



SUCCUBUS/INCUBUS

Medium fiend (shapechanger), neutral evil

Armor Class 15 (natural armor)

Hit Points 66 (12d8 + 12)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	17 (+3)	13 (+1)	15 (+2)	12 (+1)	20 (+5)

Skills Deception +9, Insight +5, Perception +5, Persuasion +9, Stealth +7

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

Senses darkvision 60 ft., passive Perception 15

Languages Abyssal, Common, Infernal, telepathy 60 ft.

Challenge 4 (1,100 XP)

Telepathic Bond. The fiend ignores the range restriction on its telepathy when communicating with a creature it has charmed. The two don't even need to be on the same plane of existence.

Shapechanger. The fiend can use its action to polymorph into a Small or Medium humanoid, or back into its true form. Without wings, the fiend loses its flying speed. Other than its size and 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.

ACTIONS

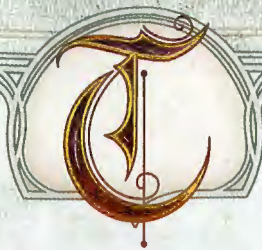
Claw (Fiend Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Charm. One humanoid the fiend can see within 30 feet of it must succeed on a DC 15 Wisdom saving throw or be magically charmed for 1 day. The charmed target obeys the fiend's verbal or telepathic commands. If the target suffers any harm or receives a suicidal command, it can repeat the saving throw, ending the effect on a success. If the target successfully saves against the effect, or if the effect on it ends, the target is immune to this fiend's Charm for the next 24 hours.

The fiend can have only one target charmed at a time. If it charms another, the effect on the previous target ends.

Draining Kiss. The fiend kisses a creature charmed by it or a willing creature. The target must make a DC 15 Constitution saving throw against this magic, taking 32 (5d10 + 5) psychic damage on a failed save, or half as much damage on a successful one. The target's 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.

Etherealness. The fiend magically enters the Ethereal Plane from the Material Plane, or vice versa.



TARRASQUE

The legendary tarrasque is possibly the most dreaded monster of the Material Plane. It is widely believed that only one of these creatures exists, though no one can predict where and when it will strike.

A scaly biped, the tarrasque is fifty feet tall and seventy feet long, weighing hundreds of tons. It carries itself like a bird of prey, leaning forward and using its powerful lashing tail for balance. Its cavernous maw yawns wide enough to swallow all but the largest

creatures, and so great is its hunger that it can devour the populations of whole towns.

Legendary Destruction. The destructive potential of the tarrasque is so vast that some cultures incorporate the monster into religious doctrine, weaving its sporadic appearance into stories of divine judgment and wrath. Legends tell how the tarrasque slumbers in its secret lair beneath the earth, remaining in a dormant state for decades or centuries. When it awakens in answer to some inscrutable cosmic call, it rises from the depths to obliterate everything in its path.

TARRASQUE

Gargantuan monstrosity (titan), unaligned

Armor Class 25 (natural armor)

Hit Points 676 (33d20 + 330)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	11 (+0)	30 (+10)	3 (-4)	11 (+0)	11 (+0)

Saving Throws Int +5, Wis +9, Cha +9

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

Condition Immunities charmed, frightened, paralyzed, poisoned

Senses blindsight 120 ft., passive Perception 10

Languages —

Challenge 30 (155,000 XP)

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

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

Reflective Carapace. Any time the tarrasque is targeted by a magic missile spell, a line spell, or a spell that requires a ranged attack roll, roll a d6. On a 1 to 5, the tarrasque is unaffected. On a 6, the tarrasque is unaffected, and the effect is reflected back at the caster as though it originated from the tarrasque, turning the caster into the target.

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

ACTIONS

Multiattack. The tarrasque can use its Frightful Presence. It then makes five attacks: one with its bite, two with its claws, one with its horns, and one with its tail. It can use its Swallow instead of its bite.

Bite. *Melee Weapon Attack:* +19 to hit, reach 10 ft., one target. *Hit:* 36 (4d12 + 10) piercing damage. If the target is a creature, it is grappled (escape DC 20). Until this grapple ends, the target is restrained, and the tarrasque can't bite another target.

Claw. *Melee Weapon Attack:* +19 to hit, reach 15 ft., one target. *Hit:* 28 (4d8 + 10) slashing damage.

Horns. *Melee Weapon Attack:* +19 to hit, reach 10 ft., one target. *Hit:* 32 (4d10 + 10) piercing damage.

Tail. *Melee Weapon Attack:* +19 to hit, reach 20 ft., one target. *Hit:* 24 (4d6 + 10) bludgeoning damage. If the target is a creature, it must succeed on a DC 20 Strength saving throw or be knocked prone.

Frightful Presence. Each creature of the tarrasque's choice within 120 feet of it and aware of it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if the tarrasque is within line of sight, 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 tarrasque's Frightful Presence for the next 24 hours.

Swallow. The tarrasque makes one bite attack against a Large or smaller creature it is grappling. If the attack hits, the target takes the bite's damage, the target 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 tarrasque, and it takes 56 (16d6) acid damage at the start of each of the tarrasque's turns.

If the tarrasque takes 60 damage or more on a single turn from a creature inside it, the tarrasque 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 tarrasque. If the tarrasque dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 30 feet of movement, exiting prone.

LEGENDARY ACTIONS

The tarrasque 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 tarrasque regains spent legendary actions at the start of its turn.

Attack. The tarrasque makes one claw attack or tail attack.

Move. The tarrasque moves up to half its speed.

Chomp (Costs 2 Actions). The tarrasque makes one bite attack or uses its Swallow.



T

TARRASQUE



THRI-KREEN

Thri-kreen wander the deserts and savannas of the world, avoiding all other races.

Thri-Kreen Communication. Thri-kreen employ a language without words. To show emotion and reaction, a thri-kreen clacks its mandibles and waves its antennae, giving other thri-kreen a sense of what it is thinking and feeling. Other creatures find this manner of communication difficult to interpret and impossible to duplicate.

When forced to interact with creatures of other intelligent species, thri-kreen employ alternative methods of communication, such as drawing pictures in sand or making pictures out of twigs or blades of grass.

Limited Emotions. Thri-kreen experience the full range of emotions but aren't as prone to emotional outbursts as humans. Thri-kreen with psionic ability often demonstrate a wider range of emotions, particularly if they live near or interact with humans or other highly emotional creatures.

Isolationists and Wanderers. Thri-kreen consider all other living creatures as potential nourishment, and they love the taste of elf flesh in particular. If a creature might be useful for something other than food, the thri-kreen aren't likely to attack it on sight. Thri-kreen kill to survive, never for sport.

Sleepless. Thri-kreen don't require sleep and can rest while remaining alert and performing light tasks. Their inability to sleep is thought to be the reason why thri-kreen have such short lifespans, the average thri-kreen life expectancy being only thirty years.

VARIANT: THRI-KREEN WEAPONS AND PSIONICS

Some thri-kreen employ special **martial weapons**. A *gythka* is a two-handed polearm with a blade at each end. A *chatkcha* is a flat, triangular wedge with three serrated blades (a light thrown weapon).

A thri-kreen armed with a *gythka* and *chatkchas* gains the following action options:

Multiattack. The thri-kreen makes two *gythka* attacks or two *chatkcha* attacks.

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

Chatkcha. Ranged Weapon Attack: +4 to hit, range 30/120 ft., one target. **Hit:** 5 (1d6 + 2) slashing damage.

A few thri-kreen manifest psionic abilities, using their powers to aid the hunt and communicate more easily with outsiders.

A psionic thri-kreen has **telepathy** out to a range of 60 feet and gains the following additional trait:

Innate Spellcasting (Psionics). The thri-kreen's innate spellcasting ability is Wisdom. The thri-kreen can innately cast the following spells, requiring no components:

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

2/day each: *blur*, *magic weapon*

1/day: *invisibility* (self only)

THRI-KREEN

Medium humanoid (thri-kreen), chaotic neutral

Armor Class 15 (natural armor)

Hit Points 33 (6d8 + 6)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	13 (+1)	8 (-1)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +4, Survival +3

Senses darkvision 60 ft., passive Perception 13

Languages Thri-kreen

Challenge 1 (200 XP)

Chameleon Carapace. The thri-kreen can change the color of its carapace to match the color and texture of its surroundings. As a result, it has advantage on Dexterity (Stealth) checks made to hide.

Standing Leap. The thri-kreen's long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

ACTIONS

Multiattack. The thri-kreen makes two attacks: one with its bite and one with its claws.

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. **Hit:** 4 (1d6 + 1) piercing damage, and the target must succeed on a DC 11 Constitution saving throw or be poisoned for 1 minute. If the saving throw fails by 5 or more, the target is also paralyzed while poisoned in this way. The poisoned target can repeat the saving throw on each of its turns, ending the effect on itself on a success.

Claws. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. **Hit:** 6 (2d4 + 1) slashing damage.

TREANT

Treants are awakened trees that dwell in ancient forests. Although treants prefer to while away the days, months, and years in quiet contemplation, they fiercely protect their woodland demesnes from outside threats.

The Sleeping Tree Awakens. A tree destined to become a treant meditates through a long cycle of seasons, living normally for decades or centuries before realizing its potential. Trees that awaken do so only under special circumstances and in places steeped with nature's magic. Treants and powerful druids can sense when a tree has the spark of potential, and they protect such trees in secret groves as they draw near the moment of their awakening. During the long process of awakening, a tree acquires face-like features in its bark, a division of the lower trunk into legs, and long branches

bending downward to serve as its arms. When it is ready, the tree pulls its legs free from the clutching earth and joins its fellows in protecting its woodland home.

Legendary Guardians. After a treant awakens, it continues to grow exactly as it did when it was a tree. Treants created from the mightiest trees can reach great sizes while developing an innate magical power over plants and animals. Such treants can animate plants, using them to ensnare and trap intruders. They can call wild creatures to aid them or carry messages across great distances.

Protectors of the Wild. Even after awakening, a treant spends much of its time living as a tree. While rooted in place, a treant remains aware of its surroundings, and can perceive the effects of events taking place miles away based on subtle changes nearby.

Woodcutters who avoid culling healthy living trees and hunters who take only what they need of the forest's bounty are unlikely to arouse a treant's ire. Creatures careless with fire, those who poison the forest, and those who destroy great trees, especially a tree close to awakening, face the treant's wrath.



TREANT

Huge plant, chaotic good

Armor Class 16 (natural armor)

Hit Points 138 (12d12 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	8 (-1)	21 (+5)	12 (+1)	16 (+3)	12 (+1)

Damage Resistances bludgeoning, piercing

Damage Vulnerabilities fire

Senses passive Perception 13

Languages Common, Druidic, Elvish, Sylvan

Challenge 9 (5,000 XP)

False Appearance. While the treant remains motionless, it is indistinguishable from a normal tree.

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

ACTIONS

Multiattack. The treant makes two slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 16 (3d6 + 6) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +10 to hit, range 60/180 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage.

Animate Trees (1/Day). The treant magically animates one or two trees it can see within 60 feet of it. These trees have the same statistics as a treant, except they have Intelligence and Charisma scores of 1, they can't speak, and they have only the Slam action option. An animated tree acts as an ally of the treant. The tree remains animate for 1 day or until it dies; until the treant dies or is more than 120 feet from the tree; or until the treant takes a bonus action to turn it back into an inanimate tree. The tree then takes root if possible.



"SMELLS LIKE AN ORC'S LOINCLOTH IN HERE."
 —LAST WORDS OF ARLAX HAMMERMANTLE,
 DWARF SPELUNKER

TROGLODYTE

The savage, degenerate troglodytes squat in the shallow depths of the Underdark in a constant state of war against their neighbors and one another. They mark the borders of their territories with cracked bones and skulls, or with pictographs painted in blood or dung.

Perhaps the most loathsome of all humanoids, troglodytes eat anything they can stomach. They dwell in filth. The walls of their cavern homes are smeared with grime, oily secretions, and the debris of their foul feasting.

Simpleminded Brutes. Troglodytes have a simple, communal culture devoted almost entirely to procuring food. Too simple to plan more than a few days into the future, troglodytes rely on constant raids and hunting to survive. They take sadistic pleasure in hunting

intelligent creatures weaker than themselves and show no mercy toward those they capture and drag back to their lairs to be devoured. The largest and toughest troglodytes lead the hunt and become the leaders of their tribes. However, if a leader shows any weakness or hesitation, other troglodytes attack and eat it in a frenzy.

Troglodytes make little and build less, scavenging their possessions from their prey. They understand the value of metal weapons and armor, and fight among one another for the right to have such items. A troglodyte tribe might be torn apart by battles over a single longsword.

Devotees of Laogzed. Some troglodytes venerate Laogzed, a demonic, monstrously fat toad-lizard that slumbers in the Abyss. Laogzed offers the troglodytes nothing in return except aspiration, for it is the dream of his troglodyte worshipers to become as fat, well-fed, and wearily content as he seems to be.

TROGLODYTE

Medium humanoid (troglodyte), chaotic evil

Armor Class 11 (natural armor)

Hit Points 13 (2d8 + 4)

Speed 30 ft.

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

Skills Stealth +2

Senses darkvision 60 ft., passive Perception 10

Languages Troglodyte

Challenge 1/4 (50 XP)

Chameleon Skin. The troglodyte has advantage on Dexterity (Stealth) checks made to hide.

Stench. Any creature other than a troglodyte that starts its turn within 5 feet of the troglodyte must succeed on a DC 12 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the stench of all troglodytes for 1 hour.

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

ACTIONS

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

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

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

TROLL

Born with horrific appetites, trolls eat anything they can catch and devour. They have no society to speak of, but they do serve as mercenaries to orcs, ogres, ettins, hags, and giants. As payment, trolls demand food and treasure. Trolls are difficult to control, however, doing as they please even when working with more powerful creatures.

Regeneration. Smashing a troll's bones and slashing through its rubbery hide only makes it angry. A troll's wounds close quickly. If the monster loses an arm, a leg, or even its head, those dismembered parts can sometimes act with a life of their own. A troll can even reattach severed body parts, untroubled by its momentary disability. Only acid and fire can arrest the regenerative properties of a troll's flesh. The trolls, enraged, will attack individuals making acid and fire attacks against them above all other prey.

Troll Freaks. Their regenerative capabilities make trolls especially susceptible to mutation. Although uncommon, such transformations can result from what the troll has done or what has been done to it. A decapitated troll might grow two heads from the stump of its neck, while a troll that eats a fey creature might gain one or more of that creature's traits.

VARIANT: LOATHSOME LIMBS

Some trolls have the following trait.

Loathsome Limbs. Whenever the troll takes at least 15 slashing damage at one time, roll a d20 to determine what else happens to it:

- 1–10: Nothing else happens.
- 11–14: One leg is severed from the troll if it has any legs left.
- 15–18: One arm is severed from the troll if it has any arms left.
- 19–20: The troll is decapitated, but the troll dies only if it can't regenerate. If it dies, so does the severed head.

If the troll finishes a short or long rest without reattaching a severed limb or head, the part regrows. At that point, the severed part dies. Until then, a severed part acts on the troll's initiative and has its own action and movement. A severed part has AC 13, 10 hit points, and the troll's Regeneration trait.

A **severed leg** is unable to attack and has a speed of 5 feet.

A **severed arm** has a speed of 5 feet and can make one claw attack on its turn, with disadvantage on the attack roll unless the troll can see the arm and its target. Each time the troll loses an arm, it loses a claw attack.

If its head is severed, the troll loses its bite attack and its body is blinded unless the head can see it. The **severed head** has a speed of 0 feet and the troll's Keen Smell trait. It can make a bite attack but only against a target in its space.

The troll's speed is halved if it's missing a leg. If it loses both legs, it falls prone. If it has both arms, it can crawl. With only one arm, it can still crawl, but its speed is halved. With no arms or legs, its speed is 0, and it can't benefit from bonuses to speed.



TROLL

Large giant, chaotic evil

Armor Class 15 (natural armor)

Hit Points 84 (8d10 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	20 (+5)	7 (-2)	9 (-1)	7 (-2)

Skills Perception +1

Senses darkvision 60 ft., passive Perception 11

Languages Giant

Challenge 5 (1,800 XP)

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

Regeneration. The troll regains 10 hit points at the start of its turn. If the troll takes acid or fire damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

ACTIONS

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

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

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



"THE WALL CAVED IN. THAT'S
THE LAST THING I REMEMBER."
—A SURVIVOR'S ACCOUNT OF
AN UMBER HULK ATTACK



UMBER HULK

An abominable horror from deep beneath the earth, an umber hulk burrows into cave complexes, dungeons, or Underdark settlements in search of food. Those lucky enough to survive an umber hulk attack often remember precious little of the incident, thanks to the umber hulk's mind-scrambling gaze.

Devious Delvers. UMBER HULKS can burrow through solid rock, forming new tunnels in their wake. The steel-hard chitin of its body can withstand the cave-ins, tunnel collapses, and rock falls that commonly follow it.

Burrowing into the wall of a cavern or passageway, an umber hulk lies in wait for creatures to pass by on the other side, its hair-like feelers sensing any movement around it. When it explodes out in a shower of earth and rock, its unsuspecting quarry turns to face the oncoming threat—and is entranced by the umber hulk's bewildering eyes, forced to stand helpless as its mandibles snap shut.

Mind Scrambler. Many survivors of an umber hulk encounter recollect little about the attack, because the monster's confusing gaze scrambles their memory of the event. Those who have fought and killed umber hulks recognize the signs. For other denizens of the Underdark, grisly tales of vanished explorers and wanton destruction speak of an unknown foe. UMBER HULKS take on supernatural status in these harrowing stories, many of which convey the same warning: once an umber hulk has been spotted, it is already too late to escape it.

UMBER HULK

Large monstrosity, chaotic evil

Armor Class 18 (natural armor)

Hit Points 93 (11d10 + 33)

Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	16 (+3)	9 (-1)	10 (+0)	10 (+0)

Senses darkvision 120 ft., tremorsense 60 ft., passive Perception 10

Languages UMBER HULK

Challenge 5 (1,800 XP)

Confusing Gaze. When a creature starts its turn within 30 feet of the umber hulk and is able to see the umber hulk's eyes, the umber hulk can magically force it to make a DC 15 Charisma saving throw, unless the umber hulk is incapacitated.

On a failed saving throw, the creature can't take reactions until the start of its next turn and rolls a d8 to determine what it does during that turn. On a 1 to 4, the creature does

nothing. On a 5 or 6, the creature takes no action but uses all its movement to move in a random direction. On a 7 or 8, the creature makes one melee attack against a random creature, or it does nothing if no creature is within reach.

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 umber hulk until the start of its next turn, when it can avert its eyes again. If the creature looks at the umber hulk in the meantime, it must immediately make the save.

Tunneler. The umber hulk can burrow through solid rock at half its burrowing speed and leaves a 5-foot-wide, 8-foot-high tunnel in its wake.

ACTIONS

Multiattack. The umber hulk makes three attacks: two with its claws and one with its mandibles.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage.

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

UNICORN

Unicorns dwell in enchanted forests. Unrelated to the horses it resembles, a unicorn is a celestial creature that wanders sylvan realms, its white form glimmering like starlight.

A unicorn's brow sports a single spiraling horn of ivory whose magical touch can heal the sick and the injured. Its ears catch the words and whispers of the creatures that share its domain, and it knows the tongues of elves and sylvan folk. Unicorns allow good-hearted creatures to enter their woods to hunt or gather food, but they hold evil ever at bay. Foul-hearted creatures seldom leave a unicorn's domain alive.

Divine Guardians. Good deities placed unicorns on the Material Plane to ward away evil and preserve and protect sacred places. Most unicorns protect a bounded realm such as an enchanted forest. However, the gods sometimes send a unicorn to guard sacred artifacts or protect specific creatures. When the forces of darkness strike against an individual the gods wish to protect, they might send that individual to a unicorn's forest, where evil creatures pursue at their peril.

Unicorns most often serve deities of the forest and woodlands, including the gods of benevolent fey. Although all unicorns have natural healing power, some serve the gods in greater capacities, performing miracles normally reserved for high priests.

Forest Lords. A unicorn's forest is a celestial realm where nothing that occurs beneath the sun-dappled leaves escapes the creature's notice. A unicorn hears each breathy tune sung by the elves that reside amid the treetops. It senses where every caterpillar spins its cocoon, each leaf and branch upon which a bright butterfly rests its tired wings.

In a unicorn's forest, a sense of calm pervades. From wolves and foxes to birds, squirrels, and tiny insects, the creatures of a unicorn's domain seem quite tame. Pixies, sprites, satyrs, dryads, and other normally mercurial fey loyally serve a unicorn when they dwell within its woods. Under a unicorn's protection, creatures feel safe from the threat of encroaching civilization and the insidious spread of evil.

A unicorn roams its domain constantly, moving ever so carefully so as not to disturb other denizens. A creature might catch a passing glimpse of the unicorn then suddenly see nothing but the wild woods.

Sacred Horns. A unicorn's horn is the focus of its power, a shard of divine magic wrought in spiraling ivory. Wands of unicorn horn channel powerful magic, while unicorn horn weapons strike with divine force. Wizards can work powdered unicorn horn into potent potions and scroll ink, or use it as a component in eldritch rituals. However, any creature that takes a role, no matter how small, in slaying a unicorn is likely to become the target of divine retribution.

Blessed Mounts. When darkness and evil threaten to overwhelm the mortal world, the gods sometimes see fit to pair a unicorn mount with a champion. A paladin astride a unicorn is a sign of the gods' direct intervention in the affairs of the mortal realm. It is a holy alliance made to cleave the heads from demons and banish devils back to the Nine Hells.

As long as the troubled times of darkness persist, the unicorn stays by the champion, its horn shining brightly to drive back the night. However, if the gods' champion falls from grace or turns from the cause of righteousness and good, the unicorn departs, never to return.

A UNICORN'S LAIR

A unicorn's lair might be an ancient ruin overgrown with vines, a misty clearing surrounded by mighty oaks, a flower-covered hilltop alive with butterflies, or some other serene woodland location.

REGIONAL EFFECTS

Transformed by the creature's celestial presence, the domain of a unicorn might include any of the following magical effects:

- Open flames of a nonmagical nature are extinguished within the unicorn's domain. Torches and campfires refuse to burn, but closed lanterns are unaffected.
- Creatures native to the unicorn's domain have an easier time hiding; they have advantage on all Dexterity (Stealth) checks made to hide.
- When a good-aligned creature casts a spell or uses a magical effect that causes another good-aligned creature to regain hit points, the target regains the maximum number of hit points possible for the spell or effect.
- Curses affecting any good-aligned creature are suppressed.

If the unicorn dies, these effects end immediately.





UNICORN

Large celestial, lawful good

Armor Class 12

Hit Points 67 (9d10 + 18)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	11 (+0)	17 (+3)	16 (+3)

Damage Immunities poison

Condition Immunities charmed, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Celestial, Elvish, Sylvan, telepathy 60 ft.

Challenge 5 (1,800 XP)

Charge. If the unicorn moves at least 20 feet straight toward a target and then hits it with a horn attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

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

At will: *detect evil and good, druidcraft, pass without trace*
1/day each: *calm emotions, dispel evil and good, entangle*

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

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

ACTIONS

Multiattack. The unicorn makes two attacks: one with its hooves and one with its horn.

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

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

Healing Touch (3/Day). The unicorn touches another creature with its horn. The target magically regains 11 (2d8 + 2) hit points. In addition, the touch removes all diseases and neutralizes all poisons afflicting the target.

Teleport (1/Day). The unicorn magically teleports itself and up to three willing creatures it can see within 5 feet of it, along with any equipment they are wearing or carrying, to a location the unicorn is familiar with, up to 1 mile away.

LEGENDARY ACTIONS

The unicorn 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 unicorn regains spent legendary actions at the start of its turn.

Hooves. The unicorn makes one attack with its hooves.

Shimmering Shield (Costs 2 Actions). The unicorn creates a shimmering, magical field around itself or another creature it can see within 60 feet of it. The target gains a +2 bonus to AC until the end of the unicorn's next turn.

Heal Self (Costs 3 Actions). The unicorn magically regains 11 (2d8 + 2) hit points.

V

VAMPIRES

Awakened to an endless night, vampires hunger for the life they have lost and sate that hunger by drinking the blood of the living. Vampires abhor sunlight, for its touch burns them. They never cast shadows or reflections, and any vampire wishing to move unnoticed among the living keeps to the darkness and far from reflective surfaces.

Dark Desires. Whether or not a vampire retains any memories from its former life, its emotional attachments wither as once-pure feelings become twisted by undeath. Love turns into hungry obsession, while friendship becomes bitter jealousy. In place of emotion, vampires pursue physical symbols of what they crave, so that a vampire seeking love might fixate on a young beauty. A child might become an object of fascination for a vampire obsessed with youth and potential. Others surround themselves with art, books, or sinister items such as torture devices or trophies from creatures they have killed.

Born from Death. Most of a vampire's victims become vampire spawn—ravenous creatures with a vampire's hunger for blood, but under the control of the vampire that created them. If a true vampire allows a spawn to draw blood from its own body, the spawn transforms into a true vampire no longer under its master's control. Few vampires are willing to relinquish their control in this manner. Vampire spawn become free-willed when their creator dies.

Chained to the Grave. Every vampire remains bound to its coffin, crypt, or grave site, where it must rest by day. If a vampire didn't receive a formal burial, it must lie beneath a foot of earth at the place of its transition to undeath. A vampire can move its place of burial by transporting its coffin or a significant amount of grave dirt to another location. Some vampires set up multiple resting places this way.

Undead Nature. Neither a vampire nor a vampire spawn requires air.



PLAYER CHARACTERS AS VAMPIRES

The game statistics of a player character transformed into a vampire spawn and then a vampire don't change, except that the character's Strength, Dexterity, and Constitution scores become 18 if they aren't higher. In addition, the character gains the vampire's damage resistances, darkvision, traits, and actions. Attack and damage rolls for the vampire's attacks are based on Strength. The save DC for Charm is 8 + the vampire's proficiency bonus + the vampire's Charisma modifier. The character's alignment becomes lawful evil, and the DM might take control of the character until the vampirism is reversed with a *wish* spell or the character is killed and brought back to life.

"I AM THE ANCIENT, I AM THE LAND. MY BEGINNINGS ARE LOST IN THE DARKNESS OF THE PAST. I WAS THE WARRIOR, I WAS GOOD AND JUST. I THUNDERED ACROSS THE LAND LIKE THE WRATH OF A JUST GOD, BUT THE WAR YEARS AND THE KILLING YEARS WORE DOWN MY SOUL AS THE WIND WEARS DOWN STONE INTO SAND."
—COUNT STRAHD VON ZAROVICH



STRAHD VON ZAROVICH

A brilliant thinker and capable warrior in life, Strahd von Zarovich fought in countless battles for his people. When war and killing finally stripped him of his youth and strength, he settled in the remote valley of Barovia and built a castle on a towering pinnacle, from which he could survey his lands. His brother Sergei came to live with him in Castle Ravenloft, becoming Strahd's adviser and constant companion.

In his brother, Strahd saw everything he had lost. Sergei was handsome and young, while Strahd had become old and scarred. Resentment colored their relationship, eventually turning into hatred. Strahd's beloved, Tatyana, spurned him for Sergei, whom she pledged to marry.

In a desperate attempt to win Tatyana's heart, Strahd forged a pact with dark powers that made him immortal. At the wedding of Sergei and Tatyana, he confronted his brother and killed him. Tatyana fled and flung herself from Ravenloft's walls. Strahd's guards, seeing him for a monster, shot him with arrows. But he did not die. He became a vampire—the first vampire, according to many sages.

In the centuries since his transformation, Strahd's lust for life and youth have only grown. He broods in his dark castle, cursing the living for stealing away what he lost, and never admitting his hand in the tragedy he created.

A VAMPIRE'S LAIR

A vampire chooses a grand yet defensible location for its lair, such as a castle, fortified manor, or walled abbey. It hides its coffin in an underground crypt or vault guarded by vampire spawn or other loyal creatures of the night.

REGIONAL EFFECTS

The region surrounding a vampire's lair is warped by the creature's unnatural presence, creating any of the following effects:

- There's a noticeable increase in the populations of bats, rats, and wolves in the region.
- Plants within 500 feet of the lair wither, and their stems and branches become twisted and thorny.
- Shadows cast within 500 feet of the lair seem abnormally gaunt and sometimes move as though alive.
- A creeping fog clings to the ground within 500 feet of the vampire's lair. The fog occasionally takes eerie forms, such as grasping claws and writhing serpents.

If the vampire is destroyed, these effects end after 2d6 days.

VAMPIRE

Medium undead (shapechanger), lawful evil

Armor Class 16 (natural armor)

Hit Points 144 (17d8 + 68)

Speed 30 ft.

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

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

Skills Perception +7, Stealth +9

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

Senses darkvision 120 ft., passive Perception 17

Languages the languages it knew in life

Challenge 13 (10,000 XP)

Shapechanger. If the vampire isn't in sunlight or running water, it can use its action to polymorph into a Tiny bat or a Medium cloud of mist, or back into its true form.

While in bat form, the vampire can't speak, its walking speed is 5 feet, and it has a flying speed of 30 feet. Its statistics, other than its size and speed, are unchanged. Anything it is wearing transforms with it, but nothing it is carrying does. It reverts to its true form if it dies.

While in mist form, the vampire can't take any actions, speak, or manipulate objects. It is weightless, has a flying speed of 20 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing, and it can't pass through water. It has advantage on Strength, Dexterity, and Constitution saving throws, and it is immune to all nonmagical damage, except the damage it takes from sunlight.

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

Misty Escape. When it drops to 0 hit points outside its resting place, the vampire transforms into a cloud of mist (as in the Shapechanger trait) instead of falling unconscious, provided that it isn't in sunlight or running water. If it can't transform, it is destroyed.

While it has 0 hit points in mist form, it can't revert to its vampire form, and it must reach its resting place within 2 hours or be destroyed. Once in its resting place, it reverts to its vampire form. It is then paralyzed until it regains at least 1 hit point. After spending 1 hour in its resting place with 0 hit points, it regains 1 hit point.

Regeneration. The vampire regains 20 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

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

Vampire Weaknesses. The vampire has the following flaws:

Forbiddance. The vampire can't enter a residence without an invitation from one of the occupants.

Harmed by Running Water. The vampire takes 20 acid damage if it ends its turn in running water.

Stake to the Heart. If a piercing weapon made of wood is driven into the vampire's heart while the vampire is incapacitated in its resting place, the vampire is paralyzed until the stake is removed.

Sunlight Hypersensitivity. The vampire takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

ACTIONS

Multiattack (Vampire Form Only). The vampire makes two attacks, only one of which can be a bite attack.

Unarmed Strike (Vampire Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8 + 4) bludgeoning damage. Instead of dealing damage, the vampire can grapple the target (escape DC 18).

Bite (Bat or Vampire Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained. *Hit:* 7 (1d6 + 4) piercing damage plus 10 (3d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain in this way and then buried in the ground rises the following night as a vampire spawn under the vampire's control.

Charm. The vampire targets one humanoid it can see within 30 feet of it. If the target can see the vampire, the target must succeed on a DC 17 Wisdom saving throw against this magic or be charmed by the vampire. The charmed target regards the vampire as a trusted friend to be heeded and protected. Although the target isn't under the vampire's control, it takes the vampire's requests or actions in the most favorable way it can, and it is a willing target for the vampire's bite attack.

Each time the vampire or the vampire's companions do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the vampire is destroyed, is on a different plane of existence than the target, or takes a bonus action to end the effect.

Children of the Night (1/Day). The vampire magically calls 2d4 swarms of bats or rats, provided that the sun isn't up. While outdoors, the vampire can call 3d6 wolves instead. The called creatures arrive in 1d4 rounds, acting as allies of the vampire and obeying its spoken commands. The beasts remain for 1 hour, until the vampire dies, or until the vampire dismisses them as a bonus action.

LEGENDARY ACTIONS

The vampire 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 vampire regains spent legendary actions at the start of its turn.

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

Unarmed Strike. The vampire makes one unarmed strike.

Bite (Costs 2 Actions). The vampire makes one bite attack.



VARIANTS: VAMPIRE WARRIORS AND SPELLCASTERS

Some vampires have martial training and battlefield experience. A **vampire warrior** wearing plate armor (AC 18) and wielding a greatsword has a challenge rating of 15 (13,000 XP) and the following additional action options:

Multiattack. The vampire makes two greatsword attacks.

Greatsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 11 (2d6 + 4) slashing damage.

Some vampires are practitioners of the arcane arts. A **vampire spellcaster** spellcaster has a challenge rating of 15 (13,000 XP) and the following trait:

Spellcasting. The vampire is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The vampire has the following wizard spells prepared:

- Cantrips (at will): *mage hand, prestidigitation, ray of frost*
- 1st level (4 slots): *comprehend languages, fog cloud, sleep*
- 2nd level (3 slots): *detect thoughts, gust of wind, mirror image*
- 3rd level (3 slots): *animate dead, bestow curse, nondetection*
- 4th level (3 slots): *blight, greater invisibility*
- 5th level (1 slot): *dominate person*

VAMPIRE SPAWN

Medium undead, neutral evil

Armor Class 15 (natural armor)

Hit Points 82 (11d8 + 33)

Speed 30 ft.

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

Saving Throws Dex +6, Wis +3

Skills Perception +3, Stealth +6

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

Senses darkvision 60 ft., passive Perception 13

Languages the languages it knew in life

Challenge 5 (1,800 XP)

Regeneration. The vampire regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

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

Vampire Weaknesses. The vampire has the following flaws:

Forbiddance. The vampire can't enter a residence without an invitation from one of the occupants.

Harmed by Running Water. The vampire takes 20 acid damage when it ends its turn in running water.

Stake to the Heart. The vampire is destroyed if a piercing weapon made of wood is driven into its heart while it is incapacitated in its resting place.

Sunlight Hypersensitivity. The vampire takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

ACTIONS

Multiattack. The vampire makes two attacks, only one of which can be a bite attack.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 8 (2d4 + 3) slashing damage. Instead of dealing damage, the vampire can grapple the target (escape DC 13).

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained. *Hit:* 6 (1d6 + 3) piercing damage plus 7 (2d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.



"BEFORE YOU DRINK FROM A FOUNTAIN OR
POOL, TOSS A COPPER COIN INTO IT. IT'S A
SMALL PRICE TO PAY FOR YOUR LIFE."
—X THE MYSTIC'S 2ND RULE OF
DUNGEON SURVIVAL



WATER WEIRD

A water weird is an elemental guardian bound to a specific water-filled location, such as a pool or fountain. Invisible while immersed in water, its serpentine shape becomes clear only when it emerges to attack, using its coils to crush any creature other than its summoner and those its summoner declares as off limits. When slain, a water weird becomes an inanimate pool of water.

Good and Evil Weirds. Like most elementals, a water weird has no concept of good or evil. However, a water weird bound to a sacred or befouled source of water begins to take on the nature of that site, becoming neutral good or neutral evil.

A neutral good water weird tries to frighten away interlopers rather than kill them, while a neutral evil water weird kills its victims for pleasure and might turn against its summoner. A water weird loses its evil alignment if its waters are cleansed with a *purify food and drink* spell.

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

WATER WEIRD

Large elemental, neutral

Armor Class 13

Hit Points 58 (9d10 + 9)

Speed 0 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	13 (+1)	11 (+0)	10 (+0)	10 (+0)

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

Damage Immunities poison

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

Senses blindsight 30 ft., passive Perception 10

Languages understands Aquan but doesn't speak

Challenge 3 (700 XP)

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

Water Bound. The water weird dies if it leaves the water to which it is bound or if that water is destroyed.

ACTIONS

Constrict. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one creature. *Hit:* 13 (3d6 + 3) bludgeoning damage. If the target is Medium or smaller, it is grappled (escape DC 13) and pulled 5 feet toward the water weird. Until this grapple ends, the target is restrained, the water weird tries to drown it, and the water weird can't constrict another target.



WIGHT

The word “wight” meant “person” in days of yore, but the name now refers to evil undead who were once mortals driven by dark desire and great vanity. When death stills such a creature’s heart and snuffs its living breath, its spirit cries out to the demon lord Orcus or some vile god of the underworld for a reprieve: undeath in return for eternal war on the living. If a dark power answers the call, the spirit is granted undeath so that it can pursue its own malevolent agenda.

Wights possess the memories and drives of their formerly living selves. They will heed the call of whatever dark entity transformed them into undead, swearing oaths to appease their new lord while retaining their autonomy. Never tiring, a wight can pursue its goals relentlessly and without distraction.

Life Eaters. Neither dead nor alive, a wight exists in a transitional state between one world and the next. The bright spark it possessed in life is gone, and in its place is a yearning to consume that spark in all living things. When a wight attacks, this life essence glows like white-hot embers to its dark eyes, and the wight’s cold touch can drain the spark through flesh, clothing, and armor.

Shadow of the Grave. Wights flee from the world by day, away from the light of the sun, which they hate. They retreat to barrow mounds, crypts, and tombs where they dwell. Their lairs are silent, desolate places, surrounded by dead plants, noticeably blackened, and avoided by bird and beast.

Humanoids slain by a wight can rise as zombies under its control. Motivated by hunger for living souls and driven by the same desire for power that awakened them in undeath, some wights serve as shock troops for evil leaders, including wraiths. As soldiers, they are able to plan but seldom do so, relying on their hunger for destruction to overwhelm any creature that stands before them.

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

WIGHT

Medium undead, neutral evil

Armor Class 14 (studded leather)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	16 (+3)	10 (+0)	13 (+1)	15 (+2)

Skills Perception +3, Stealth +4

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical weapons that aren’t silvered

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages the languages it knew in life

Challenge 3 (700 XP)

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

ACTIONS

Multiattack. The wight makes two longsword attacks or two longbow attacks. It can use its Life Drain in place of one longsword attack.

Life Drain. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) necrotic damage. The target must succeed on a DC 13 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.

A humanoid slain by this attack rises 24 hours later as a zombie under the wight’s control, unless the humanoid is restored to life or its body is destroyed. The wight can have no more than twelve zombies under its control at one time.

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

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

WILL-O'-WISP

Tiny undead, chaotic evil

Armor Class 19

Hit Points 22 (9d4)

Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	28 (+9)	10 (+0)	13 (+1)	14 (+2)	11 (+0)

Damage Immunities lightning, poison

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

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

Senses darkvision 120 ft., passive Perception 12

Languages the languages it knew in life

Challenge 2 (450 XP)

Consume Life. As a bonus action, the will-o'-wisp can target one creature it can see within 5 feet of it that has 0 hit points and is still alive. The target must succeed on a DC 10 Constitution saving throw against this magic or die. If the target dies, the will-o'-wisp regains 10 (3d6) hit points.

Ephemeral. The will-o'-wisp can't wear or carry anything.

Incorporeal Movement. The will-o'-wisp 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.

Variable Illumination. The will-o'-wisp sheds bright light in a 5- to 20-foot radius and dim light for an additional number of feet equal to the chosen radius. The will-o'-wisp can alter the radius as a bonus action.

ACTIONS

Shock. *Melee Spell Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 9 (2d8) lightning damage.

Invisibility. The will-o'-wisp and its light magically become invisible until it attacks or uses its Life Drain, or until its concentration ends (as if concentrating on a spell).

WILL-O'-WISP

Will-o'-wisps are malevolent, wispy balls of light that haunt lonely places and battlefields, bound by dark fate or dark magic to feed on fear and despair.

Hope and Doom. Will-o'-wisps look like bobbing lantern lights in the distance, although they can choose to alter their colors, or wink out completely. When they activate their lights, will-o'-wisps offer hope, hinting of safety to creatures that follow them.

Will-o'-wisps lure unwary creatures into quicksand pits, monster lairs, and other dangerous places so that they can feed on the suffering of their prey and revel in their death screams. An evil being that falls prey to a will-o'-wisp might become a wisp itself, its woeful spirit coalescing above its lifeless corpse like a flickering flame.

Consumed by Despair. Will-o'-wisps are the souls of evil beings that perished in anguish or misery as they wandered forsaken lands permeated with powerful magic. They thrive in swampy bogs and bone-strewn battlefields where the oppressive weight of sorrow stoops even heavier than the low-hanging mist and fog. Trapped in these desolate places of lost hope and memory, will-o'-wisps lure other creatures toward dismal fates and feed on their misery.

Agents of Evil. Will-o'-wisps rarely speak, but when they do, their voices sound like faint or distant whispers. In the miserable domains they haunt, will-o'-wisps sometimes form symbiotic relationships with their wicked neighbors. Hags, oni, black dragons, and evil cultists work with will-o'-wisps to draw creatures into ambush. As their evil allies surround and slaughter creatures, the wisps hover above them, drinking the agony of a last breath and savoring the sensation as the light of life goes out in a creature's eyes.

Undead Nature. A will-o'-wisp doesn't require air, drink, or sleep.



WRAITH

A wraith is malice incarnate, concentrated into an incorporeal form that seeks to quench all life. The creature is suffused with negative energy, and its mere passage through the world leaves nearby plants blackened and withered. Animals flee from its presence. Even small fires can be extinguished by the sucking oblivion of the wraith's horrifying existence.

Vile Oblivion. When a mortal humanoid lives a debased life or enters into a fiendish pact, it consigns its soul to eternal damnation in the Lower Planes. However, sometimes the soul becomes so suffused with negative energy that it collapses in on itself and ceases to exist the instant before it can shuffle off to some horrible afterlife. When this occurs, the spirit becomes a soulless wraith—a malevolent void trapped on the plane where it died. Almost nothing of the wraith's former existence is preserved; in this new form, it exists only to annihilate other life.

Bereft of Body. A wraith can move through solid creatures and objects as easily as a mortal creature moves through fog.

A wraith might retain a few memories of its mortal life as shadowy echoes. However, even the strongest events

and emotions become little more than faint impressions, fleeting as half-remembered dreams. A wraith might pause to stare at something that fascinated it in life, or it might curb its wrath in acknowledgment of a past friendship. Such moments come rarely, however, because most wraiths despise what they were as a reminder of what they have become.

Undead Commanders. A wraith can make an undead servant from the spirit of a humanoid creature that has recently suffered a violent death. Such a fragment of woe becomes a specter, spiteful of all that lives.

Wraiths sometimes rule the legions of the dead, plotting the doom of living creatures. When they emerge from their tombs to do battle, life and hope shrivel before them. Even if a wraith's armies are forced to retreat, the lands its forces occupied are so blasted and withered that those who live there often starve and die.

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

WRAITH

Medium undead, neutral evil

Armor Class 13

Hit Points 67 (9d8 + 27)

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

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

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 12

Languages the languages it knew in life

Challenge 5 (1,800 XP)

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

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

ACTIONS

Life Drain. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 21 (4d8 + 3) 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. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Create Specter. The wraith targets a humanoid within 10 feet of it that has been dead for no longer than 1 minute and died violently. The target's spirit rises as a specter in the space of its corpse or in the nearest unoccupied space. The specter is under the wraith's control. The wraith can have no more than seven specters under its control at one time.



WYVERN

Travelers in the wild sometimes look to the skies to see the dark-winged shape of a wyvern carrying its prey. These cousins to the great dragons hunt the same tangled forests and caverns as their kin. Their appearance sends ripples of alarm through the borderlands of civilization.

A wyvern has two scaly legs, leathery wings, and a sinewy tail topped with its most potent weapon: a poison stinger. The poison in a wyvern's stinger can kill a creature in seconds. Extremely potent, wyvern poison burns through its victim's bloodstream, disintegrating veins and arteries on its way to the heart. As deadly as wyverns can be, however, hunters and adventurers often track them to claim the venom, which is used in alchemical compounds and to coat weapons.

Aerial Hunters. A wyvern doesn't fight on the ground unless it can't reach its prey by any other means, or if it has been fooled into a position from which aerial combat isn't an option. If forced into a confrontation on the ground, a wyvern crouches low, keeping its stinger poised above its head as it hisses and growls.

Aggressive and Reckless. A wyvern intent on its prey backs down only if it sustains serious injury, or if its prey eludes it long enough for another easier potential meal to wander along. If it corners a fleeing creature in an enclosure too small to enter, a wyvern guards where the quarry hides, lashing with its stinger whenever opportunity allows.

Although they possess more cunning than ordinary beasts, wyverns lack the intelligence of their draconic cousins. As such, creatures that maintain their composure as a wyvern hunts them from the air can often elude or trick it. Wyverns follow a direct path to their prey, with no thought given to possible ambushes.

Tamed Wyverns. A wyvern can be tamed for use as a mount, but doing so presents a difficult and deadly challenge. Raising one as a hatchling offers the best results. However, a wyvern's violent temperament has cost the life of many a would-be master.

WYVERN

Large dragon, unaligned

Armor Class 13 (natural armor)

Hit Points 110 (13d10 + 39)

Speed 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	5 (-3)	12 (+1)	6 (-2)

Skills Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages —

Challenge 6 (2,300 XP)

ACTIONS

Multiattack. The wyvern makes two attacks: one with its bite and one with its stinger. While flying, it can use its claws in place of one other attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage.

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

Stinger. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage. The target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.



'KEEP A FEW GEMS IN YOUR
POCKET. A HUNGRY XORN IS
A HELPFUL XORN.'
—X THE MYSTIC'S 6TH RULE
OF DUNGEON SURVIVAL



Xorn prefer not to leave their home plane, where they easily eat their fill of gemstones and precious metals. When a xorn winds up on the Material Plane, whether by accident or from curiosity, it seeks sustenance and a way home.

Beggars and Thieves. Xorn scour the depths of the earth for precious metal and stones. Because they are unable to consume organic material, they ignore most other creatures. However, a xorn's ability to sniff out metals and stones often draws its attention to adventurers carrying coins and gems. Because a xorn isn't evil, it pleads or bargains in the hope of convincing owners to give up their treasure, offering up information it has learned from its travels in exchange. A xorn whose requests are ignored might resort to threats and bullying. If starving or angered, it resorts to force.

XORN

Medium elemental, neutral

Armor Class 19 (natural armor)

Hit Points 73 (7d8 + 42)

Speed 20 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	22 (+6)	11 (+0)	10 (+0)	11 (+0)

Skills Perception +6, Stealth +3

Damage Resistances piercing and slashing from nonmagical weapons that aren't adamantite

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 16

Languages Terran

Challenge 5 (1,800 XP)

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

Stone Camouflage. The xorn has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

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

ACTIONS

Multiaction. The xorn makes three claw attacks and one bite attack.

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

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target.
Hit: 13 (3d6 + 3) piercing damage.

XORN

Bizarre creatures native to the Elemental Plane of Earth, xorn sniff out gemstones and precious metals, then tunnel through earth and rock to consume those treasures. On the Material Plane, xorn must range far and wide through the Underdark to sustain themselves, becoming aggressive toward miners and treasure hunters when the valuable minerals of their diet are scarce.

A xorn's unnatural origins are suggested by its unusually heavy body and the large, powerful mouth sitting atop its head. Its three long arms are each tipped with sharp talons, and its three large, stone-lidded eyes see in all directions.

Elemental Travelers. Possessed of the power of elemental earth, a xorn glides through stone and dirt as easily as a fish swims through water. It doesn't displace earth or stone when it moves, but merges with and flows through it, leaving no tunnel, hole, or hint of its passage.

Y



"ON YOUR GUARD!
THAT'S NOT THE WIND HOWLING!"
—KELESTA HAWKE OF THE EMERALD ENCLAVE

YETI

Large monstrosity, chaotic evil

Armor Class 12 (natural armor)

Hit Points 51 (6d10 + 18)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	8 (-1)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +3

Damage Immunities cold

Senses darkvision 60 ft., passive Perception 13

Languages Yeti

Challenge 3 (700 XP)

Fear of Fire. If the yeti takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

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

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

ACTIONS

Multiattack. The yeti can use its Chilling Gaze and makes two claw attacks.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage plus 3 (1d6) cold damage.

Chilling Gaze. The yeti targets one creature it can see within 30 feet of it. If the target can see the yeti, the target must succeed on a DC 13 Constitution saving throw against this magic or take 10 (3d6) cold damage and then be paralyzed for 1 minute, unless it is immune to cold damage. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If the target's saving throw is successful, or if the effect ends on it, the target is immune to the Chilling Gaze of all yetis (but not abominable yetis) for 1 hour.

ABOMINABLE YETI

Huge monstrosity, chaotic evil

Armor Class 15 (natural armor)

Hit Points 137 (11d12 + 66)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	22 (+6)	9 (-1)	13 (+1)	9 (-1)

Skills Perception +5, Stealth +4

Damage Immunities cold

Senses darkvision 60 ft., passive Perception 15

Languages Yeti

Challenge 9 (5,000 XP)

Fear of Fire. If the yeti takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

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

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

ACTIONS

Multiattack. The yeti can use its Chilling Gaze and makes two claw attacks.

Claw. Melee Weapon Attack: +11 to hit, reach 5 ft., one target.
Hit: 14 (2d6 + 7) slashing damage plus 7 (2d6) cold damage.

Chilling Gaze. The yeti targets one creature it can see within 30 feet of it. If the target can see the yeti, the target must succeed on a DC 18 Constitution saving throw against this magic or take 21 (6d6) cold damage and then be paralyzed for 1 minute, unless it is immune to cold damage. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If the target's saving throw is successful, or if the effect ends on it, the target is immune to this yeti's gaze for 1 hour.

Cold Breath (Recharge 6). The yeti exhales a 30-foot cone of frigid air. Each creature in that area must make a DC 18 Constitution saving throw, taking 45 (10d8) cold damage on a failed save, or half as much damage on a successful one.

YETI

A yeti's windborne howl sounds out across remote mountains, striking fear into the hearts of the scattered miners and herders that dwell there. These hulking creatures stalk alpine peaks in a ceaseless hunt for food. Their snow-white fur lets them move like ghosts against the frozen landscape. A yeti's icy simian eyes can freeze its prey in place.

Keen Hunters. Folk of the high peaks travel in groups and go armed, knowing that yetis can smell living flesh from miles away. When it finds prey, a yeti moves quickly over ice and stone to claim its meal, howling to the thrill of the hunt. Even in a blizzard, the scent of its quarry draws the yeti through the cold and snow.

Yetis hunt in solitude or in small family groups. When creatures flee from a yeti or engage it in battle, other yetis might catch the scent of blood and close in. The territorial yetis fight one another for the spoils of such battles, and yetis slain in the fight are also eaten, amid euphoric howls.

Terrifying Howlers. Before an avalanche, a blizzard, or a deadly frost, the yetis' howls sweep down the mountain slopes on the icy wind. Some people of the alpine peaks believe that the voices of loved ones killed in avalanches and blizzards sound out in the wails of the yetis, crying warnings of ill omen. More pragmatic folk attest that the yeti's howl is a reminder that, despite the great accomplishments of civilization, the civilized become the hunted in nature's untamed domain.

Brutal Rampagers. When mountain herds are abundant, yetis stay clear of humanoid realms. Driven by hunger, they attack humanoid settlements in waves, breaking down gates and stockade walls that once might have daunted them, then devouring the creatures within.

Devious mountain folk sometimes use the yetis as unwitting weapons. A warlord might lay down slaughtered sheep or goats to draw yetis into an enemy's camp, sowing chaos and thinning the ranks before battle. Mountain clan chiefs, wanting to expand their territory, overhunt local game to diminish the yetis' food supplies, inspiring attacks on humanoid settlements that are swiftly annexed in the aftermath.

Abominable Yetis. An abominable yeti is larger than a normal yeti, standing three times as tall as a human. It typically lives and hunts alone, though a pair of abominable yetis might live together long enough to raise young. These towering yetis are highly territorial and savage, attacking and devouring any warm-blooded creatures they encounter, then scattering the bones across the ice and snow.

YUAN-TI

Yuan-ti are devious serpent folk devoid of compassion. From remote temples in jungles, swamps, and deserts, the yuan-ti plot to supplant and dominate all other races and to make themselves gods.

Forsaken Humanity. The yuan-ti were once humans who thrived in the earliest days of civilization and worshiped serpents as totem animals. They lauded the serpent's sinuous flexibility, its calculated poise, and its deadly strike. Their advanced philosophy taught the virtue of detachment from emotion and of clear, focused thought.

Yuan-ti culture was among the richest in the mortal world. Their warriors were legendary, their empires always expanding. Yuan-ti temples stood at the centers of ancient metropolises, reaching ever higher in prayer to the gods they longed to emulate. In time, the serpent gods heard those prayers, their sibilant voices responding from the darkness as they told the yuan-ti what they must do. The yuan-ti religion grew more fanatical in its devotion. Cults bound themselves to the worship of the serpent gods and imitated their ways, indulging in cannibalism and humanoid sacrifice. Through foul sorcery, the yuan-ti bred with snakes, utterly sacrificing their humanity to become like the serpent gods in form, as well as in thought and emotion.

Serpent Kings of Fallen Empires. The yuan-ti view their physical transformation as a transcendent moment for their race, allowing them to shed their frail humanity like dead skin. Those that did not transform eventually became slaves or food for the blessed of the serpent gods. The yuan-ti empires withered or were defeated by those who fought against their cannibalism and slavery, and the serpent folk were left in the ruins of their great capitals, far removed from other races.

Cold of Heart. Humanoid emotions are foreign to most yuan-ti, which understand sentiment only as an exploitable weakness. A yuan-ti views the world and the events of its own life with such extreme pragmatism that it is nearly impossible to manipulate, influence, or control by nonmagical means, even as it seeks to control other creatures through terror, pleasure, and awe.

Yuan-ti know that the world they hope to rule can't be bound for long by brute force, and that many creatures will refuse to serve. As a result, yuan-ti first influence other creatures with the promise of wealth and power. Time and again, humanoid cultures make the fatal mistake of trusting the yuan-ti. They forget that a yuan-ti that acts honorably or lends aid in a time of trouble does so only as part of a grander design.

Yuan-ti leaders are cunning and ruthless tacticians who readily sacrifice lesser yuan-ti if potential victory justifies such losses. They have no sense of honorable combat and strike first in decisive ambush if they can.

False Worship. Yuan-ti life revolves around their temples, yet yuan-ti don't love the gods they worship. Instead, they see worship as a means to attain power. A yuan-ti believes an individual who attains enough power can devour and replace one of the yuan-ti gods. The yuan-ti strive for ascension and are willing to commit the darkest atrocities to achieve it.





"THE YUAN-TI CAST OFF THEIR HUMANITY LONG AGO, AND WITH IT, THEIR SANITY."
 —FROM MASTERS OF THE FORBIDDEN CITY BY CODO VIDAK

YUAN-TI ABOMINATION

Monstrous serpents with burly humanoid torsos and arms, abominations form the highest caste of yuan-ti society, and they most closely resemble the race as the serpent gods intended it. They mastermind elaborate schemes and perform dark rites in the hope of one day ruling the world.

YUAN-TI ABOMINATION

Large monstrosity (shapechanger, yuan-ti), neutral evil

Armor Class 15 (natural armor)

Hit Points 127 (15d10 + 45)

Speed 40 ft.

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

Skills Perception +5, Stealth +6

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 15

Languages Abyssal, Common, Draconic

Challenge 7 (2,900 XP)

Shapechanger. The yuan-ti can use its action to polymorph into a Large snake, or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It doesn't change form if it dies.

Innate Spellcasting (Abomination Form Only). The yuan-ti's innate spellcasting ability is Charisma (spell save DC 15). The yuan-ti can innately cast the following spells, requiring no material components:

At will: *animal friendship* (snakes only)

3/day: *suggestion*

1/day: *fear*

Magic Resistance. The yuan-ti has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack (Abomination Form Only). The yuan-ti makes two ranged attacks or three melee attacks, but can use its bite and constrict attacks only once each.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. **Hit:** 7 (1d6 + 4) piercing damage plus 10 (3d6) poison damage.

Constrict. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. **Hit:** 11 (2d6 + 4) bludgeoning damage, and the target is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the yuan-ti can't constrict another target.

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

Longbow (Abomination Form Only). Ranged Weapon Attack: +6 to hit, range 150/600 ft., one target. **Hit:** 12 (2d8 + 3) piercing damage plus 10 (3d6) poison damage.

YUAN-TI MALISON

A malison is a hideous blend of human and serpentine features. Three different types of malisons are known to exist, and other types are possible. Malisons form the middle caste of yuan-ti society and hunt with arrows tipped with their own venom. They use their magical powers of suggestion to force their enemies' surrender.

YUAN-TI MALISON

Medium monstrosity (shapechanger, yuan-ti), neutral evil

Armor Class 12

Hit Points 66 (12d8 + 12)

Speed 30 ft.

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

Skills Deception +5, Stealth +4

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 11

Languages Abyssal, Common, Draconic

Challenge 3 (700 XP)

Shapechanger. The yuan-ti can use its action to polymorph into a Medium snake, or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It doesn't change form if it dies.

Innate Spellcasting (Yuan-ti Form Only). The yuan-ti's innate spellcasting ability is Charisma (spell save DC 13). The yuan-ti can innately cast the following spells, requiring no material components:

At will: *animal friendship* (snakes only)
3/day: *suggestion*

Magic Resistance. The yuan-ti has advantage on saving throws against spells and other magical effects.

Malison Type. The yuan-ti has one of the following types:

Type 1: Human body with snake head

Type 2: Human head and body with snakes for arms

Type 3: Human head and upper body with a serpentine lower body instead of legs

ACTIONS FOR TYPE 1

Multiattack (Yuan-ti Form Only). The yuan-ti makes two ranged attacks or two melee attacks, but can use its bite only once.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage plus 7 (2d6) poison damage.

Scimitar (Yuan-ti Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Longbow (Yuan-ti Form Only). *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage plus 7 (2d6) poison damage.

ACTIONS FOR TYPE 2

Multiattack (Yuan-ti Form Only). The yuan-ti makes two bite attacks using its snake arms.



Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage plus 7 (2d6) poison damage.

ACTIONS FOR TYPE 3

Multiattack (Yuan-ti Form Only). The yuan-ti makes two ranged attacks or two melee attacks, but can constrict only once.

Bite (Snake Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage plus 7 (2d6) poison damage.

Constrict. *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). Until this grapple ends, the target is restrained, and the yuan-ti can't constrict another target.

Scimitar (Yuan-ti Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Longbow (Yuan-ti Form Only). *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.



YUAN-TI PUREBLOOD

Purebloods form the lowest caste of yuan-ti society. They closely resemble humans, yet a pureblood can't pass for human under close scrutiny because there's always some hint of its true nature, such as scaly patches of skin, serpentine eyes, pointed teeth, or a forked tongue. Wearing cloaks and cowls, they masquerade as humans and infiltrate civilized lands to gather information, kidnap prisoners for interrogation and sacrifice, and trade with anyone who has something that can further their myriad plots.

SERPENT GODS

The yuan-ti revere a number of powerful entities as gods, including the following.

Dendar, the Night Serpent. Dendar's followers say that one day she will grow so large from feasting on the fears and nightmares of the world that she will devour it whole. Yuan-ti that serve Dendar terrorize other creatures in any way they can, growing and nurturing the fears of humanoids to feed the Night Serpent.

Merrshaulk, Master of the Pit. Merrshaulk is the long-slumbering chief deity of the yuan-ti. As worship of Merrshaulk waned, he went into slumber. Merrshaulk's priests are yuan-ti abominations that maintain traditions of living sacrifice and cause suffering in the god's name. With enough vile acts, the abominations believe that Merrshaulk will awaken and restore the yuan-ti to their rightful place.

Sseth, the Sibillant Death. Sseth appeared to the yuan-ti of antiquity in the form of a winged yuan-ti claiming to be an avatar of Merrshaulk. Speaking with Merrshaulk's voice, Sseth vowed to pull the yuan-ti out of decline and build a new empire. Many of Merrshaulk's devout turned to the worship of Sseth. Some yuan-ti have long suspected Sseth as an usurper taking advantage of Merrshaulk's slumber to make himself a god. They believe that Sseth might even have devoured Merrshaulk, and now answers the prayers of Merrshaulk's followers, as his priests convert or consume Merrshaulk's more stubborn adherents.

YUAN-TI PUREBLOOD

Medium humanoid (yuan-ti), neutral evil

Armor Class 11

Hit Points 40 (9d8)

Speed 30 ft.

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

Skills Deception +6, Perception +3, Stealth +3

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Abyssal, Common, Draconic

Challenge 1 (200 XP)

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

At will: *animal friendship* (snakes only)

3/day each: *poison spray*, *suggestion*

Magic Resistance. The yuan-ti has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The yuan-ti makes two melee attacks.

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

Shortbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage plus 7 (2d6) poison damage.

YUGOLOTHS

Yugoloths are fickle fiends that inhabit the planes of Acheron, Gehenna, Hades, and Carceri. They act as mercenaries and are notorious for their shifting loyalties. They are the embodiments of avarice. Before serving under anyone's banner, a yugoloth asks the only question on its mind: *What's in it for me?*

Spawn of Gehenna. The first yugoloths were created by a sisterhood of night hags on Gehenna. It is widely believed that Asmodeus, Lord of the Nine Hells, commissioned the work, in the hope of creating an army of fiends that were not bound to the Nine Hells. In the course of making this new army, the hags crafted four magic tomes and recorded the true names of every yugoloth they created, save one, the General of Gehenna. These tomes were called the *Books of Keeping*. Since knowing a fiend's true name grants power over it, the hags used the books to ensure the yugoloths' loyalty. They also used the books to capture the true names of other fiends that crossed them. It is rumored that the *Books of Keeping* contain the true names of a few demon lords and archdevils as well.

Petty jealousies and endless bickering caused the sisterhood to dissolve, and in the ensuing power grab, the *Books of Keeping* were lost or stolen. No longer indentured to anyone, the yugoloths gained independence, and they now offer their services to the highest bidder.

Fiendish Mercenaries. Summoned yugoloths demand much for their time and loyalty. Whatever promises a yugoloth makes are quickly broken when a better opportunity presents itself. Unlike demons, yugoloths can be reasoned with, but unlike devils, they are rarely true to their word.

Yugoloths can be found anywhere, but the high cost of maintaining a yugoloth army's loyalty typically exceeds what any warlord on the Material Plane can pay.

Being self-serving creatures, yugoloths quarrel among themselves constantly. A yugoloth army is more organized than a ravening horde of demons, but far less orderly and regimented than a legion of devils. Without a powerful leader to keep them in line, yugoloths fight simply to indulge their violent predilections, and only as long as it benefits them to do so.

Back to Gehenna. When a yugoloth dies, it dissolves into a pool of ichor and reforms at full strength on the Bleak Eternity of Gehenna. Only on its native plane can a yugoloth be destroyed permanently. A yugoloth knows this and acts accordingly. When summoned to other planes, a yugoloth fights without concern for its own well-being. On Gehenna, it is more apt to retreat or plead for mercy if its demise seems imminent.

When a yugoloth is permanently destroyed, its name vanishes from every *Book of Keeping*. If a yugoloth is re-created by way of an unholy ritual requiring the expenditure of souls, its name reappears in the books.

The Books of Keeping. When all four copies of the *Books of Keeping* disappeared, Asmodeus and the night hags lost control of their yugoloth creations. Each *Book of Keeping* still exists, drifting from plane to plane, where the brave and the foolish occasionally stumble

upon them. A yugoloth summoned using its true name, as inscribed in the *Books of Keeping*, is forced to serve its summoner obediently. The yugoloth hates being controlled in this manner and isn't shy about making its displeasure known. Like a petulant child, it will follow its instructions to the letter while looking for opportunities to misinterpret them.

The General of Gehenna. Somewhere in the brimstone wastes of Gehenna, there roams an ultraloth, so strong that none contests his power: the General of Gehenna. Many yugoloths search for this great general in the hope of serving with him. They believe that service with the General of Gehenna grants power and prestige among lower planar entities.

Whatever the case, no fiend finds the General unless the General desires it. His personal name is unknown, and even the *Books of Keeping* contain no mention of this powerful, thoroughly evil entity.

ARCANALOTH

Arcanaloths are sly, jackal-headed beings with humanoid bodies, but they can employ magic to take any humanoid form. They do so to gain the trust of creatures with whom they negotiate, replacing jackal snarls with winsome smiles.

Regardless of its chosen form, an arcanaloth appears well groomed, clothing itself in fine robes. Highly intelligent spellcasters who hunger for knowledge and power, arcanaloths command units of lesser yugoloths and maintain the contracts, records, and accounts of their kind.

Arcanaloths speak and write all languages, making them cunning diplomats and negotiators. An arcanaloth properly paid can broker treaties or alliances with subtlety and finesse, just as an arcanaloth who changes sides can easily turn the best-laid peace talks into all-out war. What the fiend demands in exchange for its time and talent is information, as well as powerful magic items that it can trade for even more information.

VARIANT: YUGOLOTH SUMMONING

Some yugoloths have an action option that allows them to summon other yugoloths.

Summon Yugoloth (1/Day). The yugoloth chooses what to summon and attempts a magical summoning.

- An **arcanaloth** has a 40 percent chance of summoning one arcanaloth.
- A **mezzoloth** has a 30 percent chance of summoning one mezzoloth.
- A **nycaloth** has a 50 percent chance of summoning 1d4 mezzoloths or one nycaloth.
- An **ultraloth** has a 50 percent chance of summoning 1d6 mezzoloths, 1d4 nycaloths, or one ultraloth.

A summoned yugoloth appears in an unoccupied space within 60 feet of its summoner, does as it pleases (unless its summoner is an ultraloth, in which case it acts as an ally of its summoner), and can't summon other yugoloths. The summoned yugoloth remains for 1 minute, until it or its summoner dies, or until its summoner takes a bonus action to dismiss it.

MEZZOLOTH

The bulk of the yugoloth population is made up of mezzoloths, which are human-sized insect creatures covered in dense chitinous plates. Mezzoloths serve as foot soldiers in yugoloth armies, their wide-set eyes glowing red as the mezzoloths bear down on their foes.

Violence and reward are the fundamental drives of a mezzoloth, and powerful beings that promise one or the other can easily attract them into service. Although it has lethal claws on its four arms, a mezzoloth typically wields a trident in two of them. If surrounded by enemies, a mezzoloth exhales toxic fumes that can choke and kill whole groups of creatures.

NYCALOTH

The elite airborne shock troops of the yugoloths, nycaloths look like muscular gargoyles. Powerful bat wings bear them swiftly aloft in battle, and the razor-sharp claws of their hands and feet cut through flesh and bone with ease. A nightmarish foe, a nycaloth strikes hard and fast without warning, then teleports away. It uses its innate magic to turn invisible or create illusory doubles of itself, further confounding its enemies.

Nycaloths are the most loyal of the yugoloths. When they find an evil master that treats them well, they are unlikely to break their agreement unless the reward for doing so is extreme.

ULTROLOTH

Ultraloths command the yugoloth armies of the Blood War. An ultraloth looks like a slender gray-skinned humanoid with an elongated head. Its face bears no features except for two ovoid eyes. These eyes can become sparkling pools of light that can transfix other creatures and leave them reeling and helpless.

Frequently at one another's throats, ultraloths continually scheme to enhance their own power. When not employed to fight in the Blood War, ultraloths lead yugoloth forces throughout the planes, acting as crime bosses or commanders of evil mercenary companies.

With a reputation for cruelty, ultraloths command their minions to fight while the ultraloths stay removed from combat themselves. Lesser yugoloths know their place when facing an ultraloth and respond to its summons without demand for payment.



ARCANALOTH

ULTROLOTH

NYCALOTH

"POWER. WE ALL CRAVE IT, BUT ONLY A
SELECT FEW OF US DESERVE IT."
—SHEMESHKA THE MARAUDER,
ARCANALOTH IN SIGIL



ARCANALOTH

Medium fiend (yugoloth), neutral evil

Armor Class 17 (natural armor)

Hit Points 104 (16d8 + 32)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	14 (+2)	20 (+5)	16 (+3)	17 (+3)

Saving Throws Dex +5, Int +9, Wis +7, Cha +7

Skills Arcana +13, Deception +9, Insight +9, Perception +7

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

Damage Immunities acid, poison

Condition Immunities charmed, poisoned

Senses truesight 120 ft., passive Perception 17

Languages all, telepathy 120 ft.

Challenge 12 (8,400 XP)

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

At will: *alter self*, *darkness*, *heat metal*, *invisibility* (self only), *magic missile*

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

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

Spellcasting. The arcanaloth is a 16th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The arcanaloth has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *mage hand*, *minor illusion*, *prestidigitation*

1st level (4 slots): *detect magic*, *identify*, *shield*, *Tenser's floating disk*

2nd level (3 slots): *detect thoughts*, *mirror image*, *phantasmal force*, *suggestion*

3rd level (3 slots): *counterspell*, *fear*, *fireball*

4th level (3 slots): *banishment*, *dimension door*

5th level (2 slots): *contact other plane*, *hold monster*

6th level (1 slot): *chain lightning*

7th level (1 slot): *finger of death*

8th level (1 slot): *mind blank*

ACTIONS

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage. The target must make a DC 14 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Teleport. The arcanaloth magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.



MEZZOLOTH

Medium fiend (yugoloth), neutral evil

Armor Class 18 (natural armor)

Hit Points 75 (10d8 + 30)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	16 (+3)	7 (-2)	10 (+0)	11 (+0)

Skills Perception +3

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

Damage Immunities acid, poison

Condition Immunities poisoned

Senses blindsight 60 ft., darkvision 60 ft., passive Perception 13

Languages Abyssal, Infernal, telepathy 60 ft.

Challenge 5 (1,800 XP)

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

2/day each: *darkness*, *dispel magic*

1/day: *cloudkill*

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

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

ACTIONS

Multiattack. The mezzoloth makes two attacks: one with its claws and one with its trident.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.

Trident. *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 when held with two claws and used to make a melee attack.

Teleport. The mezzoloth magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.



NYCALOTH

Large fiend (yugoloth), neutral evil

Armor Class 18 (natural armor)

Hit Points 123 (13d10 + 52)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	19 (+4)	12 (+1)	10 (+0)	15 (+2)

Skills Intimidation +6, Perception +4, Stealth +4

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

Damage Immunities acid, poison

Condition Immunities poisoned

Senses blindsight 60 ft., darkvision 60 ft., passive Perception 14

Languages Abyssal, Infernal, telepathy 60 ft.

Challenge 9 (5,000 XP)

Innate Spellcasting. The nycaloth's innate spellcasting ability is Charisma. The nycaloth can innately cast the following spells, requiring no material components:

At will: *darkness*, *detect magic*, *dispel magic*, *invisibility* (self only), *mirror image*

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

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

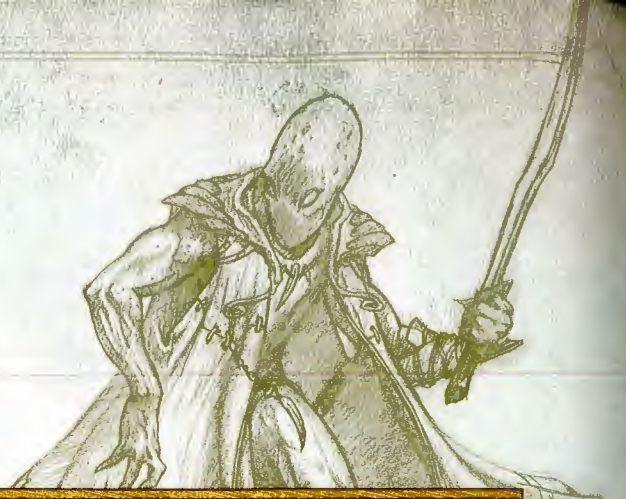
ACTIONS

Multiattack. The nycaloth makes two melee attacks, or it makes one melee attack and teleports before or after the attack.

Claw. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. **Hit:** 12 (2d6 + 5) slashing damage. If the target is a creature, it must succeed on a DC 16 Constitution saving throw or take 5 (2d4) slashing damage at the start of each of its turns due to a fiendish wound. Each time the nycaloth hits the wounded target with this attack, the damage dealt by the wound increases by 5 (2d4). Any creature can take an action to stanch the wound with a successful DC 13 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

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

Teleport. The nycaloth magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.



ULTROLOTH

Medium fiend (yugoloth), neutral evil

Armor Class 19 (natural armor)

Hit Points 153 (18d8 + 72)

Speed 30 ft., fly 60 ft.

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

Skills Intimidation +9, Perception +7, Stealth +8

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

Damage Immunities acid, poison

Condition Immunities charmed, frightened, poisoned

Senses truesight 120 ft., passive Perception 17

Languages Abyssal, Infernal, telepathy 120 ft.

Challenge 13 (10,000 XP)

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

At will: *alter self*, *clairvoyance*, *darkness*, *detect magic*, *detect thoughts*, *dispel magic*, *invisibility* (self only), *suggestion*
3/day each: *dimension door*, *fear*, *wall of fire*
1/day each: *fire storm*, *mass suggestion*

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

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

ACTIONS

Multiattack. The ultraloth can use its Hypnotic Gaze and makes three melee attacks.

Longsword. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. **Hit:** 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Hypnotic Gaze. The ultraloth's eyes sparkle with opalescent light as it targets one creature it can see within 30 feet of it. If the target can see the ultraloth, the target must succeed on a DC 17 Wisdom saving throw against this magic or be charmed until the end of the ultraloth's next turn. The charmed target is stunned. If the target's saving throw is successful, the target is immune to the ultraloth's gaze for the next 24 hours.

Teleport. The ultraloth magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.