision 60 ft., passive Perception 13

Languages Common, Draconic, Sylvan

Challenge 5 (1,800 XP)

Amphibious. The zmey headling can breathe air and water.

Regeneration. The zmey headling reaver regains 10 hit points at the start of its turn. This trait doesn't function if the zmey headling took acid or fire damage since the end of its previous turn. It dies if it starts its turn with 0 hit points and doesn't regenerate.

ACTIONS

Multiattack. The zmey headling makes one claw attack and one bite attack.

Bite. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 16 (2d12 + 3) piercing damage.

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

Fire Breath (Recharge 6). The zmey headling exhales fire in a 30-foot cone. Each creature in that area takes 16 (3d10) fire damage, or half damage with a successful DC 16 Dexterity saving throw.

APPENDIX A: VILLAIN CODEX

BANDIT LORD

Medium humanoid (any race), any non-lawful alignment

Armor Class 16 (breastplate)
Hit Points 91 (14d8 + 28)
Speed 30 ft.

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

Saving Throws Str +5, Dex +4, Wis +2
Skills Athletics +5, Deception +4, Intimidation +4
Senses passive Perception 10
Languages any two languages
Challenge 4 (1,100 XP)

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

ACTIONS

Multiattack. The bandit lord makes three melee or ranged attacks.

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

Dagger. *Melee or Ranged Weapon Attack*: +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Leadership (Recharges after a Short or Long Rest). For 1 minute, the bandit lord can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the bandit lord. A creature can benefit from only one Leadership die at a time. This effect ends if the bandit lord is incapacitated.

REACTIONS

Parry. The bandit lord adds 2 to its AC against one melee attack that would hit it. To do so the bandit lord must see the attacker and be wielding a weapon.

Redirect Attack. When a creature the bandit lord can see targets it with an attack, the bandit lord chooses an ally within 5 feet of it. The bandit lord and the ally swap places, and the chosen ally becomes the target instead.

Not just the leader of a simple gang, the bandit lord has gathered a small army of outlaws and brigands together through force of personality, wit, and strength of arms. To keep those followers in line, the bandit leader must rely on loyal captains whom the bandit lord rewards for their successes and brutally punishes for their failures.

Unlike those captains, who crave coin and maybe fame, the bandit lord is building an empire. So the bandit lord is always on the lookout for ways to expand at the expense of various rivals and plans contingencies for every occasion, realizing that nothing lasts forever. The bandit lord is ruthless when that's beneficial and magnanimous when it costs nothing.

BLACK KNIGHT COMMANDER

Medium humanoid (any race), lawful evil alignment

Armor Class 18 (plate)
Hit Points 78 (12d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	14 (+2)	12 (+1)	13 (+1)	15 (+2)

Saving Throws Str +7, Wis +4, Cha +5
Skills Animal Handling +4, Athletics +7, Intimidation +5
Senses passive Perception 11
Languages any two languages
Challenge 5 (1,800 XP)

Charge. If the black knight commander is mounted and moves at least 30 feet in a straight line toward a target and then hits it with a melee attack on the same turn, the target takes an extra 10 (3d6) damage.

Hateful Aura. The black knight commander and allies within 10 feet of the commander add its Charisma modifier to weapon damage rolls (included in damage below).

Magic Weapons. The black knight commander's weapon attacks are made with magical (+1) weapons.

ACTIONS

Multiattack. The black knight commander makes two melee attacks.

Mace. *Melee Weapon Attack*: +8 to hit, reach 5 ft, one target. *Hit:* 8 (1d6 + 5) bludgeoning damage.

Lance. *Melee Weapon Attack*: +8 to hit, reach 10 ft., one target. *Hit:* 11 (1d12 + 5) piercing damage.

Frightful Charge (Recharges after a Short or Long Rest). The black knight commander lets loose a terrifying cry and makes one melee attack at the end of a charge. Whether the attack hits or misses, all enemies within 15 feet of the target and aware of the black knight commander's presence must succeed on a DC 13 Wisdom saving throw or become frightened for 1 minute. A frightened creature repeats the saving throw at the end of each of its turns, ending the effect on itself on a success.

The black knight commander strikes an imposing figure upon his chosen mount; one that inspires bloodlust in his allies and fear in his foes. Devoted to his own twisted code, the black knight commander has a sense of honor but he spares no compassion for those who stand in his way. Whether he fights for a dark lord or a demonic god, all of his foes will be trampled into the dust and their families slaughtered so there can be no revenge. The only victory is a total victory.

CITY WATCH CAPTAIN

Medium humanoid (any race), lawful neutral

Armor Class 17 (scale mail)

Hit Points 91 (14d8 + 28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	14 (+2)	10 (+0)	11 (+0)	13 (+1)

Skills Perception +2

Senses passive Perception 12

Languages one language (usually Common)

Challenge 4 (450 XP)

Tactical Insight. The city watch captain has advantage on initiative rolls. City watch soldiers under the captain's command take their turns on the same initiative count as the captain.

ACTIONS

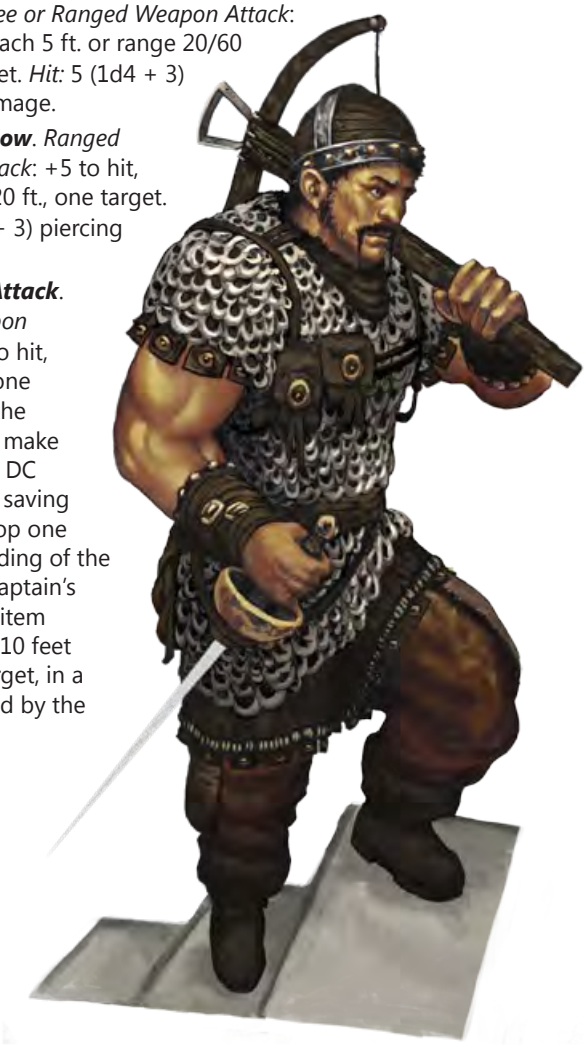
Multiattack. The city watch captain makes two rapier attacks and one dagger attack. The captain can substitute a disarming attack for one rapier attack.

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

Dagger. *Melee or Ranged Weapon Attack*: +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Light Crossbow. *Ranged Weapon Attack*: +5 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Disarming Attack. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* the target must make a successful DC 13 Strength saving throw or drop one item it's holding of the city watch captain's choice. The item lands up to 10 feet from the target, in a spot selected by the captain.



Orders to Attack (1/Day). Each creature of the city watch captain's choice that is within 30 feet of it and can hear it makes one melee or ranged weapon attack as a reaction.

This person could easily have been on the other side of the law, but he likes the way he looks in the city watch uniform—and the way city residents look at him when he walks down the street leading a patrol. With a long mustache and a jaunty cap, there's no denying that he cuts a rakishly handsome figure. While a trained investigator, the city watch captain is not afraid to draw his blade to end a threat to his city.

DEVILBOUND GNOMISH PRINCE

Small humanoid (gnome), any evil

Armor Class 12 (15 with mage armor)

Hit Points 104 (19d6 + 38)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	16 (+3)	12 (+1)	22 (+6)

Saving Throws Con +6, Int +7, Cha +10

Skills Arcana +7, Deception +10, History +7, Persuasion +10

Damage Resistances cold, fire, poison; bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 11

Languages Common, Infernal, Gnomish

Challenge 9 (5,000 XP)

Banishing Word (1/Day). When the devilbound gnomish prince hits with an attack, he can choose to banish the target to the Eleven Hells. The target vanishes from its current location and is incapacitated until its return. At the end of the devilbound gnomish prince's next turn, the target returns to the spot it previously occupied or the nearest unoccupied space and takes 55 (10d10) psychic damage.

Infernal Blessing. The devilbound gnomish prince gains 21 temporary hit points when it reduces a hostile creature to 0 hit points.

Infernal Tie. The devilbound gnomish prince can perceive through his imp's senses, communicate telepathically through its mind, and speak through his imp's mouth as long as both of them are on the same plane of existence.

Innate Spellcasting. The devilbound gnomish prince's innate spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). He can innately cast the following spells, requiring no material components:

At will: *detect magic, false life, mage armor*

1/rest each: *create undead, forcecage, power word stun*

Magic Resistance. The devilbound gnomish prince has advantage on all saving throws against spells and magical effects.

Spellcasting. The devilbound gnomish prince is a 15th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). The devilbound gnomish prince has the following warlock spells prepared:

Cantrips (at will): *chill touch, eldritch blast, minor illusion, prestidigitation*

5th level (3 slots): *banishment, command, contact other plane, counterspell, dimension door, fireball, fly, flame strike, hallow, hex, hold monster, invisibility, scorching ray, scrying, wall of fire, witch bolt*

ACTIONS

Dagger. *Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft or range 20/60 ft., one target. Hit: 4 (1d4 + 2) piercing damage.*

The devilbound gnomish prince with a small cat on his shoulder offers a friendly smile while twirling his mustache. Just like his familiar, he is a servant of the Eleven Hells who has sold his soul for infernal power. Now he seeks even more power, and that costs even more souls.

DWARVEN RINGMAGE

Medium humanoid (dwarf), any

Armor Class 16 (breastplate)

Hit Points 82 (15d8 + 15)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	13 (+1)	18 (+4)	12 (+1)	9 (-1)

Saving Throws Int +7, Con +4, Wis +4

Skills Arcana +7, History +7

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 11

Languages Common, Dwarvish

Challenge 7 (2,900 XP)

Dwarven Resistance. The dwarven ringmage has advantage on saving throws against poison.

Ring Magic. The dwarven ringmage can imbue a nonmagical ring with a spell that has a range of self or touch. Doing so expends components as if the dwarven ringmage had cast the spell normally and uses a spell slot one level higher than the spell normally requires. When the wearer of the ring activates the ring as an action, the spell is cast as if the dwarven ringmage had cast the spell. The dwarven ringmage does not regain the spell slot until the ring is discharged or the dwarven ringmage chooses to dismiss the spell.

Ring-Staff Focus. The dwarven ringmage can use his ring-staff as a focus for spells that require rings as a focus or component, or for his Ring Magic ability. If used as a focus for Ring Magic, the spell does not require a spell slot one level higher than the spell normally requires. Once per day, the dwarven ringmage can imbue a spell of 4th level or lower into his ring-staff by expending a spell slot equal to the spell being imbued.

Spellcasting. The mage is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The mage has the following wizard spells prepared:

Cantrips (at will): *fire bolt, mage hand, shocking grasp, true strike*

1st level (4 slots): *expeditious retreat, magic missile, shield, thunderwave*

2nd level (3 slots): *misty step, web*

3rd level (3 slots): *counterspell, fireball, fly*

4th level (3 slots): *greater invisibility, ice storm*

5th level (1 slot): *cone of cold*

ACTIONS

Multiattack. The dwarven ringmage makes two melee attacks.

Ring-Staff. *Melee Weapon Attack*: +3 to hit, reach 5 ft, one target. *Hit:* 3 (1d6) bludgeoning damage.

The dwarven ringmage is a master of the imbuing magic of the reaver dwarves. With his aid, his reaver allies are more than just dangerous warriors; they can augment their abilities with powerful spells or surprise their enemies with unexpected powers. Often well armored and always bearing a host of spells, the dwarven ringmage can dominate any battlefield.

EMERALD ORDER CULT LEADER

Medium humanoid (any race), lawful neutral or evil

Armor Class 14 (breastplate)

Hit Points 117 (18d8 + 36)

Speed 30 ft.

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

Saving Throws Int +5, Wis +8, Cha +5

Skills Arcana +5, Deception +5, History +5, Religion +5

Damage Resistances cold, fire, lightning

Senses darkvision 60 ft., passive Perception 15

Languages any three languages

Challenge 8 (3,900 XP)

Key of Prophecy. The Emerald Order cult leader can always

act in a surprise round, but if he fails to notice a foe, he is still considered surprised until he takes an action. He receives a +3 bonus on initiative checks.

Innate Spellcasting. The Emerald Order cult leader's innate spellcasting ability is Wisdom (spell save DC 16). He can innately cast the following spells, requiring no material components:

2/day each: *detect thoughts, dimension door, haste, slow*

1/day each: *suggestion, teleport*

Spellcasting. The Emerald Order cult leader is a 10th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). The cult leader has the following cleric spells prepared:

Cantrips (at will): *guidance, light, sacred flame, spare the dying, thaumaturgy*

1st level (4 slots): *cure wounds, identify, guiding bolt*

2nd level (3 slots): *lesser restoration, silence, spiritual weapon*

3rd level (3 slots): *dispel magic, mass healing word, spirit guardians*

4th level (3 slots): *banishment, death ward, guardian of faith*

5th level (2 slots): *flame strike*

ACTIONS

Multiattack. The Emerald Order cult leader makes one melee attack and casts a cantrip.

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

REACTIONS

Esoteric Vengeance. As a reaction when struck by a melee attack, the emerald order cult leader can expend a spell slot to do 10 (3d6) necrotic damage to the attacker. If the emerald order cult leader expends a spell slot of 2nd level or higher, the damage increases by 1d6 for each level above 1st.

The Emerald Order cult leader has embraced the mysteries of the Emerald Tablet and has bent his worship of Thoth-Hermes to furthering the efforts of the Order. He seeks to gather arcane and alchemical knowledge wherever it is found by any means necessary. If subtle manipulations fail, he is not above using lethal methods to ensure the cult's goals are met.

ELVISH VETERAN ARCHER

Medium humanoid (elf), chaotic good or chaotic neutral

Armor Class 15 (studded leather)

Hit Points 77 (14d8 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	12 (+1)	11 (+0)	13 (+1)	11 (+0)

Skills Nature +2, Perception +5, Stealth +5, Survival +3

Senses passive Perception 15

Languages Common, Elvish

Challenge 3 (700 XP)

Beast Hunter. The elvish veteran archer has advantage on Wisdom (Survival) checks to track beasts and on Intelligence (Nature) checks to recall information about beasts.

Fey Ancestry. The elvish veteran archer has advantage on saving throws against being charmed, and magic can't put the elvish archer to sleep.

Keen Hearing and Sight. The elvish veteran archer has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Magic Weapons. The elvish veteran archer's weapon attacks are magical.

Stealthy Traveler. The elvish veteran archer can use Stealth while traveling at a normal pace.

Surprise Attack. If the elvish veteran archer surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

ACTIONS

Multiattack. The elvish veteran archer makes two melee attacks or three ranged attacks.

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

Longbow. *Ranged Weapon Attack*: +6 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Volley (Recharge 6). The elvish archer makes one ranged attack against every enemy within 10 feet of a point it can see.

The elvish veteran archer is a stealthy hunter that quietly slips through the wood watching for game or intruders. While capable with a sword, the elvish archer's true skill lies with the longbow and when unseen, she can launch a volley of arrows at her foes with deadly result.

GHOST KNIGHT

Medium undead, lawful evil

Armor Class 17 (half plate)

Hit Points 97 (15d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	14 (+2)	8 (–1)	10 (+0)	7 (–2)

Skills Athletics +6, Animal Handling +3, Perception +3, Stealth +5

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Common

Challenge 6 (2,300 XP)

Charge. If the ghost knight is mounted and moves at least 30 feet in a straight line toward a target and hits it with a melee attack on the same turn, the target takes an extra 7 (2d6) damage.

Mounted Warrior. When mounted, the ghost knight has advantage on attacks against unmounted creatures smaller than its mount. If the ghost knight's mount is subjected to an effect that allows it to take half damage with a successful Dexterity saving throw, the mount instead takes no damage if it succeeds on the saving throw and half damage if it fails.

Turning Defiance. The ghost knight and all darakhul or ghouls within 30 feet of it have advantage on saving throws against effects that turn undead.

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

ACTIONS

Multiattack. The ghost knight makes three melee attacks.

Bite. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

Claws. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage. If the target is a creature other than an elf or undead, it must succeed on a DC 13 Constitution saving throw or be paralyzed for 1 minute. A paralyzed target repeats the saving throw at the end of each of its turns, ending the effect on itself on a success.

Battleaxe. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage or 8 (1d10 + 3) slashing damage if used with two hands, plus 10 (3d6) necrotic damage.

Lance. *Melee Weapon Attack*: +6 to hit, reach 10 ft., one target. *Hit:* 9 (1d12 + 3) piercing damage plus 10 (3d6) necrotic damage.

The ghost knight has accepted the blessing of undeath to advance through the ranks. Mounted on undead warhorse (treat as warhorse skeleton), the ghost knight is a dangerous foe, spearing enemies with her lance and trampling foes under her mount's hooves.

OGRE CHIEFTAIN, CORRUPTED

Large giant, chaotic evil

Armor Class 17 (splint)

Hit Points 127 (15d10 + 45)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	16 (+3)	5 (-3)	7 (-2)	8 (-1)

Saving Throws Str +8, Con +6, Cha +2

Senses darkvision 60 ft., passive Perception 8

Languages Common, Giant

Challenge 6 (2,300 XP)

Aggressive. As a bonus action, the corrupted ogre chieftain can move up to its speed toward a hostile creature that it can see.

Mutation. The corrupted ogre chieftain has one mutation from the list below:

1. **Armored Hide**: The corrupted ogre chieftain's skin is covered in dull, melted scales that give it resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.

2. **Extra Arm**: The corrupted ogre chieftain has a third arm growing from its chest. The corrupted ogre chieftain can make three melee attacks or two ranged attacks.
3. **Savant**: The corrupted ogre chieftain's head is grossly enlarged. Increase its Charisma to 16. The corrupted ogre chieftain gains Innate Spellcasting (Psionics), and its innate spellcasting ability is Charisma (spell save DC 14). It can innately cast the following spells, requiring no components: **At will:** *misty step, shield*; **1/day each:** *dominate monster, levitate*.
4. **Terrifying**: The corrupted ogre chieftain's body is covered in horns, eyes, and fanged maws. Each creature of the corrupted ogre chieftain's choice that is within 60 feet of it and is aware of it must succeed on a DC 15 Wisdom saving throw or become frightened for 1 minute. A frightened creature repeats the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this ogre chieftain's Frightful Presence for the next 24 hours.

ACTIONS

Multiattack. The corrupted ogre chieftain makes two melee attacks.

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

Javelin. *Melee or Ranged Weapon Attack*: +8 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage.

Twisted by wild magic, fiendish power, or arcane disease, the corrupted ogre chieftain has turned its mutation into an advantage. The corruption within makes this chieftain stronger and more savage than the ogres it bullies and commands.

SCORPION CULTIST

Medium humanoid (any race), neutral

Armor Class 13 (leather armor)

Hit Points 19 (3d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	15 (+2)	10 (+0)	13 (+1)	10 (+0)

Skills Animal Handling +2, Deception +2, Perception +3, Stealth +4

Damage Resistances poison

Senses passive Perception 15

Languages Common

Challenge 1/2 (100 XP)

Keen Senses. The scorpion cultist has advantage on Wisdom (Perception) checks.

ACTIONS

Multiattack. The scorpion cultist makes two melee attacks or two ranged attacks.

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

Sling. *Melee Weapon Attack*: +4 to hit, range 30/120 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

Trained as part guardian and part assassin, the cultists of Selket are organized into cells strike in the name of the Scorpion Goddess. The scorpion cultist watches for those who blaspheme the name of their goddess or defile its sacred places. Their enemies find themselves the target of poisoned blades or an apparent accident, while those who praise Selket or care for the desert nomads are quietly helped. On special missions, their cell leader, scorpion cultists might doff their traditional garb and infiltrate towns or cities.

VARIANT: VAMPIRE WARLOCK

The vampire warlock has made a pact with a foul power to diminish some of its weaknesses and to gain more control over its own blood and the blood of others. Its thirst becomes so all-consuming that the vampire warlock can draw the blood of others through the air to its open maw.

A vampire warlock isn't subject to the Forbiddance or Harmed by Running Water weaknesses of standard vampires, and it takes only 10 radiant damage from direct sunlight instead of 20.

It gains the trait Innate Spellcasting:

Innate Spellcasting. The vampire's spellcasting ability is Charisma (spell save DC 17). It can innately cast the following spells, requiring no material components.

At will: *darkness, dominate person, invisibility, misty step*

1/day each: *arms of hadar, disguise self, dissonant whispers, detect thoughts, hold monster*

ACTIONS

The standard vampire's Charm and Children of the Night actions are replaced with the following action options:

Bloody Arms. The vampire warlock saturates itself in its own blood, causing 20 poison damage to itself. For 1 minute, its armor class increases to 20 and its unarmed strike and bite attacks do an additional 7 (2d6) poison damage.

Call the Blood. The vampire warlock targets one humanoid it can see within 60 feet. The target must be injured (has fewer than its normal maximum hit points). The target's blood is drawn out of the body and streams through the air to the vampire warlock. The target takes 25 (6d6 + 4) necrotic damage and its hit point maximum is reduced by an equal amount until the target finishes a long rest; a successful DC 17 Constitution saving throw prevents both effects. The vampire warlock regains hit points equal to half the damage dealt. The target dies if this effect reduces its hit point maximum to 0.

Blood Puppet. The vampire warlock targets one humanoid it can see within 30 feet. The target must succeed on a DC 17 Wisdom saving throw or be dominated by the vampire warlock as if it were the target of a *dominate person* spell. The target repeats the saving throw each time the vampire warlock or the vampire's companions do anything harmful to it, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the vampire warlock is destroyed, is on a different plane of existence than the target, or uses a bonus action to end the effect; the vampire warlock doesn't need to concentrate on maintaining the effect.

Children of Hell (1/Day). The vampire warlock magically calls 2d4 imps or 1 shadow. The called creatures arrive in 1d4 rounds, acting as allies of the vampire warlock and obeying its spoken commands, and remain for 1 hour, until the vampire warlock dies, or until the vampire warlock dismisses them as a bonus action.

LEGENDARY ACTIONS

The standard vampire's legendary actions are replaced with the following options:

Misty Step. The vampire warlock uses *misty step*.

Unarmed Strike. The vampire warlock makes one unarmed strike.

Call the Blood (Costs 2 Actions). The vampire warlock uses call the blood.

WOLF REAVER DWARF

Medium humanoid (dwarf), any chaotic alignment

Armor Class 16 (chain shirt, shield)

Hit Points 76 (9d8 + 36)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	19 (+4)	9 (-1)	11 (+0)	9 (-1)

Skills Athletics +6, Intimidation +1

Senses darkvision 60 ft., passive Perception 10

Languages Common, Dwarvish

Challenge 3 (700 XP)

Danger Sense. The wolf reaver dwarf has advantage on Dexterity saving throws against attacks it can see when it is not blinded, deafened, or incapacitated.

Dwarven Resistance. The wolf reaver dwarf has advantage on saving throws against poison.

Pack Tactics. The wolf reaver dwarf has advantage on attacks if at least one of the dwarf's allies is within 5 feet of the target and the ally isn't incapacitated.

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

ACTIONS

Multiattack. The wolf reaver dwarf makes two melee or ranged attacks.

Battleaxe. *Melee Weapon Attack*: +6 to hit, reach 5 ft, one target. *Hit:* 8 (1d8 + 4) slashing damage.

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

Spear. *Melee or Ranged Weapon Attack*: +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, or 8 (1d8 + 4) piercing damage if used with two hands to make a melee attack.

Like his totem, the wolf reaver dwarf travels in a pack with his brothers in arms looking for worthy challenges to prove himself. Rushing into battle beside his allies for glory as much as plunder, the wolf reaver dwarf throws caution to the wind and fights without care for his own safety.

Appendix B: NPC Features

Humans and monsters can be revised to be members of another race by applying the ability modifiers listed below and granting the indicated features.

NPC Features

Race	Ability Modifiers	Features
Alseid[2]	+2 Dex, +1 Wis	Light Hooves, Woodfriend; darkvision 60 ft.; speed 40 ft.; speaks Common and Elvish
Bearfolk	+2 Str, +1 Con, -2 Int, -2 Cha	Frenzy, Keen Smell; bite attack action; darkvision 60 ft.; speed 40 ft.; speaks Common and Giant
Centaur[2]	+2 Str, +1 Wis	Humanoid Torso, Pike Charge, Quadruped; hoof attack action; proficiency in the Survival skill; monstrosity type; Large size; speed 40 ft.; speaks Centaur and one other language
Darakhul[2]	+2 Con, +1 to one other score	Humanoid Heritage, Hunger for Flesh, Sunlight Sensitivity, Undead Vitality; bite attack action; darkvision 60 ft., speaks Common and Darakhul
Derro[3]	+2 Dex, +1 Con	Eldritch Resilience, Insanity, Sunlight Sensitivity; Small size; darkvision 120 ft.; speaks Dwarvish and either Common or Undercommon
Dhampir[3]	+2 Cha, +1 Dex	Dark Thirst; Predatory Charm; Undead Resistance; darkvision 60 ft.; speaks Common
Dragonkin[2]	+2 Cha, +1 to one other score	Resilient Scales, one cantrip based on subrace, proficiency in the Persuasion skill; speed 25 (not slowed by heavy armor); darkvision 60 ft., speaks Common and Draconic
Dust Goblin[3]	+2 Dex, +1 Con	Alien Mind; Strange and Deadly Surroundings; Twisted; Small size; darkvision 60 ft.; speaks Common and Goblin
Erina	+2 Con, Int +1	Hardy, Keen Smell; resistance to poison; defensive quills reaction; Small size; darkvision 60 ft.; speaks Common and Erina
Gearforged[2]	+1 to two scores	Constructed Body, Flesh of Steel, Solid Construction
Gnoll, Southlands[1]	+2 Str, +1 Con or +1 Wis	Bully, Live to Fight Another Day, Scent, Obsequious or Scavenge; darkvision 60 ft.; speaks Common and Gnoll
Jinnborn[3]	+2 Con, +1 Str or +1 Wis	Desert Dependent, Siraati; proficiency in the Persuasion skill; Elemental Strike and Protection of the Jinn or Favor of the Jinn and Walker; darkvision 60 ft.; speaks Common and one Elemental language
Kijani[3]	+2 Wis, +1 to one other score	Contained Fury; Plantborn; Roots of the Past; plant type; darkvision 60 ft.; speaks Common and Sylvan
Lamia[3]	+2 Str, +1 Cha	Serpent Strike, Snake Body; proficiency in the Deception and Intimidation skills; monstrosity type; darkvision 60 ft; climb speed 20 ft; swim speed 20 ft; speaks Abyssal and Common
Minotaur, Midgard[2]	+2 Str, +1 Con	Charge, Labyrinth Sense; horn attack action; Medium size; darkvision 60 ft.; speaks Minotaur and one other language.
Ramag[3]	+2 Int, +1 Dex	Arcane Heritage, Spell Damping, proficiency in the Arcana skill; speaks common
Ratfolk	+2 Dex, +1 Int, -2 Str	Nimbleness; Pack Tactics; proficiency in the Animal Handling, Arcana, and Perception skills; Small size; speed 25 ft.; darkvision 60 ft.; speaks Common
Ravenfolk[2]	+2 Dex, +1 Cha	Mimicry, Sudden Attack, proficiency in the Deception and Stealth skills; speaks Common and Huginn's Speech
Sahuagin[3]	+2 Str, +1 Int	Blood Frenzy; Limited Amphibiousness; Shark Telepathy; bite and claw attack actions; +2 natural armor bonus to AC; swim speed 40; darkvision 120 ft.;
Shadow Fey[2]	+2 Dex, +1 Cha	Fey Ancestry, Path of Shadows, Sunlight Sensitivity, Trance, Traveler in Darkness; darkvision 60 ft.; speaks Common, Elvish, and Umbral
Tosculi, Hiveless[1]	+2 Str or Dex or Con, +2 Int or Wis or Cha, -2 to any score	Gliding Wings, proficiency in the Perception and Stealth skills; claw attack action; +1 natural armor bonus to AC; speaks Tosculi and one other language.
Trollkin[2]	+2 Con, +1 Str or +1 Wis	Inhuman Vigor, proficiency in the Intimidation skill, Spirit Whispers or Thick Hide; bite and claw attack actions; darkvision 60 ft.; speaks Common
Werelion[1]	+2 Wis, +1 Str	Natural Shapechanger; darkvision 60 ft.; speaks Common and Sylvan

1 – *Southlands Heroes*; 2 – *Midgard Heroes*; 3 – *Unlikely Heroes*

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Bagiennik	3
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Dorreq	4
Eater of Dust	9
Fate Eater	6
Mamura	5
Mimic, Map	1/4
Mngwa	4
Mordant Snare	15
Oculo Swarm	4
Ostinato	4
Qwyllion	8
Rift Swine	5
Shoggoth	19
Spider of Leng	7
Tusked Skyfish	4
Urochar	17
Voidling	11
Xhkarsh	8
Beast	
Amphipteres	3
Ant, Giant	2
Ant, Giant Queen	4
Blemmyes	8
Bone Crab	1/2
Carrion Beetle	4
Death Butterfly Swarm	4
Death Butterfly Swarm, Greater	6
Dinosaur, Mbielu	3
Dinosaur, Ngobou	5
Dinosaur, Spinosaurus	13
Dinosaur, Spinosaurus Young	5
Dogmole	1
Drakon	5
Firebird	4
Garroter Crab	1/4
Gbahali	6
Glass Gator	1
Kongamato	5
Manabane Scarab Swarm	4
Savager	8
Scorpion, Night	3
Scorpion, Stygian Fat-Tailed	3
Serpopard	4
Snake, Swamp Adder	1/4
Snake, Zanskaran Viper	1
Spider, J'ba Fofi	3
Spider, Red-Banded Line	1/4
Spider, Sand	7
Suturefly	1/4
Swarm of Prismatic Beetles	3
Titanoboa	12
War Ostrich	1/2
Wharfling	1/8
Wharfling, Swarm	4
Ychen Bannog	11
Celestial	
Andrenjinyi	15
Angel, Chained	8
Angel, Fidele	5
Buraq	11
Hundun	10
Ratatosk	4
Sandman	5
Skein Witch	12
Temple Dog	5
Titan, Ancient	12
Uraeus	2
Valkyrie	11
Construct	
Algorith	10
Clockwork Abomination	5
Clockwork Beetle	1/2
Clockwork Beetle Swarm	3
Clockwork Hound	2
Clockwork Huntsman	3
Clockwork Myrmidon	6
Clockwork Watchman	1/2
Clockwork Weaving Spider	1
Emerald Eye	1
Empty Cloak	1/2
Fellforged	5
Feyward Tree	8
Gearforged Templar	6
Gnarljack	6
Golem, Eye	11
Golem, Hoard	12
Golem, Salt	10
Golem, Smaragdine	14
Golem, Steam	13
Idolic Diety	8
Imy-ut Ushabti	3
Library Automaton	1/2
Living Wick	1/4
Monolith Champion	8
Monolith Footman	3
Possessed Pillar	7
Shabti	8
Spider Thief	2
Tophet	8
Ushabti	9
Witchlight	1/4
Xanka	1/4
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Dragon Eel	12
Dragon, Cave, Adult	16
Dragon, Cave, Wyrmling	2
Dragon, Cave, Young	8
Dragon, Flame Adult	16
Dragon, Flame Ancient	24
Dragon, Flame, Wyrmling	3
Dragon, Flame, Young	9
Dragon, Mithral, Adult	14
Dragon, Mithral, Ancient	18
Dragon, Mithral, Young	6
Dragon, Sea Adult	16
Dragon, Sea Ancient	22
Dragon, Sea Wyrmling	2
Dragon, Sea, Young	9
Dragon, Void Ancient	24
Dragon, Void Wyrmling	2
Dragon, Void, Adult	14
Dragon, Void, Young	9
Dragon, Wind Adult	17
Dragon, Wind Ancient	22
Dragon, Wind Wyrmling	1
Dragon, Wind Young	6
Drake, Alehouse	1/2
Drake, Ash	4
Drake, Coral	7
Drake, Crimson	1
Drake, Deep	9
Drake, Elder Shadow	7
Drake, Paper	2
Drake, Rust	8
Drake, Star	15
Jaculus	3
Lantern Dragonette	1/2
Lindwurm	5
Naina	11
Sandwyrm	6
Zmey	14
Zmey Headling	5
Elemental	
Anubian	2
Arbeyach's Herald, Ia'Affrat	15
Boreas	17
Chronalmental	8
Elemental Locus	17
Firegeist	2
Genie, Al-Aeshma	9
Liosalfar	8
Rime Worm, Adult	6
Rime Worm, Grub	1
Sathaq Worm	10
Slow Storm	15
Spark	7
Swarm of Fire Dancers	7
Thuellai	10
Fey	
Abominable Beauty	11
Ala	8
Aridni	5
Azza Gremlin	1/4
Baba Yaga's Horsemen	11
Bear King	12
Beli	2
Bereginyas	4
Boloti	1
Bucca	1/2
Burrowling	1/2
Chernomoi	1
Cikavak	1/8
Clurichaun	1/4
Dau	4
Devil, Spawn of Arbeyach	5
Domovoi	4
Dryad, Duskthorn	3
Dullahan	11
Eel Hound	2
Eleinomae	5
Far Darrig	3
Fear Smith (Fiarsidhe)	10
Fey Lady, Snow Queen	16
Fraugashar	1/2
Gerridae	1
Gremlin, Rum	1/2
Hag, Blood	11
Hag, Mirror	6
Hag, Red	7
Hulking Whelp	5
Ice Maiden	6
Kikimora	5
Lord of the Hunt	18
Lorelei	5
Malphas	6
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Nichny	6
Pombero	3
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Shellycoat	2
Spire Walker	3
Swarm of Sluagh	3
Vila	5
Vile Barber	2
Fiend	
Arch-Devil Arbeyach	21
Bouda	5
Cambium	13
Demon Lord, Akyishigal	12
Demon Lord, Alquam	21
Demon Lord, Camazotz	22
Demon Lord, Mechuiti	27
Demon Lord, Qorgeth	23
Demon, Apau Perape	6
Demon, Berstuc	11
Demon, Kishi	8
Demon, Malakbel	9
Demon, Psoglav	7
Demon, Rubezahl	10
Devil, Arch-Devil Mammon	25
Devil, Arch-Devil Totivillus	24
Devil, Automata	10
Devil, Chort	12
Devil, Crystalline	6
Devil, Gilded	7
Devil, Ink	2
Devil, Koralk	11
Devil, Lunar	8
Devil, Orobas	13
Devil, Salt	6
Dream Eater	5
Herald of Blood	12
Herald of Darkness	7
Kalke	1/4
Koschei	17
Soul Eater	7
Spawn of Akyishigal	5
Star-Spawn of Cthulhu	15
Stuhac	13
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Forest Marauder	4
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Giant, Flab	4
Giant, Hrasvelgr	19
Giant, Jotun	22
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Ogre Chieftain, Corrupted	6
Titan, Degenerate	8
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Bandit Lord	4
Bearfolk	3
Behtu	2
Black Knight Commander	5
City Watch Captain	4
Deep One Priest	4
Deep One, Archimandrite	8
Deep Ones	2
Derro Fetal Savant	4
Derro, Shadow Antipaladin	5
Devilbound Gnomish Prince	9
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Dwarf, Wolf Reaver	3
Einheriar	7
Elf, Shadow Fey	1/4
Elf, Shadow Fey Duelist	6
Elf, Shadow Fey Enchantress	7
Elf, Shadow Fey Forest Hunter	5
Elf, Shadow Fey Guardian	4
Elvish Veteran Archer	3
Emerald Order Cult Leader	8
Eonic Drifter	1
Erina, Defender	1
Erina, Scrounger	1/4
Folk of Leng	2
Gnoll, Havoc Runner	3
Goblin, Dust	1/4
Kobold Alchemist	2
Kobold Chieftain	4
Kobold Trapsmith	1
Lemurfolk (Kaguani)	1/4
Lemurfolk, Greyfur	4
Moss Lurker	1
Nkosi	1/2
Nkosi Pridelord	4
Noctiny	2
Ramag	1/4
Ratfolk	1/4
Ratfolk Rogue	1
Ravenfolk, Doom Croaker	5
Ravenfolk, Scout	1/2
Ravenfolk, Warrior	3
Roachling Lord	2
Roachling Skirmisher	1/4
Scorpion Cultist	1/2
Subek	5
Trollkin, Reaver	4
Monstrosity	
Alseid	1/2
Angler Worm	4
Bastet Temple Cat	1
Bukavac	9
Cobbleswarm	2
Dogmole, Juggernaut	5
Doppelrat	2
Dune Mimic	8
Eala	2
Goat-Man	3
Hag, Sand	5
Harpy, Owl	5
Horakh	9
Hound of the Night	5
Isonade	14
Kot Bayun	2
Krake Spawn	9
Leshy	1
Likho	6
Loxoda	6
Mahoru	3
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Mimic, Map	1/4
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Shadhavar	2
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Spider, Ghostwalk	9
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Cavelight Moss	4
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Ravenala	5
Tendril Puppet	2
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Angatra	6
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Flutterflesh	12
Ghost Knight	6
Ghoul, Beggar	1/2
Ghoul, Bonepowder	12
Ghoul, Darakhul	3
Ghoul, Imperial	4
Ghoul, Iron	5
Gray Thirster	2
Grim Jester	11
Haugbui	13
Lich Hound	4
Mallqui	8
Mask Wight	13
Mavka	12
Mummy, Venomous	3
Myling	2
Putrid Haunt	2
Risen Reaver	7
Rotting Wind	6
Rusalka	6
Sand Silhouette	6
Sarcophagus Slime	5
Shroud	1/8
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Skin Bat	1/2
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Credits

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