

might be a manufactured item or a natural weapon, such as a claw or tail spike. For more information on different kinds of attacks, see the *Player's Handbook*.

Creature vs. Target. The target of a melee or ranged attack is usually either one creature or one target, the difference being that a "target" can be a creature or an object.

Hit. Any damage dealt or other effects that occur as a result of an attack hitting a target are described after the "Hit" notation. You have the option of taking average damage or rolling the damage; for this reason, both the average damage and the die expression are presented.

Miss. If an attack has an effect that occurs on a miss, that information is presented after the "Miss:" notation.

MULTIATTACK

A creature that can make multiple attacks on its turn has the Multiattack ability. A creature can't use Multiattack when making an opportunity attack, which must be a single melee attack.

AMMUNITION

A monster carries enough ammunition to make its ranged attacks. You can assume that a monster has 2d4 pieces of ammunition for a thrown weapon attack, and 2d10 pieces of ammunition for a projectile weapon such as a bow or crossbow.

REACTIONS

If a monster can do something special with its reaction, that information is contained here. If a creature has no special reaction, this section is absent.

LIMITED USAGE

Some special abilities have restrictions on the number of times they can be used.

X/Day. The notation "X/Day" means a special ability can be used X number of times and that a monster must finish a long rest to regain expended uses. For example, "1/Day" means a special ability can be used once and that the monster must finish a long rest to use it again.

Recharge X-Y. The notation "Recharge X-Y" means a monster can use a special ability once and that the ability then has a random chance of recharging during each subsequent round of combat. At the start of each of the monster's turns, roll a d6. If the roll is one of the numbers in the recharge notation, the monster regains the use of the special ability. The ability also recharges when the monster finishes a short or long rest.

GRAPPLE RULES FOR MONSTERS

Many monsters have special attacks that allow them to quickly grapple prey. When a monster hits with such an attack, it doesn't need to make an additional ability check to determine whether the grapple succeeds, unless the attack says otherwise.

A creature grappled by the monster can use its action to try to escape. To do so, it must succeed on a Strength (Athletics) or Dexterity (Acrobatics) check against the escape DC in the monster's stat block. If no escape DC is given, assume the DC is 10 + the monster's Strength (Athletics) modifier.

For example, "Recharge 5-6" means a monster can use the special ability once. Then, at the start of the monster's turn, it regains the use of that ability if it rolls a 5 or 6 on a d6.

Recharge after a Short or Long Rest. This notation means that a monster can use a special ability once and then must finish a short or long rest to use it again.

EQUIPMENT

A stat block rarely refers to equipment, other than armor or weapons used by a monster. A creature that customarily wears clothes, such as a humanoid, is assumed to be dressed appropriately.

You can equip monsters with additional gear and trinkets however you like, using the equipment chapter of the *Player's Handbook* for inspiration, and you decide how much of a monster's equipment is recoverable after the creature is slain and whether any of that equipment is still usable. A battered suit of armor made for a monster is rarely usable by someone else, for instance.

If a spellcasting monster needs material components to cast its spells, assume that it has the material components it needs to cast the spells in its stat block.

LEGENDARY CREATURES

A legendary creature can do things that ordinary creatures can't. Legendary creatures can take special actions outside their turns, and a few can exert power over their environment, causing extraordinary magical effects to occur in their vicinity.

LEGENDARY ACTIONS

A legendary creature can take a certain number of special actions—called legendary actions—outside its turn. Only one legendary action option can be used at a time and only at the end of another creature's turn. A legendary creature regains spent legendary actions at the start of its turn. It isn't required to use its legendary actions, and it can't use legendary actions while incapacitated.

A LEGENDARY CREATURE'S LAIR

A legendary creature might have a section describing its lair and the special effects it can create while there, either by act of will or simply by being present. Not all legendary creatures have lairs. This section only applies to legendary creatures that spend a great deal of time in their lairs and are most likely to be encountered there.

LAIR ACTIONS

If a legendary creature has lair actions, it can use them to harness the ambient magic in its lair. On initiative count 20 (losing all initiative ties), the creature can use one of its lair action options, or forgo using any of them that round.

REGIONAL EFFECTS

The mere presence of a legendary creature can have strange and wondrous effects on its environment, as noted in this section. Regional effects end abruptly or dissipate over time when the legendary creature dies.

A

AARAKOCRA

Aarakocra range the Howling Gyre, an endless storm of mighty winds and lashing rains that surrounds the tranquil realm of Aaqa in the Elemental Plane of Air. Making aerial patrols, these birdlike humanoids guard the windy borders of their home against invaders from the Elemental Plane of Earth, such as gargoyles, their sworn enemies.

Enemies of Elemental Evil. In service to the Wind Dukes of Aaqa, aarakocra scout the planes in search of temples of Elemental Evil. They spy on malign elemental creatures and then either take the fight to those creatures or report back to the Wind Dukes.

On the Material Plane, aarakocra create aeries atop the highest mountains, especially peaks near portals to the Elemental Plane of Air. From such heights, aarakocra watch for signs of elemental incursions, as well as for nascent threats to their home plane. Aarakocra prefer to live their lives like the wind—unburdened and ever moving—yet they watch over a region for years if that's what it takes to guard against the incursions of Elemental Evil.

Aarakocra have no concept of political borders or property ownership, and the value of gems, gold, and other precious materials means little to aarakocra. In their eyes, a creature should use what is necessary and then cast what is left on the wind for others to use.

Search for the Seven Shards. The Wind Dukes of Aaqa come from a race of elemental beings called the vaati, which once ruled many worlds. A creature known as the Queen of Chaos arose and initiated an interplanar war against vaati rule. To combat the threat, seven vaati heroes combined their powers to create the mighty *Rod of Law*. In a battle against the queen's greatest general, Mishka the Wolf Spider, a vaati killed Mishka by thrusting the rod into him like a spear. The rod shattered into seven shards that scattered across the multiverse. Aarakocra seek signs of the pieces' locations in order to rebuild what is now know as the *Rod of Seven Parts*.

SUMMONING AIR ELEMENTALS

Five aarakocra within 30 feet of each other can magically summon an air elemental. Each of the five must use its action and movement on three consecutive turns to perform an aerial dance and must maintain concentration while doing so (as if concentrating on a spell). When all five have finished their third turn of the dance, the elemental appears in an unoccupied space within 60 feet of them. It is friendly toward them and obeys their spoken commands. It remains for 1 hour, until it or all its summoners die, or until any of its summoners dismisses it as a bonus action. A summoner can't perform the dance again until it finishes a short rest. When the elemental returns to the Elemental Plane of Air, any aarakocra within 5 feet of it can return with it.



AARAKOCRA

Medium humanoid (aarakocra), neutral good

Armor Class 12
Hit Points 13 (3d8)
Speed 20 ft., fly 50 ft.

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

Skills Perception +5
Senses passive Perception 15
Languages Auran
Challenge 1/4 (50 XP)

Dive Attack. If the aarakocra is flying and dives at least 30 feet straight toward a target and then hits it with a melee weapon attack, the attack deals an extra 3 (1d6) damage to the target.

ACTIONS

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

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.



ABOLETH

Large aberration, lawful evil

Armor Class 17 (natural armor)

Hit Points 135 (18d10 + 36)

Speed 10 ft., swim 40 ft.

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

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

Skills History +12, Perception +10

Senses darkvision 120 ft., passive Perception 20

Languages Deep Speech, telepathy 120 ft.

Challenge 10 (5,900 XP)

Amphibious. The aboleth can breathe air and water.

Mucous Cloud. While underwater, the aboleth is surrounded by transformative mucus. A creature that touches the aboleth or that hits it with a melee attack while within 5 feet of it must make a DC 14 Constitution saving throw. On a failure, the creature is diseased for 1d4 hours. The diseased creature can breathe only underwater.

Probing Telepathy. If a creature communicates telepathically with the aboleth, the aboleth learns the creature's greatest desires if the aboleth can see the creature.

ACTIONS

Multiattack. The aboleth makes three tentacle attacks.

Tentacle. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Constitution saving throw

or become diseased. The disease has no effect for 1 minute and can be removed by any magic that cures disease. After 1 minute, the diseased creature's skin becomes translucent and slimy, the creature can't regain hit points unless it is underwater, and the disease can be removed only by *heal* or another disease-curing spell of 6th level or higher. When the creature is outside a body of water, it takes 6 (1d12) acid damage every 10 minutes unless moisture is applied to the skin before 10 minutes have passed.

Tail. *Melee Weapon Attack:* +9 to hit, reach 10 ft. one target.

Hit: 15 (3d6 + 5) bludgeoning damage.

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

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

LEGENDARY ACTIONS

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

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

Tail Swipe. The aboleth makes one tail attack.

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

"COULD IT BE THAT ABOLETHS ARE OLDER THAN THE GODS ... THAT BEFORE THE DIVINE ONES CAME TO BE, SUCH HORRORS SHAPED THE MULTIVERSE? NOW THERE'S A CHILLING THOUGHT."

—VAQIR ZEKH'R, GITHZERAI PHILOSOPHER AND AUTHOR OF THE FAR REALM: REAL YET UNREAL



ABOLETH

Before the coming of the gods, aboleths lurked in primordial oceans and underground lakes. They reached out with their minds and seized control of the burgeoning life-forms of the mortal realm, making those creatures their slaves. Their dominance made them like gods. Then the true gods appeared, smashing the aboleths' empire and freeing their slaves.

Aboleths have never forgotten.

Eternal Memories. Aboleths have flawless memories. They pass on their knowledge and experience from generation to generation. Thus, the injury of their defeat by the gods remains perfectly preserved in their minds.

Aboleths' minds are treasure troves of ancient lore, recalling moments from prehistory with perfect clarity. They plot patiently and intricately across eons. Few creatures can conceive of the extent of an aboleth's plan.

Gods in the Lake. Aboleths dwell in watery environments, including ocean abysses, deep lakes, and the Elemental Plane of Water. In these domains and the lands that adjoin them, aboleths are like gods, demanding worship and obedience from their subjects. When they consume other creatures, aboleths add the knowledge and experiences of their prey to their eternal memories.

Aboleths use their telepathic powers to read the minds of creatures and know their desires. An aboleth uses this knowledge to gain a creature's loyalty, promising to fulfill such wants in exchange for obedience. Within its lair, the aboleth can further use its powers to override senses, granting creatures, such as its followers, the illusion of promised rewards.

Enemies of the Gods. The aboleths' fall from power is written in stark clarity on their flawless memories, for aboleths never truly die. If an aboleth's body is destroyed, its spirit returns to the Elemental Plane of Water, where a new body coalesces for it over days or months.

Ultimately, aboleths dream of overthrowing the gods and regaining control of the world. Aboleths have had untold eons to plot and to prepare their plans for perfect execution.

AN ABOLETH'S LAIR

Aboleths lair in subterranean lakes or the rocky depths of the ocean, often surrounded by the ruins of an ancient, fallen aboleth city. An aboleth spends most of its existence underwater, surfacing occasionally to treat with visitors or deranged worshippers.

LAIR ACTIONS

When fighting inside its lair, an aboleth can invoke the ambient magic to take lair actions. On initiative count 20 (losing initiative ties), the aboleth takes a lair action to cause one of the following effects:

- The aboleth casts *phantasmal force* (no components required) on any number of creatures it can see within 60 feet of it. While maintaining concentration on this effect, the aboleth can't take other lair actions. If a target succeeds on the saving throw or if the effect ends for it, the target is immune to the aboleth's *phantasmal force* lair action for the next 24 hours, although such a creature can choose to be affected.
- Pools of water within 90 feet of the aboleth surge outward in a grasping tide. Any creature on the ground within 20 feet of such a pool must succeed on a DC 14 Strength saving throw or be pulled up to 20 feet into the water and knocked prone. The aboleth can't use this lair action again until it has used a different one.
- Water in the aboleth's lair magically becomes a conduit for the creature's rage. The aboleth can target any number of creatures it can see in such water within 90 feet of it. A target must succeed on a DC 14 Wisdom saving throw or take 7 (2d6) psychic damage. The aboleth can't use this lair action again until it has used a different one.

REGIONAL EFFECTS

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

- Underground surfaces within 1 mile of the aboleth's lair are slimy and wet and are difficult terrain.
- Water sources within 1 mile of the lair are supernaturally fouled. Enemies of the aboleth that drink such water vomit it within minutes.
- As an action, the aboleth can create an illusory image of itself within 1 mile of the lair. The copy can appear at any location the aboleth has seen before or in any location a creature charmed by the aboleth can currently see. Once created, the image lasts for as long as the aboleth maintains concentration, as if concentrating on a spell. Although the image is intangible, it looks, sounds, and can move like the aboleth. The aboleth can sense, speak, and use telepathy from the image's position as if present at that position. If the image takes any damage, it disappears.

If the aboleth dies, the first two effects fade over the course of 3d10 days.

ANGELS

An angel is a celestial agent sent forth into the planes to further its god's agenda for weal or woe. Its sublime beauty and presence can drive awestruck onlookers to their knees. Yet angels are destroyers too, and their appearance portends doom as often as it signals hope.

Shards of the Divine. Angels are formed from the astral essence of benevolent gods and are thus divine beings of great power and foresight.

Angels act out the will of their gods with tireless devotion. Even chaotic good deities command lawful good angels, knowing that the angels' dedication to order best allows them to fulfill divine commands. An angel follows a single driving purpose, as decreed by its deity. However, an angel is incapable of following commands that stray from the path of law and good.

An angel slays evil creatures without remorse. As the embodiment of law and good, an angel is almost never mistaken in its judgments. This quality can create a sense of superiority in an angel, a sense that comes to the fore when an angel's task conflicts with the goals of another creature. The angel never acquiesces or gives way. When an angel is sent to aid mortals, it is sent not to serve but to command. The gods of good therefore send their angels among mortals only in response to the most dire circumstances.

Fallen Angels. An angel's moral compass grants it a sense of infallibility that can sometimes spell its undoing. Angels are usually too wise to fall for a simple deception, but sometimes pride can lead one to commit an evil act. Whether intentional or accidental, such an act is a permanent stain that marks the angel as an outcast.

Fallen angels retain their power but lose their connection to the deities from which they were made. Most fallen angels take their banishment personally, rebelling against the powers they served by seeking rulership over a section of the Abyss or a place among other fallen in the hierarchy of the Nine Hells. Zariel, the ruler of the first layer of the Nine Hells, is such a creature. Rather than rebel, some fallen angels resign themselves to an isolated existence on the Material Plane, living in disguise as simple hermits. If they are redeemed, they can become powerful allies dedicated to justice and compassionate service.

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

DEVA

Devas are angels that act as divine messengers or agents to the Material Plane, the Shadowfell, and the Feywild and that can assume a form appropriate to the realm they are sent to.

Legend tells of angels that take mortal form for years, lending aid, hope, and courage to goodhearted folk. A deva can take any shape, although it prefers to appear to mortals as an innocuous humanoid or animal. When circumstances require that it cast off its guise, a deva is a beautiful humanoid-like creature with silvery skin. Its hair and eyes gleam with an unearthly luster, and large feathery wings unfurl from its shoulder blades.





DEVA

Medium celestial, lawful good

Armor Class 17 (natural armor)

Hit Points 136 (16d8 + 64)

Speed 30 ft., fly 90 ft.

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

Saving Throws Wis +9, Cha +9

Skills Insight +7, Perception +9

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

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 120 ft., passive Perception 19

Languages all, telepathy 120 ft.

Challenge 10 (5,900 XP)

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

Innate Spellcasting. The deva's spellcasting ability is Charisma (spell save DC 17). The deva can innately cast the following spells, requiring only verbal components:

At will: *detect evil and good*

1/day each: *commune*, *raise dead*

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

ACTIONS

Multiattack. The deva makes two melee attacks.

Mace. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage plus 18 (4d8) radiant damage.

Healing Touch (3/Day). The deva touches another creature. The target magically regains 20 (4d8 + 2) hit points and is freed from any curse, disease, poison, blindness, or deafness.

Change Shape. The deva magically polymorphs into a humanoid or beast that has a challenge rating equal to or less than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the deva's choice).

In a new form, the deva retains its game statistics and ability to speak, but its AC, movement modes, Strength, Dexterity, and special senses are replaced by those of the new form, and it gains any statistics and capabilities (except class features, legendary actions, and lair actions) that the new form has but that it lacks.



PLANETAR

Planetars act as the weapons of the gods they serve, presenting a tangible representation of their deities' might. A planetar can call down rain to relieve a drought, or can loose an insect plague to devour crops. A planetar's celestial ears detect every falsehood, and its radiant eyes see through every deception.

Planetars are muscular and hairless and have opalescent green skin and white-feathered wings. They tower over most humanoids, brandishing immense swords with grace. Sometimes sent to aid powerful mortals on important tasks for good, planetars are especially fond of missions that involve battling fiends.

PLANETAR

Large celestial, lawful good

Armor Class 19 (natural armor)

Hit Points 200 (16d10 + 112)

Speed 40 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	20 (+5)	24 (+7)	19 (+4)	22 (+6)	25 (+7)

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

Skills Perception +11

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

Condition Immunities charmed, exhaustion, frightened

Senses truesight 120 ft., passive Perception 21

Languages all, telepathy 120 ft.

Challenge 16 (15,000 XP)

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

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

Innate Spellcasting. The planetar's spellcasting ability is Charisma (spell save DC 20). The planetar can innately cast the following spells, requiring no material components:

At will: *detect evil and good*, *invisibility* (self only)
 3/day each: *blade barrier*, *dispel evil and good*, *flame strike*,
raise dead
 1/day each: *commune*, *control weather*, *insect plague*

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

ACTIONS

Multiattack. The planetar makes two melee attacks.

Greatsword. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 21 (4d6 + 7) slashing damage plus 22 (5d8) radiant damage.

Healing Touch (4/Day). The planetar touches another creature. The target magically regains 30 (6d8 + 3) hit points and is freed from any curse, disease, poison, blindness, or deafness.

SOLAR

A solar is godlike in its glory and power. On the battlefield, the solar's sword flies into the fray on its own, and a single arrow from a solar's bow can strike a target dead on contact. So great is a solar's celestial might that even demon princes shrink at its resonant commands.

It is said that only twenty-four solars exist. The few solars that are known are stewards of specific deities. The others rest in a state of contemplation, waiting for the time when their services are needed to stave off some cosmic threat to the cause of good.

SOLAR

Large celestial, lawful good

Armor Class 21 (natural armor)
Hit Points 243 (18d10 + 144)
Speed 50 ft., fly 150 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	22 (+6)	26 (+8)	25 (+7)	25 (+7)	30 (+10)

Saving Throws Int +14, Wis +14, Cha +17

Skills Perception +14

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

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses truesight 120 ft., passive Perception 24

Languages all, telepathy 120 ft.

Challenge 21 (33,000 XP)

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

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

Innate Spellcasting. The solar's spellcasting ability is Charisma (spell save DC 25). It can innately cast the following spells, requiring no material components:

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

3/day each: *blade barrier*, *dispel evil and good*, *resurrection*

1/day each: *commune*, *control weather*

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

ACTIONS

Multiattack. The solar makes two greatsword attacks.

Greatsword. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 22 (4d6 + 8) slashing damage plus 27 (6d8) radiant damage.

Slaying Longbow. *Ranged Weapon Attack:* +13 to hit, range 120/600 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage plus 27 (6d8) radiant damage. If the target is a creature that has 100 hit points or fewer, it must succeed on a DC 15 Constitution saving throw or die.

Flying Sword. The solar releases its greatsword to hover magically in an unoccupied space within 5 feet of it. If the solar can see the sword, the solar can mentally command it as a bonus action to fly up to 50 feet and either make one attack against a target or return to the solar's hands. If the hovering sword is targeted by any effect, the solar is considered to be holding it. The hovering sword falls if the solar dies.

Healing Touch (4/Day). The solar touches another creature. The target magically regains 40 (8d8 + 4) hit points and is freed from any curse, disease, poison, blindness, or deafness.

LEGENDARY ACTIONS

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

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

Searing Burst (Costs 2 Actions). The solar emits magical, divine energy. Each creature of its choice in a 10-foot radius must make a DC 23 Dexterity saving throw, taking 14 (4d6) fire damage plus 14 (4d6) radiant damage on a failed save, or half as much damage on a successful one.

Blinding Gaze (Costs 3 Actions). The solar targets one creature it can see within 30 feet of it. If the target can see it, the target must succeed on a DC 15 Constitution saving throw or be blinded until magic such as the *lesser restoration* spell removes the blindness.

ANIMATED OBJECTS

Animated objects are crafted with potent magic to follow the commands of their creators. When not commanded, they follow the last order they received to the best of their ability, and can act independently to fulfill simple instructions. Some animated objects (including many of those created in the Feywild) might converse fluently or adopt a persona, but most are simple automatons.

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

The magic that animates an object is dispelled when the construct drops to 0 hit points. An animated object reduced to 0 hit points becomes inanimate and is too damaged to be of much use or value to anyone.

ANIMATED ARMOR

This empty steel shell clamors as it moves, heavy plates banging and grinding against one another like the vengeful spirit of a fallen knight. Ponderous but persistent, this magical guardian is almost always a suit of plate armor.

To add to its menace, animated armor is frequently enchanted with scripted speech, so the armor can utter warnings, demand passwords, or deliver riddles. Rare suits of animated armor are able to carry on an actual conversation.

FLYING SWORD

A flying sword dances through the air, fighting with the confidence of a warrior that can't be injured. Swords are the most common weapons animated with magic. Axes, clubs, daggers, maces, spears, and even self-loading crossbows are also known to exist in animated object form.

RUG OF SMOTHERING

Would-be thieves and careless heroes arrive at the doorsteps of an enemy's abode, eyes and ears alert for traps, only to end their quest prematurely as the rugs beneath their feet animate and smother them to death.

A rug of smothering can be made in many different forms, from a finely woven carpet fit for a queen to a coarse mat in a peasant's hovel. Creatures with the ability to sense magic detect the rug's false magical aura.

In some cases, a rug of smothering is disguised as a *carpet of flying* or another beneficial magic item. However, a character who stands or sits on the rug, or who attempts to utter a word of command, is quickly trapped as the rug of smothering rolls itself tightly around its victim.



ANIMATED ARMOR

Medium construct, unaligned

Armor Class 18 (natural armor)

Hit Points 33 (6d8 + 6)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	13 (+1)	1 (-5)	3 (-4)	1 (-5)

Damage Immunities poison, psychic

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

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 6

Languages —

Challenge 1 (200 XP)

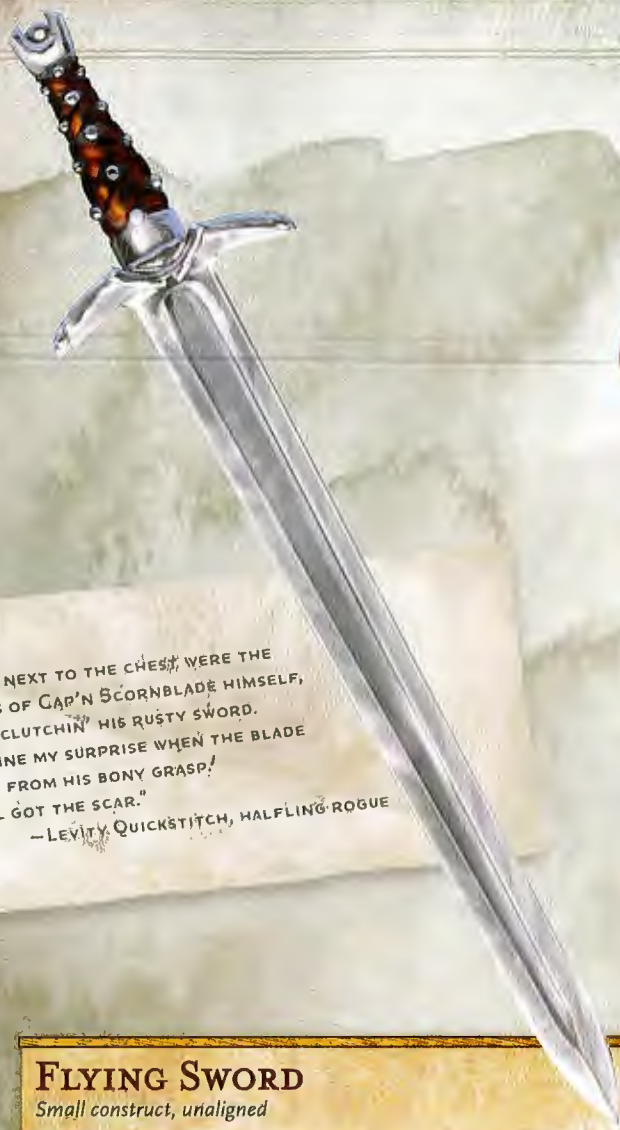
Antimagic Susceptibility. The armor is incapacitated while in the area of an antimagic field. If targeted by *dispel magic*, the armor must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the armor remains motionless, it is indistinguishable from a normal suit of armor.

ACTIONS

Multiattack. The armor makes two melee attacks.

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



"LYING NEXT TO THE CHEST, WERE THE BONES OF CAP'N SCORNBLADE HIMSELF, STILL CLUTCHIN' HIS RUSTY SWORD. IMAGINE MY SURPRISE WHEN THE BLADE FLEW FROM HIS BONY GRASP! STILL GOT THE SCAR."
—LEVITY QUICKSTITCH, HALFLING ROGUE

FLYING SWORD

Small construct, unaligned

Armor Class 17 (natural armor)
Hit Points 17 (5d6)
Speed 0 ft., fly 50 ft.

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

Saving Throws Dex +4
Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 7
Languages —
Challenge 1/4 (50 XP)

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

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

ACTIONS

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



RUG OF SMOTHERING

Large construct, unaligned

Armor Class 12
Hit Points 33 (6d10)
Speed 10 ft.

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

Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 6
Languages —
Challenge 2 (450 XP)

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

Damage Transfer. While it is grappling a creature, the rug takes only half the damage dealt to it, and the creature grappled by the rug takes the other half.

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

ACTIONS

Smother. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one Medium or smaller creature. *Hit:* The creature is grappled (escape DC 13). Until this grapple ends, the target is restrained, blinded, and at risk of suffocating, and the rug can't smother another target. In addition, at the start of each of the target's turns, the target takes 10 (2d6 + 3) bludgeoning damage.

ANKHEG

An ankheg resembles an enormous many-legged insect, its long antennae twitching in response to any movement around it. Its legs end in sharp hooks adapted for burrowing and grasping its prey, and its powerful mandibles can snap a small tree in half.

Lurkers in the Earth. The ankheg uses its powerful mandibles to dig winding tunnels deep beneath the ground. When it hunts, an ankheg burrows upward, waiting below the surface until its antennae detect movement from above. Then it bursts from the earth and seizes prey in its mandibles, crushing and grinding while it secretes acidic digestive enzymes. These enzymes help dissolve a victim for easy swallowing, but the ankheg can also squirt acid to take down foes.

Bane of Field and Forest. Although ankhegs receive a certain portion of their nutrients from the soil through which they burrow, they must supplement their diet with fresh meat. Pastures teeming with grazing livestock and forests rife with game are an ankheg's prime hunting grounds. Ankhegs are thus the bane of farmers and rangers everywhere.

Earthen Tunnels. As it burrows through earth, the ankheg leaves a narrow, partially collapsed tunnel in its wake. In these tunnels, one might find the remnants of molted ankheg chitin, hatched ankheg eggs, or the grisly remains of ankheg victims, including coins or other treasures scattered during the creature's attack.



ANKHEG

Large monstrosity, unaligned

Armor Class 14 (natural armor), 11 while prone

Hit Points 39 (6d10 + 6)

Speed 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	13 (+1)	1 (-5)	13 (+1)	6 (-2)

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

Languages —

Challenge 2 (450 XP)

ACTIONS

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

Hit: 9 (2d6 + 3) slashing damage plus 3 (1d6) acid damage. If the target is a Large or smaller creature, it is grappled (escape DC 13). Until this grapple ends, the ankheg can bite only the grappled creature and has advantage on attack rolls to do so.

Acid Spray (Recharge 6). The ankheg spits acid in a line that is 30 feet long and 5 feet wide, provided that it has no creature grappled. Each creature in that line must make a DC 13 Dexterity saving throw, taking 10 (3d6) acid damage on a failed save, or half as much damage on a successful one.



AZER

Medium elemental, lawful neutral

Armor Class 17. (natural armor, shield)
Hit Points 39 (6d8 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	12 (+1)	13 (+1)	10 (+0)

Saving Throws Con +4
Damage Immunities fire, poison
Condition Immunities poisoned
Senses passive Perception 11
Languages Ignan
Challenge 2 (450 XP)

Heated Body. A creature that touches the azer or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage.

Heated Weapons. When the azer hits with a metal melee weapon, it deals an extra 3 (1d6) fire damage (included in the attack).

Illumination. The azer sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

ACTIONS

Warhammer. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage, or 8 (1d10 + 3) bludgeoning damage if used with two hands to make a melee attack, plus 3 (1d6) fire damage.

AZER

Natives of the Elemental Plane of Fire, azers are master crafters, expert miners, and sworn foes of the efreet. In appearance and manner, an azer resembles a male dwarf, but this is a facade. Beneath its metallic-looking skin, an azer is a being of fire, which outwardly manifests in its fiery hair and beard.

Made, Not Born. Azers don't reproduce. They are each crafted from bronze by another azer and imbued with a portion of the crafter's inner flame. Each azer is sculpted with unique features. This crafting process limits the growth of the azer population and is the primary reason that these creatures remain rare.

Volcanic Dwellers. Azers dwell in a kingdom on the border between the Elemental Plane of Earth and the Elemental Plane of Fire—a range of mountains and volcanoes whose spires rise as a series of fortresses. Beneath mountain peaks, under volcanic calderas, and amid rivers of magma, azers extract gleaming metals and glittering gems from the earth. Squads of azer patrol the passes and tunnels of their realm, fending off the salamander raiders whose efreet masters order strikes against the azer kingdom.

Enemies of the Efreet. Long ago, the efreet and the azers were allies. Azers helped create the City of Brass, forging that home of the efreet into one of the most wondrous places in creation. When the azers had finished their work, the efreet betrayed them, making a failed attempt to enslave the azers so as to protect the secrets of the city. Despite occasional raids and skirmishes, however, the two sides have so far refrained from all-out conflict. The azers believe that only the threat of them revealing the hidden ways into the City of Brass keeps the efreet in check.

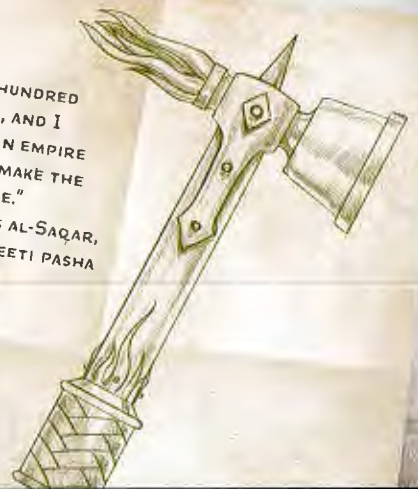
Masters of Metal and Gems. Azers are masterful artisans, and create beautiful works from the gems and precious metals found in their volcanic habitat. They rate the value of such treasures above all other things, sometimes dispatching parties across the planes to seek out rare metals and gemstones.

When azers are called by magic to the Material Plane, it is typically to help forge an elaborate magic item or work of art, for it is said that their skill in such craft knows no equal.

Living Fire. An azer doesn't require food, drink, or sleep.

"GIVE ME A HUNDRED
 AZER SLAVES, AND I
 CAN FORGE AN EMPIRE
 THAT WOULD MAKE THE
 GODS TREMBLE."

—ARAKSES AL-SAQAR,
 EFREETI PASHA





BANSHEE

When night falls, unlucky travelers hear the faint cries of the forlorn dead. This woeful spirit is a banshee, a spiteful creature formed from the spirit of a female elf.

Banshees appear as luminous, wispy forms that vaguely recall their mortal features. A banshee's face is wreathed in a wild tangle of hair, its body clad in wispy rags that flutter and stream around it.

Divine Wrath. Banshees are the undead remnants of elves who, blessed with great beauty, failed to use their gift to bring joy to the world. Instead, they used their beauty to corrupt and control others. Elves afflicted by the banshee's curse experience no gladness, feeling only distress in the presence of the living. As the curse takes its toll, their minds and bodies decay, until death completes their transformation into undead monsters.

Sorrow Bound. A banshee becomes forever bound to the place of its demise, unable to venture more than five miles from there. It is forced to relive every moment of its life with perfect recall, yet always refuses to accept responsibility for its doom.

Beauty Hoarders. The vanity that inspired the banshee's cursed creation persists in undeath. These creatures covet beautiful objects: fine jewelry, paintings, statues, and other objects of art. At the same time, a banshee abhors any mirrored surface, for it can't bear to see the horror of its own existence. A single glimpse of itself is enough to send a banshee into a rage.

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

BANSHEE

Medium undead, chaotic evil

Armor Class 12

Hit Points 58 (13d8)

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

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	10 (+0)	12 (+1)	11 (+0)	17 (+3)

Saving Throws Wis +2, Cha +4

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

Damage Immunities cold, necrotic, poison

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

Senses darkvision 60 ft., passive Perception 10

Languages Common, Elvish

Challenge 4 (1,100 XP)

Detect Life. The banshee can magically sense the presence of living creatures up to 5 miles away. She knows the general direction they're in but not their exact locations.

Incorporeal Movement. The banshee can move through other creatures and objects as if they were difficult terrain. She takes 5 (1d10) force damage if she ends her turn inside an object.

ACTIONS

Corrupting Touch. *Melee Spell Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 12 (3d6 + 2) necrotic damage.

Horrifying Visage. Each non-undead creature within 60 feet of the banshee that can see her must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if the banshee is within line of sight, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the banshee's Horrifying Visage for the next 24 hours.

Wail (1/Day). The banshee releases a mournful wail, provided that she isn't in sunlight. This wail has no effect on constructs and undead. All other creatures within 30 feet of her that can hear her must make a DC 13 Constitution saving throw. On a failure, a creature drops to 0 hit points. On a success, a creature takes 10 (3d6) psychic damage.

"NO ONE CARVES STATUES OF FRIGHTENED WARRIORS. IF YOU SEE ONE, KEEP YOUR EYES CLOSED AND YOUR EARS OPEN."

—X THE MYSTIC'S 4TH RULE OF DUNGEON SURVIVAL



BASILISK

Medium monstrosity, unaligned

Armor Class 15 (natural armor)

Hit Points 52 (8d8 + 16)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	15 (+2)	2 (-4)	8 (-1)	7 (-2)

Senses darkvision 60 ft., passive Perception 9

Languages —

Challenge 3 (700 XP)

Petrifying Gaze. If a creature starts its turn within 30 feet of the basilisk and the two of them can see each other, the basilisk can force the creature to make a DC 12 Constitution saving throw if the basilisk isn't incapacitated. On a failed save, the creature magically begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the *greater restoration* spell or other magic.

A creature that isn't surprised can avert its eyes to avoid the saving throw at the start of its turn. If it does so, it can't see the basilisk until the start of its next turn, when it can avert its eyes again. If it looks at the basilisk in the meantime, it must immediately make the save.

If the basilisk sees its reflection within 30 feet of it in bright light, it mistakes itself for a rival and targets itself with its gaze.

ACTIONS

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

Hit: 10 (2d6 + 3) piercing damage plus 7 (2d6) poison damage.

BASILISK

Travelers sometimes find objects that look like pieces of remarkably lifelike stone carvings of wildlife. Missing parts appear to have been bitten off. Seasoned explorers regard such relics as warnings, knowing that the basilisk that created them is likely to be nearby.

Adaptable Predators. Basilisks thrive in arid, temperate, or tropical climates. They lair in caves or other sheltered sites. Most often, basilisks are encountered underground.

A basilisk born and raised in captivity can be domesticated and trained. Such a trained basilisk knows how to avoid meeting the eyes of those its master wishes to protect from its gaze, but it makes a daunting guardian beast. Because of this use, basilisk eggs are highly prized.

Gaze of Stone. Basilisks are ponderous for hunting creatures, but they needn't chase prey. Meeting a basilisk's supernatural gaze can be enough to affect a rapid transformation, transforming a victim into porous stone. Basilisks, with their strong jaws, are able to consume the stone. The stone returns to organic form in the basilisk's gullet.

Some alchemists are said to know how to process the basilisk's gullet and the fluids contained within. Properly handled, the gullet produces an oil that can return petrified creatures to flesh and life. Unfortunately for such a victim, any parts lost in stone form remain absent if the creature revives. Revivification using the oil is impossible if a vital part of the petrified creature, such as its head, is detached.



BEHIR

Huge monstrosity, neutral evil

Armor Class 17, (natural armor)

Hit Points 168 (16d12 + 64)

Speed 50 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	16 (+3)	18 (+4)	7 (-2)	14 (+2)	12 (+1)

Skills Perception +6, Stealth +7

Damage Immunities lightning

Senses darkvision 90 ft., passive Perception 16

Languages Draconic

Challenge 11 (7,200 XP)

ACTIONS

Multiattack. The behir makes two attacks: one with its bite and one to constrict.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage.

Constrict. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one Large or smaller creature. *Hit:* 17 (2d10 + 6) bludgeoning damage plus 17 (2d10 + 6) slashing damage. The target is grappled (escape DC 16) if the behir isn't already constricting a creature, and the target is restrained until this grapple ends.

Lightning Breath (Recharge 5–6). The behir exhales a line of lightning that is 20 feet long and 5 feet wide. Each creature in that line must make a DC 16 Dexterity saving throw, taking 66 (12d10) lightning damage on a failed save, or half as much damage on a successful one.

Swallow. The behir makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is also swallowed, and the grapple ends. While swallowed, the target is blinded and restrained, it has total cover against attacks and other effects outside the behir, and it takes 21 (6d6) acid damage at the start of each of the behir's turns. A behir can have only one creature swallowed at a time.

If the behir takes 30 damage or more on a single turn from the swallowed creature, the behir must succeed on a DC 14 Constitution saving throw at the end of that turn or regurgitate the creature, which falls prone in a space within 10 feet of the behir. If the behir dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 15 feet of movement, exiting prone.

"I'VE ALREADY EATEN THREE GIANT BATS, SIX TROGLODYTES, AND A MIND FLAYER TODAY, BUT THAT'S OKAY. PLENTY OF ROOM IN MY BELLY FOR YOU AND YOUR FRIENDS."
—LLUDD THE BEHIR, CONFRONTING ADVENTURERS IN THE LOST CAVERNS OF TSOJCANTH

BEHIR

The serpentine behir crawls along floors and clambers up walls to reach its prey. Its lightning breath can incinerate most creatures, even as more powerful foes are constricted in its coils and eaten alive.

A behir's monstrous form resembles a combination of centipede and crocodile. Its scaled hide ranges from ultramarine to deep blue in color, fading to pale blue on its underside.

Cavern Predators. Behirs lair in places inaccessible to other creatures, favoring locations where would-be intruders must make a harrowing climb to reach them. Deep pits, high caves in cliff walls, and caverns reached only by narrow, twisting tunnels are prime sites for a behir ambush. A behir's dozen legs allow it to scramble through its lair site with ease. When not climbing, it moves even faster by folding its legs beside its body and slithering like a snake.

Behirs swallow their prey whole, after which they enter a period of dormancy while they digest. While dormant, a behir chooses a hiding place where intruders in its lair might overlook it.

Foes of the Dragons. In times long forgotten, giants and dragons engaged in seemingly endless war. Storm giants created the first behirs as weapons against the dragons, and behirs retain a natural hatred for dragonkind.

A behir never makes its lair in an area it knows to be inhabited by a dragon. If a dragon attempts to establish a lair within a few dozen miles of a behir's lair, the behir is compelled to kill the dragon or drive it off. Only if the dragon proves too powerful to fight does a behir back down, seeking out a new lair site a great distance away.



BEHOLDERS

One glance at a beholder is enough to assess its foul and otherworldly nature. Aggressive, hateful, and greedy, these aberrations dismiss all other creatures as lesser beings, toying with them or destroying them as they choose.

A beholder's spheroid body levitates at all times, and its great bulging eye sits above a wide, toothy maw, while the smaller eyestalks that crown its body twist and turn to keep its foes in sight. When a beholder sleeps, it closes its central eye but leaves its smaller eyes open and alert.

Xenophobic Isolationists. Enemies abound, or so every beholder believes. Beholders are convinced that other creatures resent them for their brilliance and magical power, even as they dismiss those lesser creatures as crude and disgusting. Beholders always suspect others of plotting against them, even when no other creatures are around.

The disdain a beholder has for other creatures extends to other beholders. Each beholder believes its form to be an ideal, and that any deviation from that form is a flaw in the racial purity of its kind. Beholders vary greatly in their physical forms, making conflict between them inevitable. Some beholders are protected by overlapping chitinous plates. Some have smooth hides. Some have eyestalks that writhe like tentacles, while others' stalks bear crustacean-like joints. Even slight differences of coloration in hide can turn two beholders into lifelong enemies.

Eye Tyrant. Some beholders manage to channel their xenophobic tendencies into a terrible despotism. Rather than live in isolation, the aptly named eye tyrants enslave those other creatures, founding and controlling vast empires. An eye tyrant sometimes carves out a domain within or under a major city, commanding networks of agents that operate on their master's behalf.

Alien Lairs. Because they refuse to share territory with others, most beholders withdraw to frigid hills, abandoned ruins, and deep caverns to scheme. A beholder's lair is carved out by its disintegration eye ray, emphasizing vertical passages connecting chambers stacked on top of each other. Such an environment allows a beholder to move freely, even as it prevents intruders from easily creeping about. When intruders do break in, the height of its open ceilings allows a beholder to float up and harry foes on the floor.

As alien as their creator, the rooms in a beholder's lair reflect the creature's arrogance. It festoons its chambers with trophies from the battles it has won, including petrified adventurers standing frozen in their horrified final moments, pieces of other beholders, and magic items wrested from powerful foes. A beholder judges its own worth by its acquisitions, and it never willingly parts with its treasures.

A BEHOLDER'S LAIR

A beholder's central lair is typically a large, spacious cavern with high ceilings, where it can attack without fear of closing to melee range. A beholder encountered in its lair has a challenge rating of 14 (11,500 XP).

LAIR ACTIONS

When fighting inside its lair, a beholder can invoke the ambient magic to take lair actions. On initiative count 20 (losing initiative ties), the beholder can take one lair action to cause one of the following effects:

- A 50-foot square area of ground within 120 feet of the beholder becomes slimy; that area is difficult terrain until initiative count 20 on the next round.
- Walls within 120 feet of the beholder sprout grasping appendages until initiative count 20 on the round after next. Each creature of the beholder's choice that starts its turn within 10 feet of such a wall must succeed on a DC 15 Dexterity saving throw or be grappled. Escaping requires a successful DC 15 Strength (Athletics) or Dexterity (Acrobatics) check.
- An eye opens on a solid surface within 60 feet of the beholder. One random eye ray of the beholder shoots from that eye at a target of the beholder's choice that it can see. The eye then closes and disappears.

The beholder can't repeat an effect until they have all been used, and it can't use the same effect two rounds in a row.

REGIONAL EFFECTS

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

- Creatures within 1 mile of the beholder's lair sometimes feel as if they're being watched when they aren't.
- When the beholder sleeps, minor warps in reality occur within 1 mile of its lair and then vanish 24 hours later. Marks on cave walls might change subtly, an eerie trinket might appear where none existed before, harmless slime might coat a statue, and so on. These effects apply only to natural surfaces and to nonmagical objects that aren't on anyone's person.

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

DEATH TYRANT

On rare occasions, a beholder's sleeping mind drifts to places beyond its normal madness, imagining a reality in which it exists beyond death. When such dreams take hold, a beholder can transform, its flesh sloughing away to leave a death tyrant behind. This monster possesses the cunning and much of the magic it had in life, but it is fueled by the power of undeath.

A death tyrant appears as a massive, naked skull, with a pinpoint of red light gleaming in its hollow eye socket. With its eyestalks rotted away, ten spectral eyes hover above the creature and glare in all directions.

Deathly Despot. As they did when they were beholders, death tyrants lord their power over other creatures. Moreover, a beholder's ability to quash magical energy with its central eye gives way to a more sinister power in a death tyrant, which can transform former slaves and enemies into undead servants.

Zombies created by a death tyrant are used and discarded as needed. They stand guard at the entrances to the death tyrant's lair or guard its treasure vaults.

Acting as bait for traps or as combat fodder, zombies keep powerful enemies distracted while the death tyrant moves into position and prepares to destroy them.

Armies of the Dead. A death tyrant that embraces undeath becomes an engine of destruction. Driven by a hunger for power and security, it advances against humanoid settlements, using its eye rays to destroy every creature it encounters, then building an army of undead. If left unchecked, a death tyrant might wipe out the population of a city in weeks, then set its undead eye on wider conquest. As each settlement falls, the death tyrant's zombie forces build to overwhelming numbers.

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

A DEATH TYRANT'S LAIR

A death tyrant's lair is usually the same site it held as a beholder, but it contains more trappings of death and decay. A death tyrant encountered in its lair has a challenge rating of 15 (13,000 XP).

LAIR ACTIONS

When fighting inside its lair, a death tyrant can invoke the ambient magic to take lair actions. On initiative count 20 (losing initiative ties), the death tyrant can take one lair action to cause one of the following effects:

- An area that is a 50-foot cube within 120 feet of the tyrant is filled with spectral eyes and tentacles. To creatures other than the death tyrant, that area is lightly obscured and difficult terrain until initiative count 20 on the next round.
- Walls sprout spectral appendages until initiative count 20 on the round after next. Any creature, including one on the Ethereal Plane, that is hostile to the tyrant and starts its turn within 10 feet of a wall must succeed on a DC 17 Dexterity saving throw or be grappled. Escaping requires a successful DC 17 Strength (Athletics) or Dexterity (Acrobatics) check.
- A spectral eye opens in the air at a point within 50 feet of the tyrant. One random eye ray of the tyrant shoots from that eye, which is considered to be an ethereal source, at a target of the tyrant's choice. The eye then closes and disappears.

The death tyrant can't repeat an effect until all three have been used, and it can't use the same effect on consecutive rounds.

REGIONAL EFFECTS

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

- Creatures within 1 mile of the tyrant's lair sometimes feel as if they're being watched even when they aren't.
- When a creature hostile to the tyrant and aware of its existence finishes a long rest within 1 mile of the tyrant's lair, roll a d20 for that creature. On a roll of 10 or lower, the creature is subjected to one random eye ray of the tyrant.

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



"EVERY BEHOLDER THINKS IT IS THE EPITOME OF BEHOLDERKIND, AND THE ONLY THING IT FEARS IS THAT IT MIGHT BE WRONG."

—VALKARA IRONFELL, DWARF SAGE

BEHOLDER

Large aberration, lawful evil

Armor Class 18 (natural armor)

Hit Points 180 (19d10 + 76)

Speed 0 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	18 (+4)	17 (+3)	15 (+2)	17 (+3)

Saving Throws Int +8, Wis +7, Cha +8

Skills Perception +12

Condition Immunities prone

Senses darkvision 120 ft., passive Perception 22

Languages Deep Speech, Undercommon

Challenge 13 (10,000 XP)

Antimagic Cone. The beholder's central eye creates an area of antimagic, as in the *antimagic field* spell, in a 150-foot cone. At the start of each of its turns, the beholder decides which way the cone faces and whether the cone is active. The area works against the beholder's own eye rays.

ACTIONS

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

Hit: 14 (4d6) piercing damage.

Eye Rays. The beholder shoots three of the following magical eye rays at random (reroll duplicates), choosing one to three targets it can see within 120 feet of it:

1. **Charm Ray.** The targeted creature must succeed on a DC 16 Wisdom saving throw or be charmed by the beholder for 1 hour, or until the beholder harms the creature.

2. **Paralyzing Ray.** The targeted creature must succeed on a DC 16 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

3. **Fear Ray.** The targeted creature must succeed on a DC 16 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

4. **Slowing Ray.** The targeted creature must succeed on a DC 16 Dexterity saving throw. On a failed save, the target's speed is halved for 1 minute. In addition, the creature can't take reactions, and it can take either an action or a bonus

action on its turn, not both. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

5. **Enervation Ray.** The targeted creature must make a DC 16 Constitution saving throw, taking 36 (8d8) necrotic damage on a failed save, or half as much damage on a successful one.

6. **Telekinetic Ray.** If the target is a creature, it must succeed on a DC 16 Strength saving throw or the beholder moves it up to 30 feet in any direction. It is restrained by the ray's telekinetic grip until the start of the beholder's next turn or until the beholder is incapacitated.

If the target is an object weighing 300 pounds or less that isn't being worn or carried, it is moved up to 30 feet in any direction. The beholder can also exert fine control on objects with this ray, such as manipulating a simple tool or opening a door or a container.

7. **Sleep Ray.** The targeted creature must succeed on a DC 16 Wisdom saving throw or fall asleep and remain unconscious for 1 minute. The target awakens if it takes damage or another creature takes an action to wake it. This ray has no effect on constructs and undead.

8. **Petrification Ray.** The targeted creature must make a DC 16 Dexterity saving throw. On a failed save, the creature begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the *greater restoration* spell or other magic.

9. **Disintegration Ray.** If the target is a creature, it must succeed on a DC 16 Dexterity saving throw or take 45 (10d8) force damage. If this damage reduces the creature to 0 hit points, its body becomes a pile of fine gray dust.

If the target is a large or smaller nonmagical object or creation of magical force, it is disintegrated without a saving throw. If the target is a Huge or larger object or creation of magical force, this ray disintegrates a 10-foot cube of it.

10. **Death Ray.** The targeted creature must succeed on a DC 16 Dexterity saving throw or take 55 (10d10) necrotic damage. The target dies if the ray reduces it to 0 hit points.

LEGENDARY ACTIONS

The beholder can take 3 legendary actions, using the Eye Ray option below. It can take only one legendary action at a time and only at the end of another creature's turn. The beholder regains spent legendary actions at the start of its turn.

Eye Ray. The beholder uses one random eye ray.



"A CLUSTER OF TINY LIGHTS DESCENDED FROM A DARK CREVICE IN THE CEILING. THESE MOTES CAST AN EERIE GLOW ON THE GREAT, ALIEN SKULL THAT HUNG BENEATH THEM."
—FROM THE JOURNAL OF JASTUS HOLLOWQUILL,
EXPLORER OF UNDERMOUNTAIN

DEATH TYRANT

Large undead, lawful evil

Armor Class 19 (natural armor)

Hit Points 187 (25d10 + 50)

Speed 0 ft., fly 20 ft. (hover)

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

Saving Throws Str +5, Con +7, Int +9, Wis +7, Cha +9

Skills Perception +12

Damage Immunities poison

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

Senses darkvision 120 ft., passive Perception 22

Languages Deep Speech, Undercommon

Challenge 14 (11,500 XP)

Negative Energy Cone. The death tyrant's central eye emits an invisible, magical 150-foot cone of negative energy. At the start of each of its turns, the tyrant decides which way the cone faces and whether the cone is active.

Any creature in that area can't regain hit points. Any humanoid that dies there becomes a zombie under the tyrant's command. The dead humanoid retains its place in the initiative order and animates at the start of its next turn, provided that its body hasn't been completely destroyed.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 14 (4d6) piercing damage.

Eye Rays. The death tyrant shoots three of the following magical eye rays at random (reroll duplicates), choosing one to three targets it can see within 120 feet of it:

- Charm Ray.** The targeted creature must succeed on a DC 17 Wisdom saving throw or be charmed by the tyrant for 1 hour, or until the beholder harms the creature.
- Paralyzing Ray.** The targeted creature must succeed on a DC 17 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
- Fear Ray.** The targeted creature must succeed on a DC 17 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
- Slowing Ray.** The targeted creature must succeed on a

DC 17 Dexterity saving throw. On a failed save, the target's speed is halved for 1 minute. In addition, the creature can't take reactions, and it can take either an action or a bonus action on its turn, not both. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

5. Enervation Ray. The targeted creature must make a DC 17 Constitution saving throw, taking 36 (8d8) necrotic damage on a failed save, or half as much damage on a successful one.

6. Telekinetic Ray. If the target is a creature, it must succeed on a DC 17 Strength saving throw or the tyrant moves it up to 30 feet in any direction. The target is restrained by the ray's telekinetic grip until the start of the tyrant's next turn or until the tyrant is incapacitated.

If the target is an object weighing 300 pounds or less that isn't being worn or carried, it is moved up to 30 feet in any direction. The tyrant can also exert fine control on objects with this ray, such as manipulating a simple tool or opening a door or a container.

7. Sleep Ray. The targeted creature must succeed on a DC 17 Wisdom saving throw or fall asleep and remain unconscious for 1 minute. The target awakens if it takes damage or another creature takes an action to wake it. This ray has no effect on constructs and undead.

8. Petrification Ray. The targeted creature must make a DC 17 Dexterity saving throw. On a failed save, the creature begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the *greater restoration* spell or other magic.

9. Disintegration Ray. If the target is a creature, it must succeed on a DC 17 Dexterity saving throw or take 45 (10d8) force damage. If this damage reduces the creature to 0 hit points, its body becomes a pile of fine gray dust.

If the target is a Large or smaller nonmagical object or creation of magical force, it is disintegrated without a saving throw. If the target is a Huge or larger object or creation of magical force, this ray disintegrates a 10-foot cube of it.

10. Death Ray. The targeted creature must succeed on a DC 17 Dexterity saving throw or take 55 (10d10) necrotic damage. The target dies if the ray reduces it to 0 hit points.

LEGENDARY ACTIONS

The death tyrant can take 3 legendary actions, using the Eye Ray option below. It can take only one legendary action at a time and only at the end of another creature's turn. The tyrant regains spent legendary actions at the start of its turn.

Eye Ray. The death tyrant uses one random eye ray.



SPECTATOR

A spectator is a lesser beholder that is summoned from another plane of existence by a magical ritual, the components of which include four beholder eyestalks that are consumed by the ritual's magic. Appropriately, a spectator has four eyestalks, two on each side of the wide eye at the center of its four-foot diameter body.

Magical Guardians. A summoned spectator guards a location or a treasure of its summoner's choice for 101 years, allowing no creature but its summoner to enter the area or access the item, unless the summoner instructed otherwise. If the item is stolen or destroyed before the years have all passed, a summoned spectator vanishes. It otherwise never abandons its post.

Glimmers of Madness. Though it can speak, a spectator communicates primarily by way of telepathy. It is civil while on guard, openly discussing its orders and its summoner. However, even a brief conversation with a spectator is enough to reveal quirks in its personality brought on by its years of isolation. It might invent imaginary enemies, refer to itself in the third person, or try to adopt the voice of its summoner.

Like any beholder, a spectator views itself as the epitome of its kind, and it has an intense hatred of other spectators. If two spectators encounter one another, they almost always fight to the death.

Freed from Service. When a spectator has fulfilled its service, it is free to do as it pleases. Many take up residence in the places they previously guarded, especially if their summoners have died. With the spectator's loss of purpose, the flickers of madness it displayed during its servitude flourish.

SPECTATOR

Medium aberration, lawful neutral

Armor Class 14 (natural armor)

Hit Points 39 (6d8 + 12)

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

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	14 (+2)	13 (+1)	14 (+2)	11 (+0)

Skills Perception +6

Condition Immunities prone

Senses darkvision 120 ft., passive Perception 16

Languages Deep Speech, Undercommon, telepathy 120 ft.

Challenge 3 (700 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target.
Hit: 2 (1d6 - 1) piercing damage.

Eye Rays. The spectator shoots up to two of the following magical eye rays at one or two creatures it can see within 90 feet of it. It can use each ray only once on a turn.

1. **Confusion Ray.** The target must succeed on a DC 13 Wisdom saving throw, or it can't take reactions until the end of its next turn. On its turn, the target can't move, and it uses

its action to make a melee or ranged attack against a randomly determined creature within range. If the target can't attack, it does nothing on its turn.

2. **Paralyzing Ray.** The target must succeed on a DC 13 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

3. **Fear Ray.** The target must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, with disadvantage if the spectator is visible to the target, ending the effect on itself on a success.

4. **Wounding Ray.** The target must make a DC 13 Constitution saving throw, taking 16 (3d10) necrotic damage on a failed save, or half as much damage on a successful one.

Create Food and Water. The spectator magically creates enough food and water to sustain itself for 24 hours.

REACTIONS

Spell Reflection. If the spectator makes a successful saving throw against a spell, or a spell attack misses it, the spectator can choose another creature (including the spellcaster) it can see within 30 feet of it. The spell targets the chosen creature instead of the spectator. If the spell forced a saving throw, the chosen creature makes its own save. If the spell was an attack, the attack roll is rerolled against the chosen creature.

BLIGHTS

Awakened plants gifted with the powers of intelligence and mobility, blights plague lands contaminated by darkness. Drinking that darkness from the soil, a blight carries out the will of ancient evil and attempts to spread that evil wherever it can.

Roots of the Gulthias Tree. Legends tell of a vampire named Gulthias who worked terrible magic and raised up an abominable tower called Nightfang Spire. Gulthias was undone when a hero plunged a wooden stake through his heart, but as the vampire was destroyed, his blood infused the stake with a dreadful power. In time, tendrils of new growth sprouted from the wood, growing into a sapling infused with the vampire's evil essence. It is said that a mad druid discovered the sapling, transplanting it to an underground grotto where it could grow. From this Gulthias tree came the seeds from which the first blights were sown.

Dark Conquest. Wherever a tree or plant is contaminated by a fragment of an evil mind or power, a Gulthias tree can rise to infest and corrupt the surrounding forest. Its evil spreads through root and soil to other plants, which perish or transform into blights. As those blights spread, they poison and uproot healthy plants, replacing them with brambles, toxic weeds, and others of their kind. In time, an infestation of blights can turn any land or forest into a place of corruption.

In forests infested with blights, trees and plants grow with supernatural speed. Vines and undergrowth rapidly spread through buildings and overrun trails and roads. After blights have killed or driven off their inhabitants, whole villages can disappear in the space of days.

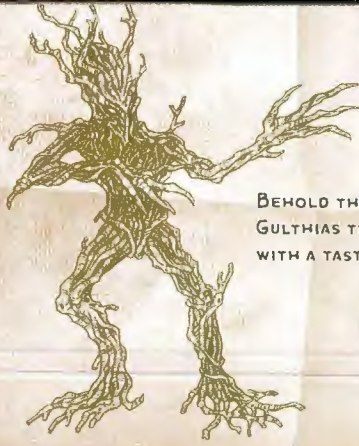
Controlled by Evil. Blights are independent creatures, but most act under a Gulthias tree's control, often displaying the habits and traits of the life force or spirit that spawned them. By attacking their progenitor's old foes or seeking out treasures valuable to it, they carry on the legacy of long-lost evil.

NEEDLE BLIGHT

In the shadows of a forest, needle blights might be taken at a distance for shuffling, hunched humanoids. Up close, these creatures reveal themselves as horrid plants whose conifer-like needles grow across their bodies in quivering clumps. A needle blight lashes out with these needles or launches them as an aerial assault that can punch through armor and flesh.

When needle blights detect a threat, they loose a pollen that the wind carries to other needle blights throughout the forest. Alerted to their foes' location, needle blights converge from all sides to drench their roots in blood.





BEHOLD THE LEGACY OF
GULTHIAS THE VAMPIRE; PLANTS
WITH A TASTE FOR BLOOD.

TWIG BLIGHT

Twig blights can root in soil, which they do when living prey are scarce. While rooted, they resemble woody shrubs. When it pulls its roots free of the ground to move, a twig blight's branches twist together to form a humanoid-looking body with a head and limbs.

Twig blights seek out campsites and watering holes, rooting there to set up ambushes for potential victims coming to drink or rest. Huddled together in groups, twig blights blend in with an area's natural vegetation or with piles of debris or firewood.

Given how dry they are, twig blights are particularly susceptible to fire.

VINE BLIGHT

Appearing as masses of slithering creepers, vine blights hide in undergrowth and wait for prey to draw near. By animating the plants around them, vine blights entangle and hinder their foes before attacking.

Vine blights are the only blights capable of speech. Through its connection to the evil spirit of the Gulthias tree it serves, a vine blight speaks in a fractured version of its dead master's voice, taunting victims or bargaining with powerful foes.

NEEDLE BLIGHT

Medium plant, neutral evil

Armor Class 12 (natural armor)
Hit Points 11 (2d8 + 2)
Speed 30 ft.

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

Condition Immunities blinded, deafened
Senses blindsight 60 ft. (blind beyond this radius),
passive Perception 9
Languages understands Common but can't speak
Challenge 1/4 (50 XP)

ACTIONS

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

Needles. *Ranged Weapon Attack:* +3 to hit, range 30/60 ft., one target.
Hit: 8 (2d6 + 1) piercing damage.

TWIG BLIGHT

Small plant, neutral evil

Armor Class 13 (natural armor)
Hit Points 4 (1d6 + 1)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	13 (+1)	12 (+1)	4 (-3)	8 (-1)	3 (-4)

Skills Stealth +3
Damage Vulnerabilities fire
Condition Immunities blinded, deafened
Senses blindsight 60 ft. (blind beyond this radius),
passive Perception 9
Languages understands Common but can't speak
Challenge 1/8 (25 XP)

False Appearance. While the blight remains motionless, it is indistinguishable from a dead shrub.

ACTIONS

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

VINE BLIGHT

Medium plant, neutral evil

Armor Class 12 (natural armor)
Hit Points 26 (4d8 + 8)
Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	8 (-1)	14 (+2)	5 (-3)	10 (+0)	3 (-4)

Skills Stealth +1
Condition Immunities blinded, deafened
Senses blindsight 60 ft. (blind beyond this radius),
passive Perception 10
Languages Common
Challenge 1/2 (100 XP)

False Appearance. While the blight remains motionless, it is indistinguishable from a tangle of vines.

ACTIONS

Constrict. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target.
Hit: 9 (2d6 + 2) bludgeoning damage, and a Large or smaller target is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the blight can't constrict another target.

Entangling Plants (Recharge 5–6). Grasping roots and vines sprout in a 15-foot radius centered on the blight, withering away after 1 minute. For the duration, that area is difficult terrain for nonplant creatures. In addition, each creature of the blight's choice in that area when the plants appear must succeed on a DC 12 Strength saving throw or become restrained. A creature can use its action to make a DC 12 Strength check, freeing itself or another entangled creature within reach on a success.

BUGBEARS

Bugbears are born for battle and mayhem. Surviving by raiding and hunting, they bully the weak and despise being bossed around, but their love of carnage means they will fight for powerful masters if bloodshed and treasure are assured.

Goblinoids. Bugbears are often found in the company of their cousins, hobgoblins and goblins. Bugbears usually enslave goblins they encounter, and they bully hobgoblins into giving them gold and food in return for serving as scouts and shock troops. Even when paid, bugbears are at best unreliable allies, yet goblins and hobgoblins understand that no matter how much bugbears might drain a tribe of resources, these creatures are a potent force.

Followers of Hruggek. Bugbears worship Hruggek, a lesser god who dwells on the plane of Acheron. In the absence of their goblinoid kin, bugbears form loose war bands, each one led by its fiercest member. Bugbears believe that when they die, their spirits have a chance to fight at Hruggek's side. They try to prove themselves worthy by defeating as many foes as possible.

Venal Ambushers. Despite their intimidating builds, bugbears move with surprising stealth. They are fond of setting ambushes and flee when outmatched. They are dependable mercenaries as long as they are supplied food, drink, and treasure, but a bugbear forgets any bond when its life is on the line. A wounded member of a bugbear band might be left behind to help the rest of the band escape. Afterward, that bugbear might help pursuers track down its former companions if doing so saves its life.

BUGBEAR

Medium humanoid (goblinoid), chaotic evil

Armor Class 16 (hide armor, shield)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	8 (-1)	11 (+0)	9 (-1)

Skills Stealth +6, Survival +2

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge 1 (200 XP)

Brute. A melee weapon deals one extra die of its damage when the bugbear hits with it (included in the attack).

Surprise Attack. If the bugbear surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

ACTIONS

Morningstar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage.

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage in melee or 5 (1d6 + 2) piercing damage at range.



BUGBEAR CHIEF

Medium humanoid (goblinoid), chaotic evil

Armor Class 17 (chain shirt, shield)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	14 (+2)	11 (+0)	12 (+1)	11 (+0)

Skills Intimidation +2, Stealth +6, Survival +3

Senses darkvision 60 ft., passive Perception 11

Languages Common, Goblin

Challenge 3 (700 XP)

Brute. A melee weapon deals one extra die of its damage when the bugbear hits with it (included in the attack).

Heart of Hruggek. The bugbear has advantage on saving throws against being charmed, frightened, paralyzed, poisoned, stunned, or put to sleep.

Surprise Attack. If the bugbear surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

ACTIONS

Multiattack. The bugbear makes two melee attacks.

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

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage in melee or 6 (1d6 + 3) piercing damage at range.



BULETTE

A bulette is a massive predator that terrorizes any lands it inhabits. Also called a “land shark,” it lives only to feed. Irascible and rapacious, bulettes fear no other creature, and they attack with no regard for superior numbers or strength.

Underground Hunters.

Bulettes use their powerful claws to tunnel through the earth when they hunt. Heedless of obstruction, they uproot trees, cause landslides in loose slopes, and leave sinkholes behind them. When vibrations in the soil and rock alert a bulette to movement, it shoots to the surface, its jaws spread wide as it attacks.

Wandering Monster. A bulette ranges across temperate lands, feeding on any animals and humanoids it comes across. These creatures dislike dwarf and elf flesh, although they often kill them before realizing what they are. A bulette loves halfling meat the most, and it is never happier than when chasing plump halflings across an open field.

A bulette has no lair, but roams a hunting territory up to thirty miles wide. Its sole criterion for territory is availability of food, and when it has eaten everything in an area, a bulette moves on. These creatures often home in on humanoid settlements, terrorizing them until their panicked residents have fled, or until the bulette is slain.

All creatures shun bulettes, which treat anything that moves as food—even other predators and bulettes. Bulettes come together only to mate, resulting in a bloody act of claws and teeth that usually ends with the male’s death and consumption.

Arcane Creation. Some sages believe the bulette is the result of a mad wizard’s experiments at crossbreeding snapping turtles and armadillos, with infusions of demon ichor. Bulettes have been thought to be extinct at different times, but after years without a sighting, the creatures inevitably reappear. Because their young are almost never seen, some sages suspect that bulettes maintain secret nesting grounds from which adults strike out into the world.

BULETTE

Large monstrosity, unaligned

Armor Class 17 (natural armor)

Hit Points 94 (9d10 + 45)

Speed 40 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	21 (+5)	2 (-4)	10 (+0)	5 (-3)

Skills Perception +6

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

Languages —

Challenge 5 (1,800 XP)

Standing Leap. The bulette’s long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

ACTIONS

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 30 (4d12 + 4) piercing damage.

Deadly Leap. If the bulette jumps at least 15 feet as part of its movement, it can then use this action to land on its feet in a space that contains one or more other creatures. Each of those creatures must succeed on a DC 16 Strength or Dexterity saving throw (target’s choice) or be knocked prone and take 14 (3d6 + 4) bludgeoning damage plus 14 (3d6 + 4) slashing damage. On a successful save, the creature takes only half the damage, isn’t knocked prone, and is pushed 5 feet out of the bulette’s space into an unoccupied space of the creature’s choice. If no unoccupied space is within range, the creature instead falls prone in the bulette’s space.

BULLYWUG

Life as a bullywug is nasty, brutish, and wet. These frog-headed amphibious humanoids must stay constantly moist, dwelling in rainy forests, marshes, and damp caves. Always hungry and thoroughly evil, bullywugs overwhelm opponents with superior numbers when they can, but they flee from serious threats to search for easier prey.

Bullywugs have green, gray, or mottled yellow skin that shifts through shades of gray, green, and brown, allowing them to blend in with their surroundings. They wear crude armor and wield simple weapons, and can deliver a powerful bite to foes that press too close.

Foul Aristocracy. Bullywugs consider themselves the right and proper rulers of the swamps. They follow an etiquette of sorts when dealing with outsiders and each other, subject to the whims and fancies of their leader—a self-styled lord of the muck. Bullywugs introduce themselves with grand-sounding titles, make great shows of bowing and debasing themselves before their superiors, and endlessly vie to win their superiors' favor.

A bullywug has two ways to advance among its kind. It can either murder its rivals, though it must take pains to keep its criminal deeds secret, or it can find a treasure or magic item and present it as tribute or a token of obeisance to its liege. A bullywug that murders its rivals without cunning is likely to be executed, so it's more common for bullywugs to stage raids against caravans and settlements, with the goal of securing precious baubles to impress their lords and win their good graces. Invariably, such fine goods are reduced to filthy tatters through abuse and neglect. Once a gift loses its sheen, a bullywug lord invariably demands that its subjects bring it more treasure as tribute.

Unruly Diplomacy. Bullywugs love nothing more than lording over those who trespass on their territories. Their warriors attempt to capture intruders rather than simply slaying them.

Captives are dragged before the king or queen—a bullywug of unusually large size—and forced to beg for mercy. Bribes, treasure, and flattery can trick the bullywug ruler into letting its captives go, but not before it tries to impress its "guests" with the majesty of its treasure and its realm. Struck with a deep inferiority complex, bullywug lords fancy themselves as kings and queens, but desperately crave the fear and respect of outsiders.

Amphibian Allies. Bullywugs speak a language that allows them to communicate over large areas by croaking like frogs. News of intruders or other events in the swamp spread within minutes across this crude communication system.

Simple concepts in the language are understandable to frogs and toads. Bullywugs use this capability to form strong bonds with giant frogs, which they train as guardians and hunters. Larger specimens are sometimes used as mounts as well. The frogs' ability to swallow creatures whole provides a bullywug hunting band an easy means of carrying prey back to their villages.



BULLYWUG

Medium humanoid (bullywug), neutral evil

Armor Class 15 (hide armor, shield)

Hit Points 11 (2d8 + 2)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	13 (+1)	7 (-2)	10 (+0)	7 (-2)

Skills Stealth +3

Senses passive Perception 10

Languages Bullywug

Challenge 1/4 (50 XP)

Amphibious. The bullywug can breathe air and water.

Speak with Frogs and Toads. The bullywug can communicate simple concepts to frogs and toads when it speaks in Bullywug.

Swamp Camouflage. The bullywug has advantage on Dexterity (Stealth) checks made to hide in swampy terrain.

Standing Leap. The bullywug's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

ACTIONS

Multiattack. The bullywug makes two melee attacks: one with its bite and one with its spear.

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

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



"THEY CRAWL FROM THEIR MOTHERS' WOMBS TO SPREAD CORRUPTION THROUGHOUT THE MULTIVERSE. WHAT'S NOT TO LOVE?"

—BABA YAGA

CAMBION

A cambion is the offspring of a fiend (usually a succubus or incubus) and a humanoid (usually a human). Cambions inherit aspects of both parents, but their horns, leathery wings, and sinewy tails are hallmarks of their otherworldly parentage.

Born to Be Bad. Cambions grow into ruthless adults whose wickedness and perversion horrifies even the most devoted mortal parent. Even as a youth, a cambion identifies its rightful place as an overlord of mortals. It might orchestrate uprisings in towns and cities, gathering gangs of humanoids and lesser devils to serve it.

Pawns of the Mighty. A cambion forced to serve its fiendish parent does so out of admiration and dread, but also with the expectation that it will one day rise to a place of prominence. Cambions raised in the Nine Hells serve as soldiers, envoys, and personal attendants to greater devils. In the Abyss, a cambion carries only as much authority as it can muster through sheer strength and force of will.

Spawn of Graz'zt. The demon lord Graz'zt is fond of procreating with humanoids who have made pacts with fiends, and he has sired many cambions who help him sow chaos across the multiverse. These cambions are characterized by charcoal-black skin, cloven hooves, six-fingered hands, and unearthly beauty.

CAMBION

Medium fiend, any evil alignment

Armor Class 19 (scale mail)

Hit Points 82 (11d8 + 33)

Speed 30 ft., fly 60 ft.

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

Saving Throws Str +7, Con +6, Int +5, Cha +6

Skills Deception +6, Intimidation +6, Perception +4, Stealth +7

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

Senses darkvision 60 ft., passive Perception 14

Languages Abyssal, Common, Infernal

Challenge 5 (1,800 XP)

Fiendish Blessing. The AC of the cambion includes its Charisma bonus.

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

3/day each: *alter self*, *command*, *detect magic*

1/day: *plane shift* (self only)

ACTIONS

Multiattack. The cambion makes two melee attacks or uses its Fire Ray twice.

Spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, or 8 (1d8 + 4) piercing damage if used with two hands to make a melee attack, plus 3 (1d6) fire damage.

Fire Ray. *Ranged Spell Attack:* +7 to hit, range 120 ft., one target. *Hit:* 10 (3d6) fire damage.

Fiendish Charm. One humanoid the cambion can see within 30 feet of it must succeed on a DC 14 Wisdom saving throw or be magically charmed for 1 day. The charmed target obeys the cambion's spoken commands. If the target suffers any harm from the cambion or another creature or receives a suicidal command from the cambion, the target can repeat the saving throw, ending the effect on itself on a success. If a target's saving throw is successful, or if the effect ends for it, the creature is immune to the cambion's Fiendish Charm for the next 24 hours.



CARRION CRAWLER

Carrion crawlers scour putrid flesh from carcasses and gobble the slimy bones that remain. They aggressively attack any creature that trespasses on their territory or disturbs their feasting.

Carrion Eaters. A carrion crawler follows the scent of death to its food, but it prefers not to compete with other scavengers. These foul creatures thus hunker down in territories where death is plentiful and other carrion eaters have limited mobility. Caves, sewers, dungeons, and forested marshes are their favored lairs, but carrion crawlers are also drawn to battlefields and cemeteries.

A carrion crawler roams on the hunt, its tentacles probing the air for the scent of blood or decay. In tunnels or ruins, carrion crawlers scurry across the ceiling as they move toward food. In this way, they avoid contact with oozes, otyughs, and other dangerous inhabitants of the darkness, even as they surprise potential meals that don't think to look up.

Patient Predators. Whether in subterranean darkness or while hunting at night, light signals a potential meal. A carrion crawler might follow a light source from a distance for hours, hoping to pick up the scent of blood. Despite their great size, carrion crawlers can also easily set up ambushes by waiting around blind corners for prey to come to them.

When facing potential prey or intruders, a carrion crawler lets its poison do the work. Once a victim goes rigid with paralysis, the carrion crawler wraps it with its tentacles and drags it away to a high ledge or isolated passageway, where it can be killed safely. The monster then resumes patrolling its territory while waiting for its meal to ripen.

CARRION CRAWLER

Large monstrosity, unaligned

Armor Class 13 (natural armor)
Hit Points 51 (6d10 + 18)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	16 (+3)	1 (-5)	12 (+1)	5 (-3)

Skills Perception +3
Senses darkvision 60 ft., passive Perception 13
Languages —
Challenge 2 (450 XP)

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

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

ACTIONS

Multiattack. The carrion crawler makes two attacks: one with its tentacles and one with its bite.

Tentacles. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one creature. *Hit:* 4 (1d4 + 2) poison damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. Until this poison ends, the target is paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the poison on itself on a success.

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



"I HEAR CENTAURS MAKE EXCELLENT MOUNTS!"
 —BATLEY SUMMERFOOT, A HALFLING ADVENTURER
 WHO NEVER READ *HOOVES OF FURY*,
 BY IRVIL GRAYBORN OF SUNDOWN

CENTAUR

Large monstrosity, neutral good

Armor Class 12

Hit Points 45 (6d10 + 12)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	14 (+2)	9 (-1)	13 (+1)	11 (+0)

Skills Athletics +6, Perception +3, Survival +3

Senses passive Perception 13

Languages Elvish, Sylvan

Challenge 2 (450 XP)

Charge. If the centaur moves at least 30 feet straight toward a target and then hits it with a pike attack on the same turn, the target takes an extra 10 (3d6) piercing damage.

ACTIONS

Multiattack. The centaur makes two attacks: one with its pike and one with its hooves or two with its longbow.

Pike. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

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

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

CENTAUR

Reclusive wanderers and omen-readers of the wild, centaurs avoid conflict but fight fiercely when pressed. They roam the vast wilderness, keeping far from borders, laws, and the company of other creatures.

Wilderness Nomads. Centaur tribes range across lands with mild to hot climates, where a centaur requires only light furs or oiled skins to deal with inclement weather. They are hunter-gatherers and rarely build shelters or even use tents.

Centaur migrations span continents and take decades to repeat, so that a centaur tribe might not retread the same path for generations. These long-ranging patterns can lead to conflict when centaurs encounter settlements of other creatures built along their traditional routes.

Reluctant Settlers. A centaur that can't keep pace with the rest of its tribe is left behind. Some such centaurs vanish into the wilderness and are never seen again. Those that can bear the loss of their tribe might take up residence among other races. Frontier settlements value the nature knowledge of their centaur residents. Many such communities owe their survival to the insight and acumen of a centaur.

Despite their reclusive nature, centaurs trade with elves and with the caravans of other benevolent humanoids they meet during their wanderings. A trader might save the life of a wounded or an elderly centaur unfit for long travel, escorting it to a settlement where it can peacefully live out the rest of its days.



CHIMERA

Large monstrosity, chaotic evil

Armor Class 14 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	19 (+4)	3 (-4)	14 (+2)	10 (+0)

Skills Perception +8

Senses darkvision 60 ft., passive Perception 18

Languages understands Draconic but can't speak

Challenge 6 (2,300 XP)

ACTIONS

Multiattack. The chimera makes three attacks: one with its bite, one with its horns, and one with its claws. When its fire breath is available, it can use the breath in place of its bite or horns.

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

Horns. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.
Hit: 10 (1d12 + 4) bludgeoning damage.

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

Fire Breath (Recharge 5–6). The dragon head exhales fire in a 15-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 31 (7d8) fire damage on a failed save, or half as much damage on a successful one.

CHIMERA

Chimeras were created after mortals summoned Demogorgon to the world. The Prince of Demons, unimpressed with the creatures that surrounded it, transformed them into horrific, multi-headed monstrosities. This act gave rise to the first chimeras.

Gifted with demonic cruelty, a chimera serves as a grim reminder of what happens when demon princes find their way to the Material Plane. A typical specimen has the hindquarters of a large goat, the forequarters of a lion, and the leathery wings of a dragon, along with the heads of all three of those creatures. The monster likes to surprise its victims, swooping down from the sky and engulfing prey with its fiery breath before landing.

Conflicted Creature. A chimera combines the worst aspects of its three parts. Its dragon head drives it to raid, plunder, and accumulate a great hoard. Its leonine nature compels it to hunt and kill powerful creatures that threaten its territory. Its goat head grants it a vicious, stubborn streak that compels it to fight to the death.

These three aspects drive a chimera to stake out a territory that is as large as 10 miles wide. It preys on wild game, viewing more powerful creatures as rivals to be humiliated and defeated. Its greatest rivals are dragons, griffons, manticores, perytons, and wyverns.

When it hunts, the chimera looks for easy ways to amuse itself. It enjoys the fear and suffering of weaker creatures. The monster often toys with its prey, breaking off an attack prematurely and leaving a creature wounded and terrified before returning to finish it off.

Servant of Evil. Though chimeras are far from cunning, their draconic ego makes them susceptible to flattery and gifts. If offered food and treasure, a chimera might spare a traveler. A villain can lure a chimera into service by keeping it well fed and its treasure hoard well stocked.



CHUUL

Survivors of the ancient aboleth empire, chuuls are crustaceans the aboleths modified and endowed with sentience. They follow the ingrained directives of their creators, as they have done since the dawn of time.

Primeval Relics. In the primeval ages, aboleths ruled a vast empire that spanned the oceans of the world. In those days, the aboleths used mighty magic and bent the minds of the nascent creatures of the mortal realm. However, they were bound to the water and could not enforce their will beyond it without servants. Therefore, they created chuuls.

Perfectly obedient, the chuuls collected sentient creatures and magic at the aboleths' command. Chuuls were designed to endure the ages of the world, growing in size and strength as the eons passed. When the aboleths' empire crumbled with the rise of the gods, the chuuls were cast adrift. However, these creatures continue to do what they did for the aboleths, slowly collecting humanoids, gathering treasure, amassing magic, and consolidating power.

Tireless Guardians. Chuul still guard the ruins of the ancient aboleth empire. They linger in silent observance of eons-old commands. Rumors and ancient maps sometimes lure treasure seekers to these ruins, but the reward for their boldness is death.

CHUUL

Large aberration, chaotic evil

Armor Class 16 (natural armor)

Hit Points 93 (11d10 + 33)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	5 (-3)	11 (+0)	5 (-3)

Skills Perception +4

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 14

Languages understands Deep Speech but can't speak

Challenge 4 (1,100 XP)

Amphibious. The chuul can breathe air and water.

Sense Magic. The chuul senses magic within 120 feet of it at will. This trait otherwise works like the *detect magic* spell but isn't itself magical.

ACTIONS

Multiattack. The chuul makes two pincer attacks. If the chuul is grappling a creature, the chuul can also use its tentacles once.

Pincer. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. **Hit:** 11 (2d6 + 4) bludgeoning damage. The target is grappled (escape DC 14) if it is a Large or smaller creature and the chuul doesn't have two other creatures grappled.

Tentacles. One creature grappled by the chuul must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. Until this poison ends, the target is paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Whatever riches that the explorers bring with them adds to the hoard guarded by the chuuls. Chuuls can sense magic at a distance. This sense couples with an innate drive that leads them to slay explorers, take their gear, and bury it in secret locales aboleths dictated eons ago.

Waiting Servants. Although the aboleths' ancient empire fell long ago, the psychic bonds between them and their created servants remain intact. Chuuls that come into contact with aboleths immediately assume their old roles. Such chuuls redirect their compulsions to the service of the aboleths' sinister purposes.

CLOAKER

Large aberration, chaotic neutral

Armor Class 14 (natural armor)

Hit Points 78 (12d10 + 12)

Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	12 (+1)	13 (+1)	12 (+1)	14 (+2)

Skills Stealth +5

Senses darkvision 60 ft., passive Perception 11

Languages Deep Speech, Undercommon

Challenge 8 (3,900 XP)

Damage Transfer. While attached to a creature, the cloaker takes only half the damage dealt to it (rounded down), and that creature takes the other half.

False Appearance. While the cloaker remains motionless without its underside exposed, it is indistinguishable from a dark leather cloak.

Light Sensitivity. While in bright light, the cloaker has disadvantage on attack rolls and Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The cloaker makes two attacks: one with its bite and one with its tail.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. **Hit:** 10 (2d6 + 3) piercing damage, and if the target is Large or smaller, the cloaker attaches to it. If the cloaker has advantage against the target, the cloaker attaches to the target's head, and the target is blinded and unable to breathe while the cloaker is attached. While attached, the cloaker can make this attack only against the target and has advantage on the attack roll. The cloaker can detach itself by spending 5 feet of its movement. A creature, including the target, can take its action to detach the cloaker by succeeding on a DC 16 Strength check.

Tail. Melee Weapon Attack: +6 to hit, reach 10 ft., one creature. **Hit:** 7 (1d8 + 3) slashing damage.

Moan. Each creature within 60 feet of the cloaker that can hear its moan and that isn't an aberration must succeed on a DC 13 Wisdom saving throw or become frightened until the end of the cloaker's next turn. If a creature's saving throw is successful, the creature is immune to the cloaker's moan for the next 24 hours.

Phantasms (Recharges after a Short or Long Rest). The cloaker magically creates three illusory duplicates of itself if it isn't in bright light. The duplicates move with it and mimic its actions, shifting position so as to make it impossible to track which cloaker is the real one. If the cloaker is ever in an area of bright light, the duplicates disappear.

Whenever any creature targets the cloaker with an attack or a harmful spell while a duplicate remains, that creature rolls randomly to determine whether it targets the cloaker or one of the duplicates. A creature is unaffected by this magical effect if it can't see or if it relies on senses other than sight.

A duplicate has the cloaker's AC and uses its saving throws. If an attack hits a duplicate, or if a duplicate fails a saving throw against an effect that deals damage, the duplicate disappears.



CLOAKER

Cloakers earned their names for the resemblance they bear to dark leathery cloaks. Lurking in remote dungeons and caves, these stealthy predators wait to slay lone or injured prey stumbling through the darkness.

Camouflaged Lurkers. Like a stingray, a cloaker's body is composed of cartilage and muscle. With its tail and fins unfurled, it flies through darkness and lurks among the shadows of caverns the same way a stingray glides through water and hides on the ocean floor. Parallel rows of round, black eyespots run along its back like buttons, and the ivory-colored claws on its cowl resemble bone clasps.

When a cloaker unfurls and moves to attack, it reveals its pale underside and makes its true nature evident. Red eyes glow above rows of sharp teeth, and a long pendulous tail whips behind it.

Opportunistic Predators. When hunting, cloakers glide through the shadows at a safe distance behind groups of other creatures traversing the Underdark. They follow parties of humanoids to prey on the wounded after a battle, or pursue herds of Underdark beasts, attacking the sick, the weak, or the straggling.

Cloakers strike quickly and consume their meals as swiftly as possible, enveloping and devouring their victims. While it feeds, a cloaker uses its swift, whiplike tail for defense, although it rarely takes a stand against dangerous foes or groups of creatures. As an added defense, cloakers can create illusory duplicates of themselves.

Haunting Moan. Cloakers' thoughts are alien to other life-forms, and they communicate with one another through subsonic moans inaudible to most creatures. At higher intensities, a cloaker's haunting moan becomes audible, evoking sensations of doom and dread in creatures that hear it.

Cloaker Conclaves. Cloakers prefer isolation, but they sometimes convene with other cloakers for defense or to exchange information about new dangers, suitable hunting grounds, or developments that might affect their habitats. When this convergence is complete, the cloakers separate again.



COCKATRICE

Small monstrosity, unaligned

Armor Class 11

Hit Points 27 (6d6 + 6)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	12 (+1)	12 (+1)	2 (-4)	13 (+1)	5 (-3)

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 1/2 (100 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 3 (1d4 + 1) piercing damage, and the target must succeed on a DC 11 Constitution saving throw against being magically petrified. On a failed save, the creature begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified for 24 hours.

COCKATRICE

The cockatrice looks like a hideous hybrid of lizard, bird, and bat, and it is infamous for its ability to turn flesh to stone. These omnivores have a diet that consists of berries, nuts, flowers, and small animals such as insects, mice, and frogs—things they can swallow whole. They would be no threat to anything else if not for their fierce and frenzied response to even a hint of danger. A cockatrice flies into the face of any threat, squawking and madly beating its wings as its head darts out to peck. The smallest scratch from a cockatrice's beak can spell doom as its victim slowly turns to stone from the injury.

COUATL

Medium celestial, lawful good

Armor Class 19 (natural armor)

Hit Points 97 (13d8 + 39)

Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	17 (+3)	18 (+4)	20 (+5)	18 (+4)

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

Damage Resistances radiant

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

Senses truesight 120 ft., passive Perception 15

Languages all, telepathy 120 ft.

Challenge 4 (1,100 XP)

Innate Spellcasting. The couatl's spellcasting ability is Charisma (spell save DC 14). It can innately cast the following spells, requiring only verbal components:

At will: *detect evil and good*, *detect magic*, *detect thoughts*
3/day each: *bless*, *create food and water*, *cure wounds*, *lesser restoration*, *protection from poison*, *sanctuary*, *shield*
1/day each: *dream*, *greater restoration*, *screaming*

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

Shielded Mind. The couatl is immune to scrying and to any effect that would sense its emotions, read its thoughts, or detect its location.

ACTIONS

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 8 (1d6 + 5) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 24 hours. Until this poison ends, the target is unconscious. Another creature can use an action to shake the target awake.

Constrict. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one Medium or smaller creature. *Hit:* 10 (2d6 + 3) bludgeoning damage, and the target is grappled (escape DC 15). Until this grapple ends, the target is restrained, and the couatl can't constrict another target.

Change Shape. The couatl magically polymorphs into a humanoid or beast that has a challenge rating equal to or less than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the couatl's choice).

In a new form, the couatl retains its game statistics and ability to speak, but its AC, movement modes, Strength, Dexterity, and other actions are replaced by those of the new form, and it gains any statistics and capabilities (except class features, legendary actions, and lair actions) that the new form has but that it lacks. If the new form has a bite attack, the couatl can use its bite in that form.



COUATL

Couatls are benevolent serpentine beings of great intellect and insight. Their brilliantly colored wings and gentle manner speak to their celestial origins.

Divine Caretakers. Couatls were created as guardians and caretakers by a benevolent god not worshiped since the dawn of time, and which is forgotten now by all but the couatls themselves. Most of the divine mandates given to these beings are long since fulfilled or failed. However, a number of couatls still watch over ancient power, await fulfillment of prophecy, or safeguard the heirs of creatures they once guided and protected. Regardless of a couatl's task, it prefers to remain hidden, revealing itself only as a last resort.

Truth Tellers. A couatl can't lie, but it can withhold information, answer questions vaguely, or allow others to jump to the wrong conclusions if doing so is necessary to protect something, to keep promises, or to hide the secret of its existence.

Ancient and Few. A couatl can live for ages without sustenance, even surviving without air, but these creatures can die of disease or the passage of time. A couatl can sense its end up to a century beforehand, but it has no insight into the manner of its demise.

If a couatl has already accomplished what it set out to do, it accepts its fate. However, if its imminent death endangers the completion of its goals, it actively seeks out another couatl with which to produce offspring.

The mating ritual of couatls is a beautiful and elaborate dance of magic and light, which results in a gem-like egg from which a new couatl hatches. The parent that sought out the mate raises the newborn couatl and instructs it as to its duties, so that it can complete whatever task the parent leaves unfinished.



CRAWLING CLAW

Crawling claws are the severed hands of murderers animated by dark magic so that they can go on killing. Wizards and warlocks of a dark bent use crawling claws as extra hands in their labors.

Magical Origins. Through dark necromantic rituals, the life force of a murderer is bound to its severed hand, haunting and animating it. If a dead murderer's spirit already manifests as another undead creature, if the murderer is raised from death, or if the spirit has long passed on to another plane, the ritual fails.

The ritual invoked to create a crawling claw works best with a hand recently severed from a murderer. To this end, ritualists and their servants frequent public executions to gain possession of suitable hands, or make bargains with assassins and torturers.

Creator's Control. A crawling claw can't be turned, nor can it be controlled by spells that control undead. These foul monsters are entirely bound to the will of their creator, which can concentrate on a claw in sight to mentally command its every action. If the crawling claw's creator doesn't command it, the claw follows its last command to the best of its ability.

Commands given to a crawling claw must be simple. A claw can't be tasked with finding and killing a particular person, because its limited senses and intelligence prevent it from tracking and picking out specific individuals. However, a command to kill all creatures in a particular locale works. A crawling claw can easily feel out the contours of keys and doorknobs, crawling from room to room on a blind killing spree.

Maligñ Intelligence. A crawling claw possesses little of the intellect and memories of the individual of which it was once a living part. The hate, jealousy, or greed that drove that person to murder lingers on, however, amplified by the claw's torturous fragmented state. Left to its own devices, a crawling claw imitates and recreates the same murderous acts it committed in life.

Living Claws. If a crawling claw is animated from the severed hand of a still-living murderer, the ritual binds the claw to the murderer's soul. The disembodied hand can then return to its former limb, its undead flesh knitting to the living arm from which it was severed.

Made whole again, the murderer acts as though the hand had never been severed and the ritual had never taken place. When the crawling claw separates again, the living body falls into a coma. Destroying the crawling claw while it is away from the body kills the murderer. However, killing the murderer has no effect on the crawling claw.

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

CRAWLING CLAW

Tiny undead, neutral evil

Armor Class 12
Hit Points 2 (1d4)
Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	11 (+0)	5 (-3)	10 (+0)	4 (-3)

Damage Immunities poison
Condition Immunities charmed, exhaustion, poisoned
Senses blindsight 30 ft. (blind beyond this radius), passive Perception 10
Languages understands Common but can't speak
Challenge 0 (10 XP)

Turn Immunity. The claw is immune to effects that turn undead.

ACTIONS

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

"MAKES YOU WONDER WHAT CAN BE DONE WITH ALL THOSE OTHER MURDERER PARTS, DOESN'T IT?"
—EVANGELIZA LAVAIN, NECROMANCER