



MYCONID SOVEREIGN

Large plant, lawful neutral

Armor Class 13 (natural armor)

Hit Points 60 (8d10 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	14 (+2)	13 (+1)	15 (+2)	10 (+0)

Senses darkvision 120 ft., passive Perception 12

Languages —

Challenge 2 (450 XP)

Distress Spores. When the myconid takes damage, all other myconids within 240 feet of it can sense its pain.

Sun Sickness. While in sunlight, the myconid has disadvantage on ability checks, attack rolls, and saving throws. The myconid dies if it spends more than 1 hour in direct sunlight.

ACTIONS

Multiattack. The myconid uses either its Hallucination Spores or its Pacifying Spores, then makes a fist attack.

Fist. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. **Hit:** 8 (3d4 + 1) bludgeoning damage plus 7 (3d4) poison damage.

Animating Spores (3/Day). The myconid targets one corpse of a humanoid or a Large or smaller beast within 5 feet of it and releases spores at the corpse. In 24 hours, the corpse rises as a spore servant. The corpse stays animated for 1d4 + 1 weeks or until destroyed, and it can't be animated again in this way.

Hallucination Spores. The myconid ejects spores at one creature it can see within 5 feet of it. The target must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. The poisoned target is incapacitated while it hallucinates. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Pacifying Spores. The myconid ejects spores at one creature it can see within 5 feet of it. The target must succeed on a DC 12 Constitution saving throw or be stunned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the condition on itself on a success.

Rapport Spores. A 30-foot radius of spores extends from the myconid. These spores can go around corners and affect only creatures with an Intelligence of 2 or higher that aren't undead, constructs, or elementals. Affected creatures can communicate telepathically with one another while they are within 30 feet of each other. The effect lasts for 1 hour.

MYCONID ADULT

Medium plant, lawful neutral

Armor Class 12 (natural armor)

Hit Points 22 (4d8 + 4)

Speed 20 ft.

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

Senses darkvision 120 ft., passive Perception 11

Languages —

Challenge 1/2 (100 XP)

Distress Spores. When the myconid takes damage, all other myconids within 240 feet of it can sense its pain.

Sun Sickness. While in sunlight, the myconid has disadvantage on ability checks, attack rolls, and saving throws. The myconid dies if it spends more than 1 hour in direct sunlight.

ACTIONS

Fist. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. **Hit:** 5 (2d4) bludgeoning damage plus 5 (2d4) poison damage.

Pacifying Spores (3/Day). The myconid ejects spores at one creature it can see within 5 feet of it. The target must succeed on a DC 11 Constitution saving throw or be stunned 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.

Rapport Spores. A 20-foot radius of spores extends from the myconid. These spores can go around corners and affect only creatures with an Intelligence of 2 or higher that aren't undead, constructs, or elementals. Affected creatures can communicate telepathically with one another while they are within 30 feet of each other. The effect lasts for 1 hour.



NAGAS

Nagas are intelligent serpents that inhabit the ruins of the past, amassing arcane treasures and knowledge.

The first nagas were created as immortal guardians by a humanoid race long lost to history. When this race died out, the nagas deemed themselves the rightful inheritors of their masters' treasures and magical lore. Industrious and driven, nagas occasionally venture out from their lairs to track down magic items or rare spellbooks.

Nagas never feel the ravages of time or succumb to sickness. Even if it is struck down, a naga's immortal spirit reforms in a new body in a matter of days, ready to continue its eternal work.

Benevolent Dictators and Brutal Tyrants. A naga rules its domain with absolute authority. Whether it rules with compassion or by terrorizing its subjects, the naga believes itself the master of all other creatures that inhabit its domain.

Rivalry. Nagas have a long-standing enmity with the yuan-ti, with each race seeing itself as the epitome of serpentine evolution. Though cooperation between them is rare, nagas and yuan-ti sometimes set aside their differences to work toward common objectives. However, yuan-ti always chafe under a naga's authority.

Immortal Nature. A naga doesn't require air, food, drink, or sleep.



BONE NAGA

In response to the long history of conflict between the yuan-ti and the nagas, yuan-ti created a necromantic ritual that could halt a naga's resurrection by transforming the living naga into a skeletal undead servitor. A bone naga retains only a few of the spells it knew in life.

GUARDIAN NAGA

Wise and good, the beautiful guardian nagas protect sacred places and items of magical power from falling into evil hands. In their hidden redoubts, they research spells and hatch convoluted plots to thwart the evil designs of their enemies.

A guardian naga doesn't seek out violence, warning off intruders rather than attacking. Only if its foes persist does the naga attack, accosting enemies with its spells and poisonous spittle.

SPIRIT NAGA

Spirit nagas live in gloom and spitefulness, constantly plotting vengeance against creatures that have wronged them—or that they believe have wronged them. Lairing in dismal caverns and ruins, they devote their time to developing new spells and enslaving the mortals with which they surround themselves. A spirit naga likes to charm its foes, drawing them close so that it can sink its poisonous fangs into their flesh.

BONE NAGA

Large undead, lawful evil

Armor Class 15 (natural armor)

Hit Points 58 (9d10 + 9)

Speed 30 ft.

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

Damage Immunities poison

Condition Immunities charmed, exhaustion, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Common plus one other language

Challenge 4 (1,100 XP)

Spellcasting. The naga is a 5th-level spellcaster (spell save DC 12, +4 to hit with spell attacks) that needs only verbal components to cast its spells.

If the naga was a guardian naga in life, its spellcasting ability is Wisdom, and it has the following cleric spells prepared:

- Cantrips (at will): *mending, sacred flame, thaumaturgy*
- 1st level (4 slots): *command, shield of faith*
- 2nd level (3 slots): *calm emotions, hold person*
- 3rd level (2 slots): *bestow curse*

If the naga was a spirit naga in life, its spellcasting ability is Intelligence, and it has the following wizard spells prepared:

- Cantrips (at will): *mage hand, minor illusion, ray of frost*
- 1st level (4 slots): *charm person, sleep*
- 2nd level (3 slots): *detect thoughts, hold person*
- 3rd level (2 slots): *lightning bolt*

ACTIONS

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



"IF YOU DESTROY ME, I WILL RETURN, AND EVERYONE YOU CARE ABOUT WILL SUFFER FOR IT."
—EXPLICITICA DEFILUS,
SPIRIT NAGA



SPIRIT NAGA

Large monstrosity, chaotic evil

Armor Class 15 (natural armor)
Hit Points 75 (10d10 + 20)
Speed 40 ft.

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

Saving Throws Dex +6, Con +5, Wis +5, Cha +6
Damage Immunities poison
Condition Immunities charmed, poisoned
Senses darkvision 60 ft., passive Perception 12
Languages Abyssal, Common
Challenge 8 (3,900 XP)

Rejuvenation. If it dies, the naga returns to life in 1d6 days and regains all its hit points. Only a *wish* spell can prevent this trait from functioning.

Spellcasting. The naga is a 10th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks), and it needs only verbal components to cast its spells. It has the following wizard spells prepared:

Cantrips (at will): *mage hand, minor illusion, ray of frost*
1st level (4 slots): *charm person, detect magic, sleep*
2nd level (3 slots): *detect thoughts, hold person*
3rd level (3 slots): *lightning bolt, water breathing*
4th level (3 slots): *blight, dimension door*
5th level (2 slots): *dominate person*

ACTIONS

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 7 (1d6 + 4) piercing damage, and the target must make a DC 13 Constitution saving throw, taking 31 (7d8) poison damage on a failed save, or half as much damage on a successful one.

GUARDIAN NAGA

Large monstrosity, lawful good

Armor Class 18 (natural armor)
Hit Points 127 (15d10 + 45)
Speed 40 ft.

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

Saving Throws Dex +8, Con +7, Int +7, Wis +8, Cha +8
Damage Immunities poison
Condition Immunities charmed, poisoned
Senses darkvision 60 ft., passive Perception 14
Languages Celestial, Common
Challenge 10 (5,900 XP)

Rejuvenation. If it dies, the naga returns to life in 1d6 days and regains all its hit points. Only a *wish* spell can prevent this trait from functioning.

Spellcasting. The naga is an 11th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks), and it needs only verbal components to cast its spells. It has the following cleric spells prepared:

Cantrips (at will): *mending, sacred flame, thaumaturgy*
1st level (4 slots): *command, cure wounds, shield of faith*
2nd level (3 slots): *calm emotions, hold person*
3rd level (3 slots): *bestow curse, clairvoyance*
4th level (3 slots): *banishment, freedom of movement*
5th level (2 slots): *flame strike, geas*
6th level (1 slot): *true seeing*

ACTIONS

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one creature. *Hit:* 8 (1d8 + 4) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 45 (10d8) poison damage on a failed save, or half as much damage on a successful one.

Spit Poison. *Ranged Weapon Attack:* +8 to hit, range 15/30 ft., one creature. *Hit:* The target must make a DC 15 Constitution saving throw, taking 45 (10d8) poison damage on a failed save, or half as much damage on a successful one.



NIGHTMARE

Large fiend, neutral evil

Armor Class 13 (natural armor)

Hit Points 68 (8d10 + 24)

Speed 60 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	10 (+0)	13 (+1)	15 (+2)

Damage Immunities fire

Senses passive Perception 11

Languages understands Abyssal, Common, and Infernal but can't speak

Challenge 3 (700 XP)

Confer Fire Resistance. The nightmare can grant resistance to fire damage to anyone riding it.

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

ACTIONS

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage plus 7 (2d6) fire damage.

Ethereal Stride. The nightmare and up to three willing creatures within 5 feet of it magically enter the Ethereal Plane from the Material Plane, or vice versa.

NIGHTMARE

A nightmare appears in a cloud of roiling smoke, its mane, tail, and hooves wreathed in flame. The creature's unearthly black form moves with supernatural speed, vanishing in a cloud of brimstone as quickly as it appeared.

Dread Steed. Also called a “demon horse” or “hell horse,” the nightmare serves as a steed for creatures of exceptional evil, carrying demons, devils, death knights, liches, night hags, and other vile monsters. It resembles a fiendish horse, and a nightmare’s fiery red eyes betray its malevolent intelligence.

A nightmare can be summoned from the Lower Planes, but unless a worthy sacrifice is offered to it as food upon its arrival, the nightmare displays no special loyalty to the creature it serves.

Creating a Nightmare. Nightmares don’t appear naturally in the multiverse. They must be created from pegasi. The ritual that creates a nightmare requires the torturous removal of a pegasus’s wings, driving that noble creature to evil as it is transformed by dark magic.



NOTHIC

Medium aberration, neutral evil

Armor Class 15 (natural armor)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	16 (+3)	13 (+1)	10 (+0)	8 (-1)

Skills Arcana +3, Insight +4, Perception +2, Stealth +5

Senses truesight 120 ft., passive Perception 12

Languages Undercommon

Challenge 2 (450 XP)

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

ACTIONS

Multiattack. The nothic makes two claw attacks.

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

Rotting Gaze. The nothic targets one creature it can see within 30 feet of it. The target must succeed on a DC 12 Constitution saving throw against this magic or take 10 (3d6) necrotic damage.

Weird Insight. The nothic targets one creature it can see within 30 feet of it. The target must contest its Charisma (Deception) check against the nothic's Wisdom (Insight) check. If the nothic wins, it magically learns one fact or secret about the target. The target automatically wins if it is immune to being charmed.

NOTHIC

A baleful eye peers out from the darkness, its gleam hinting at a weird intelligence and unnerving malevolence. Most times, a nothic is content to watch, weighing and assessing the creatures it encounters. When driven to violence, it uses its horrific gaze to rot the flesh from its enemies' bones.

Cursed Arcanists. Rather than gaining the godlike supremacy they crave, some wizards who devote their lives to unearthing arcane secrets are reduced to creeping, tormented monsters by a dark curse left behind by Vecna, a powerful lich who, in some worlds, has transcended his undead existence to become a god of secrets. Nothics retain no awareness of their former selves, skulking amid the shadows and haunting places rich in magical knowledge, drawn by memories and impulses they can't quite understand.

Dark Oracles. Nothics possess a strange magical insight that allows them to extract knowledge from other creatures. This grants them unique understanding of secret and forbidden lore, which they share for a price. A nothic covets magic items, greedily accepting such gifts from creatures that seek out its knowledge.

Lurkers in Magical Places. Nothics are notorious for infiltrating arcane academies and other places rich in magical learning. They are driven by the vague knowledge that there exists a method to reverse their condition. This isn't a clear sense of purpose, but rather an obsessive tug at the end of the mind. Some nothics are clever enough to realize that this is merely part of the strange lesson for their folly, a false hope to drive them to seek out more arcane secrets.



OGRES

Ogres are as lazy of mind as they are strong of body. They live by raiding, scavenging, and killing for food and pleasure. The average adult specimen stands between 9 and 10 feet tall and weighs close to a thousand pounds.

Furious Tempers. Ogres are notorious for their quick tempers, which flare at the smallest perceived offense. Insults and name-calling can rouse an ogre's wrath in an instant—as can stealing from it, bumping, jabbing, or prodding it, laughing, making faces, or simply looking at it the wrong way. When its rage is incited, an ogre lashes out in a frustrated tantrum until it runs out of objects or creatures to smash.

Gruesome Gluttons. Ogres eat almost anything, but they especially enjoy the taste of dwarves, halflings, and elves. When they can, they combine dinner with pleasure, chasing scurrying victims around before eating them raw. If enough of its victim remains after the ogre has gorged itself, it might make a loincloth from its quarry's skin and a necklace from its leftover bones. This macabre crafting is the height of ogre culture.

Greedy Collectors. An ogre's eyes glitter with avarice when it sees the possessions of others. Ogres carry rough sacks on their raids, which they fill with fabulous "treasure" taken from their victims. This might include a collection of battered helmets, a moldy wheel of cheese, a rough patch of animal fur fastened like a cloak, or a squealing, mud-spattered pig. Ogres also delight in the gleam of gold and silver, and they will fight one another over small handfuls of coins. Smarter creatures can earn an ogre's trust by offering it gold or a weapon forged for a creature of its size.

Legendary Stupidity. Few ogres can count to ten, even with their fingers in front of them. Most speak only a rudimentary form of Giant and know a smattering of Common words. Ogres believe what they are told and are easy to fool or confuse, but they break things they don't understand. Silver-tongued tricksters who test their talents on these savages typically end up eating their eloquent words—and then being eaten in turn.

Primitive Wanderers. Ogres clothe themselves in animal pelts and uproot trees for use as crude tools and weapons. They create stone-tipped javelins for hunting. When they establish lairs, they settle near the rural edges of civilized lands, taking advantage of poorly protected livestock, undefended larders, and unwary farmers.

An ogre sleeps in caves, animal dens, or under trees until it finds a cabin or isolated farmhouse, whereupon it kills the inhabitants and lairs there. Whenever it is bored or hungry, an ogre ventures out from its lair, attacking anything that crosses its path. Only after an ogre has depleted an area of food does it move on.



OGRE

Large giant, chaotic evil

Armor Class 11 (hide armor)

Hit Points 59 (7d10 + 21)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	16 (+3)	5 (-3)	7 (-2)	7 (-2)

Senses darkvision 60 ft., passive Perception 8

Languages Common, Giant

Challenge 2 (450 XP)

ACTIONS

Greatclub. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.



"WORST. DANCERS. EVER."
—RIDDLEFIDDLE THE SATYR, ON OGRES

Ogre Gangs. Ogres sometimes band together in small, nomadic groups, but they lack a true sense of tribalism. When bands of ogres meet, one might attempt to capture the members of the other group to increase its numbers. However, ogre bands are just as likely to trade members freely, especially if the welcoming band is temporarily flush with food and weapons.

Whenever possible, ogres gang up with other monsters to bully or prey on creatures weaker than themselves. They associate freely with goblinoids, orcs, and trolls, and practically worship giants. In the giants' complex social structure (known as the ordning), ogres rank beneath the lowest giants in status. As a result, an ogre will do nearly anything a giant asks.

HALF-OGRE (OGRILLON)

When an ogre mates with a human, hobgoblin, bugbear, or orc, the result is always a half-ogre. (Ogres don't mate with dwarves, halflings, or elves. They eat them.) Human mothers rarely survive the birth of a half-ogre offspring.

The half-ogre offspring of an ogre and an orc is also called an ogrillon. An adult half-ogre or ogrillon stands 8 feet tall and weighs 450 pounds on average.

HALF-OGRE

Large giant, any chaotic alignment

Armor Class 12 (hide armor)

Hit Points 30 (4d10 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	14 (+2)	7 (-2)	9 (-1)	10 (+0)

Senses darkvision 60 ft., passive Perception 9

Languages Common, Giant

Challenge 1 (200 XP)

ACTIONS

Battleaxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage, or 14 (2d10 + 3) slashing damage if used with two hands.

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.

ONI

In nursery rhymes, oni are fearsome bogeymen that haunt the nightmares of children and adults alike, yet they are very real and always hungry. They find human babies especially delicious. Oni look like demonic ogres with blue or green skin, dark hair, and a pair of short ivory horns protruding from their foreheads. Their eyes are dark with strikingly white pupils, and their teeth and claws are jet black.

Night Hunters. By the light of day, an oni hides its true form with magic, gaining the trust of those it intends to betray when darkness descends. These creatures can change their size as well as their shape, appearing as humanoids as they pass through towns, pretending to be travelers, woodcutters, or frontier folk. In such a form, an oni takes stock of the selection of humanoids in a settlement and devises ways to abduct and devour some of them.

Magical Ogres. Oni are sometimes called ogre mages because of their innate magical ability. Though they are only distantly related to true ogres, they share the ogres' habit of joining forces with other evil creatures. An oni serves a master if doing so proves lucrative or provides it with a luxurious, well-defended home. Oni covet magic, and they work for evil wizards and hags in exchange for useful magic items.



LOCK THE DOOR, BLOW OUT THE LIGHT;
THE HUNGRY ONI HAUNTS THE NIGHT.
HIDE AND TREMBLE, LITTLE ONE;
THE ONI WANTS TO HAVE SOME FUN.

HEAR IT SCRATCHING ON THE DOOR;
SEE ITS SHADOW CROSS THE FLOOR.
THE SUN WON'T RISE FOR QUITE A WHILE;
TILL THEN, BEWARE THE ONI'S SMILE.

—CHILDREN'S RHYME

ONI

Large giant, lawful evil

Armor Class 16 (chain mail)

Hit Points 110 (13d10 + 39)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	16 (+3)	14 (+2)	12 (+1)	15 (+2)

Saving Throws Dex +3, Con +6, Wis +4, Cha +5

Skills Arcana +5, Deception +8, Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Common, Giant

Challenge 7 (2,900 XP)

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

At will: *darkness*, *invisibility*

1/day each: *charm person*, *cone of cold*, *gaseous form*, *sleep*

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

Regeneration. The oni regains 10 hit points at the start of its turn if it has at least 1 hit point.

ACTIONS

Multiattack. The oni makes two attacks, either with its claws or its glaive.

Claw (Oni Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

Glaive. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) slashing damage, or 9 (1d10 + 4) slashing damage in Small or Medium form.

Change Shape. The oni magically polymorphs into a Small or Medium humanoid, into a Large giant, or back into its true form. Other than its size, its statistics are the same in each form. The only equipment that is transformed is its glaive, which shrinks so that it can be wielded in humanoid form. If the oni dies, it reverts to its true form, and its glaive reverts to its normal size.



OOZES

Oozes thrive in the dark, shunning areas of bright light and extreme temperatures. They flow through the damp underground, feeding on any creature or object that can be dissolved, slinking along the ground, dripping from walls and ceilings, spreading across the edges of underground pools, and squeezing through cracks. The first warning an adventurer receives of an ooze's presence is often the searing pain of its acidic touch.

Oozes are drawn to movement and warmth. Organic material nourishes them, and when prey is scarce they feed on grime, fungus, and offal. Veteran explorers know that an immaculately clean passageway is a likely sign that an ooze lairs nearby.

Slow Death. An ooze kills its prey slowly. Some varieties, such as black puddings and gelatinous cubes, engulf creatures to prevent escape. The only upside of this torturous death is that a victim's comrades can come to the rescue before it is too late.

Since not every ooze digests every type of substance, some have coins, metal gear, bones, and other debris suspended within their quivering bodies. A slain ooze can be a rich source of treasure for its killers.

Unwitting Servants. Although an ooze lacks the intelligence to ally itself with other creatures, others that understand an ooze's need to feed might lure it into a location where it can be of use to them. Clever monsters keep oozes around to defend passageways or consume refuse. Likewise, an ooze can be enticed into a pit trap, where its captors feed it often enough to prevent it from coming after them. Crafty creatures place torches and flaming braziers in strategic areas to dissuade an ooze from leaving a particular tunnel or room.

Spawn of Juiblex. According to the *Demonomicon of Iggwilv* and other sources, oozes are scattered fragments or offspring of the demon lord Juiblex. Whether this is true or not, the Faceless Lord is one of the few beings that can control oozes and imbue them with a modicum of intelligence. Most of the time, oozes have no sense of tactics or self-preservation. They are direct and predictable, attacking and eating without cunning. Under the control of Juiblex, they exhibit glimmers of sentience and malevolent intent.

Ooze Nature. An ooze doesn't require sleep.

VARIANT: PSYCHIC GRAY OOZE

A gray ooze that lives a long time can evolve to become more intelligent and develop limited psionic ability. Such occurrences are more common in gray oozes that live near psionic creatures such as mind flayers, suggesting that the ooze can sense and mimic psionic ability.

A psionic gray ooze has an Intelligence score of 6 (-2), as well as the following additional action.

Psychic Crush (Recharge 5-6). The ooze targets one creature that it can sense within 60 feet of it. The target must make a DC 10 Intelligence saving throw, taking 10 (3d6) psychic damage on a failed save, or half as much damage on a successful one.

BLACK PUDDING

A black pudding resembles a heaving mound of sticky black sludge. In dim passageways, the pudding appears to be little more than a blot of shadow.

Flesh, wood, metal, and bone dissolve when the pudding ebbs over them. Stone remains behind, wiped clean.

GELATINOUS CUBE

Gelatinous cubes scour dungeon passages in silent, predictable patterns, leaving perfectly clean paths in their wake. They consume living tissue while leaving bones and other materials undissolved.

A gelatinous cube is all but transparent, making it hard to spot until it attacks. A cube that is well fed can be easier to spot, since its victims' bones, coins, and other objects can be seen suspended inside the creature.

GRAY OOZE

A gray ooze is stone turned to liquid by chaos. When it moves, it slithers like a liquid snake, rising to strike.

OCHRE JELLY

Ochre jellies are yellowish blobs that can slide under doors and through narrow cracks in pursuit of creatures to devour. They have enough bestial cunning to avoid large groups of enemies.

An ochre jelly follows at a safe distance as it pursues its meal. Its digestive enzymes dissolve flesh quickly but have no effect on other substances such as bone, wood, and metal.



BLACK PUDDING

Large ooze, unaligned

Armor Class 7

Hit Points 85 (10d10 + 30)

Speed 20 ft., climb 20 ft.

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

Damage Immunities acid, cold, lightning, slashing

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

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages —

Challenge 4 (1,100 XP)

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

Corrosive Form. A creature that touches the pudding or hits it with a melee attack while within 5 feet of it takes 4 (1d8) acid damage. Any nonmagical weapon made of metal or wood that hits the pudding corrodes. After dealing damage, the weapon

takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5 , the weapon is destroyed. Nonmagical ammunition made of metal or wood that hits the pudding is destroyed after dealing damage.

The pudding can eat through 2-inch-thick, nonmagical wood or metal in 1 round.

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

ACTIONS

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage plus 18 (4d8) acid damage. In addition, nonmagical armor worn by the target is partly dissolved and takes a permanent and cumulative -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

REACTIONS

Split. When a pudding that is Medium or larger is subjected to lightning or slashing damage, it splits into two new puddings if it has at least 10 hit points. Each new pudding has hit points equal to half the original pudding's, rounded down. New puddings are one size smaller than the original pudding.

"THE DUNGEON'S FLOORS WERE SPOTLESS. THAT SHOULD HAVE BEEN OUR FIRST CLUE."
—FROM THE JOURNAL OF JASTER HOLLOWQUILL,
ON HIS FIRST EXPLORATION OF UNDERMOUNTAIN



GELATINOUS CUBE

Large ooze, unaligned

Armor Class 6

Hit Points 84 (8d10 + 40)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	3 (-4)	20 (+5)	1 (-5)	6 (-2)	1 (-5)

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

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages —

Challenge 2 (450 XP)

Ooze Cube. The cube takes up its entire space. Other creatures can enter the space, but a creature that does so is subjected to the cube's Engulf and has disadvantage on the saving throw.

Creatures inside the cube can be seen but have total cover.

A creature within 5 feet of the cube can take an action to pull a creature or object out of the cube. Doing so requires a successful DC 12 Strength check, and the creature making the attempt takes 10 (3d6) acid damage.

The cube can hold only one Large creature or up to four Medium or smaller creatures inside it at a time.

Transparent. Even when the cube is in plain sight, it takes a successful DC 15 Wisdom (Perception) check to spot a cube that has neither moved nor attacked. A creature that tries to enter the cube's space while unaware of the cube is surprised by the cube.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) acid damage.

Engulf. The cube moves up to its speed. While doing so, it can enter Large or smaller creatures' spaces. Whenever the cube enters a creature's space, the creature must make a DC 12 Dexterity saving throw.

On a successful save, the creature can choose to be pushed 5 feet back or to the side of the cube. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the cube enters the creature's space, and the creature takes 10 (3d6) acid damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 21 (6d6) acid damage at the start of each of the cube's turns. When the cube moves, the engulfed creature moves with it.

An engulfed creature can try to escape by taking an action to make a DC 12 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the cube.



GRAY OOZE

Medium ooze, unaligned

Armor Class 8

Hit Points 22 (3d8 + 9)

Speed 10 ft., climb 10 ft.

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

Skills Stealth +2

Damage Resistances acid, cold, fire

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

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages —

Challenge 1/2 (100 XP)

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

Corrode Metal. Any nonmagical weapon made of metal that hits the ooze corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal that hits the ooze is destroyed after dealing damage.

The ooze can eat through 2-inch-thick, nonmagical metal in 1 round.

False Appearance. While the ooze remains motionless, it is indistinguishable from an oily pool or wet rock.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage plus 7 (2d6) acid damage, and if the target is wearing nonmagical metal armor, its armor is partly corroded and takes a permanent and cumulative -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.



OCHRE JELLY

Large ooze, unaligned

Armor Class 8

Hit Points 45 (6d10 + 12)

Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	6 (-2)	14 (+2)	2 (-4)	6 (-2)	1 (-5)

Damage Resistances acid

Damage Immunities lightning, slashing

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

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages —

Challenge 2 (450 XP)

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

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

ACTIONS

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

REACTIONS

Split. When a jelly that is Medium or larger is subjected to lightning or slashing damage, it splits into two new jellies if it has at least 10 hit points. Each new jelly has hit points equal to half the original jelly's, rounded down. New jellies are one size smaller than the original jelly.



ORCS

Orcs are savage raiders and pillagers with stooped postures, low foreheads, and piggish faces with prominent lower canines that resemble tusks.

Gruumsh One-Eye. Orcs worship Gruumsh, the mightiest of the orc deities and their creator. The orcs believe that in ancient days, the gods gathered to divide the world among their followers. When Gruumsh claimed the mountains, he learned they had been taken by the dwarves. He laid claim to the forests, but those had been settled by the elves. Each place that Gruumsh wanted had already been claimed. The other gods laughed at Gruumsh, but he responded with a furious bellow. Grasping his mighty spear, he laid waste to the mountains, set the forests aflame, and carved great furrows in the fields. Such was the role of the orcs, he proclaimed, to take and destroy all that the other races would deny them. To this day, the orcs wage an endless war on humans, elves, dwarves, and other folk.

Orcs hold a particular hatred for elves. The elven god Corellon Larethian half-blinded Gruumsh with a well-placed arrow to the orc god's eye. Since then, the orcs have taken particular joy in slaughtering elves. Turning his injury into a baleful gift, Gruumsh grants divine might to any champion who willingly plucks out one of its eyes in his honor.

Tribes like Plagues. Orcs gather in tribes that exert their dominance and satisfy their bloodlust by plundering villages, devouring or driving off roaming herds, and slaying any humanoids that stand against them. After savaging a settlement, orcs pick it clean of wealth and items usable in their own lands. They set the remains of villages and camps ablaze, then retreat whence they came, their bloodlust satisfied.

Ranging Scavengers. Their lust for slaughter demands that orcs dwell always within striking distance of new targets. As such, they seldom settle permanently, instead converting ruins, cavern complexes, and defeated foes' villages into fortified camps and strongholds. Orcs build only for defense, making no innovation or improvement to their lairs beyond mounting the severed body parts of their victims on spiked stockade walls or pikes jutting up from moats and trenches.

When an existing territory is depleted of food, an orc tribe divides into roving bands that scout for choice hunting grounds. When each party returns, it brings back trophies and news of targets ripe for attack, the richest of which is chosen. The tribe then sets out en masse to carve a bloody path to its new territory.

On rare occasions, a tribe's leader chooses to hold onto a particularly defensible lair for decades. The orcs of such a tribe must range far across the countryside to sate their appetites.

Leadership and Might. Orc tribes are mostly patriarchal, flaunting such vivid or grotesque titles as Many-Arrows, Screaming Eye, and Elf Ripper. Occasionally, a powerful war chief unites scattered orc tribes into a single rampaging horde, which runs roughshod over other orc tribes and humanoid settlements from a position of overwhelming strength.

Strength and power are the greatest of orcish virtues, and orcs embrace all manner of mighty creatures in their tribes. Rejecting notions of racial purity, they proudly welcome ogres, trolls, half-orcs, and ologs into their ranks. As well, orcs respect and fear the size and power of evil giants, and often serve them as guards and soldiers.

Orc Crossbreeds. Luthic, the orc goddess of fertility and wife of Gruumsh, demands that orcs procreate often and indiscriminately so that orc hordes swell generation after generation. The orcs' drive to reproduce runs stronger than any other humanoid race, and they readily crossbreed with other races. When an orc procreates with a non-orc humanoid of similar size and stature (such as a human or a dwarf), the resulting child is either an orc or a half-orc. When an orc produces young with an ogre, the child is a half-ogre of intimidating strength and brutish features called an ogrillon.

ORC WAR CHIEF

The war chief of an orc tribe is its strongest and most cunning member. The reign of a war chief lasts only as long as it commands the fear and respect of other tribe members, whose bloodlust must be regularly satisfied lest the chief appear weak.

Scions of Slaughter. Gruumsh bestows special blessings upon war chiefs who prove themselves in battle time and again, imbuing them with slivers of his savagery. A war chief so blessed finds that his weapons cut deeper into his enemies, allowing him to inflict more carnage.

KING OBOULD MANY-ARROWS

King Obould of the Many-Arrows tribe is a legend among the orc war chiefs of the Forgotten Realms, and he is the most famous orc chief in the history of the D&D game.

Smarter and more intuitive than most of his kind, Obould slew his chieftain to take control of his tribe. Skilled in the arts of war and renowned for his violent temper, Obould proved himself a fierce opponent in battle time and again. Over the years, he subsumed other orc tribes into his own, until he commanded a horde of thousands.

Obould leveraged his strength and influence to carve out a kingdom for himself in the Spine of the World, a mountain range overlooking numerous dwarven, human, and elven strongholds.

After years of bloody conflict with his more civilized neighbors, Obould did the unthinkable and brokered a peace treaty with his enemies. This treaty confused many of the orcs under Obould's command. It was either a clever ploy by Obould to buy time while he strengthened his army for a final, decisive sweep across the Savage Frontier, or it was a troubling sign that Obould had forsaken the ways of Gruumsh and needed to be destroyed.

ORC EYE OF GRUUMSH

When an orc slays an elf in Gruumsh's name and offers the corpse of its foe as a sacrifice to the god of slaughter, an aspect of the god might appear. This aspect demands an additional sacrifice: one of the orc's eyes, symbolizing the loss Gruumsh suffered at the hands of his greatest enemy, Corellon Larethian.

If the orc plucks out one of its eyes, Gruumsh might grant the orc spellcasting ability and special favor, along with the right to call itself an Eye of Gruumsh. When not using their auguries to advise their war chiefs, these savage devotees of the god of slaughter hurl themselves into battle, their weapons stained with blood.

OROG

Ologs are orcs blessed with a surprisingly keen intellect that ordinary orcs believe is a gift from the orc goddess Luthic. Like Luthic, ologs prefer to live underground, although the scarcity of food often brings them to the surface to hunt. Orcs respect an olog's strength and cunning, and a lone olog might command an orc war band.

Stronger and Smarter. An olog uses its strength to bully other orcs and its intelligence to surprise enemies on the battlefield. Many an overconfident elf, human, or dwarf commander has watched a "simple" orc warlord execute a clever maneuver to outflank and destroy an opposing force, not realizing the orc is an olog.

When encountered in great numbers, ologs form their own detachments within much larger orc hordes, and they are always at the forefront of any attack, relying on their superior strength and tactical insight to overcome anything that stands in their way.

Few orc tribes actively seek out ologs to bolster their ranks. The ologs' superiority makes them ideal leaders, and thus deadly rivals to orc war chiefs, who must be wary of olog treachery.

Detached Killers. Wanting nothing more than to hack their enemies to pieces, ologs are a terrifying presence on the battlefield. They form no attachments, even to their parents and siblings, and have no concept of love or dedication. They worship the orc pantheon of gods—Gruumsh and Luthic foremost—because they believe that the gods have strength beyond reason, and physical might is all they respect.

Servants of Darkness. Mistrusted by orcs, some ologs form independent mercenary war bands that sell themselves to the highest bidder. As long as they are rewarded, olog mercenaries gladly serve as elite warriors and shock troops for evil wizards, depraved giants, and other villains.

HE WORKED HIS SERRATED LONG KNIFE SAVAGELY, TEARING OUT THE KING'S THROAT TO THE BOWLS OF APPROVAL FROM HIS LEGIONS. THE FEROCIOUS ORC DIDN'T STOP THERE, DIGGING AND RIPPING THE BLADE BACK AND FORTH UNRELENTINGLY UNTIL HE TOOK THE HEAD OFF THE DWARF KING'S SHOULDERS.

—AN ACCOUNT OF WAR CHIEF HARTUSK'S BRUTALITY IN THE AFTERMATH OF THE BATTLE OF THE COLD VALE



TYPICAL ORC

ORC

Medium humanoid (orc), chaotic evil

Armor Class 13 (hide armor)
Hit Points 15 (2d8 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	7 (-2)	11 (+0)	10 (+0)

Skills Intimidation +2
Senses darkvision 60 ft., passive Perception 10
Languages Common, Orc
Challenge 1/2 (100 XP)

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

ACTIONS

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) slashing damage.

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

ORC WAR CHIEF

Medium humanoid (orc), chaotic evil

Armor Class 16 (chain mail)
Hit Points 93 (11d8 + 44)
Speed 30 ft.

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

Saving Throws Str +6, Con +6, Wis +2
Skills Intimidation +5
Senses darkvision 60 ft., passive Perception 10
Languages Common, Orc
Challenge 4 (1,100 XP)

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

Griumsh's Fury. The orc deals an extra 4 (1d8) damage when it hits with a weapon attack (included in the attacks).

ACTIONS

Multiattack. The orc makes two attacks with its greataxe or its spear.

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 14 (1d12 + 4 plus 1d8) slashing damage.

Spear. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 12 (1d6 + 4 plus 1d8) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack.

Battle Cry (1/Day). Each creature of the war chief's choice that is within 30 feet of it, can hear it, and not already affected by Battle Cry gain advantage on attack rolls until the start of the war chief's next turn. The war chief can then make one attack as a bonus action.

TYPICAL OROG



ORC EYE OF GRUUMSH

Medium humanoid (orc), chaotic evil

Armor Class 16 (ring mail, shield)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	9 (-1)	13 (+1)	12 (+1)

Skills Intimidation +3, Religion +1

Senses darkvision 60 ft., passive Perception 11

Languages Common, Orc

Challenge 2 (450 XP)

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

Gruumsh's Fury. The orc deals an extra 4 (1d8) damage when it hits with a weapon attack (included in the attack).

Spellcasting. The orc is a 3rd-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The orc has the following cleric spells prepared:

Cantrips (at-will): *guidance, resistance, thaumaturgy*

1st level (4 slots): *bless, command*

2nd level (2 slots): *augury, spiritual weapon* (spear)

ACTIONS

Spear. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 11 (1d6 + 3 plus 1d8) piercing damage, or 12 (2d8 + 3) piercing damage if used with two hands to make a melee attack.

OROG

Medium humanoid (orc), chaotic evil

Armor Class 18 (plate)

Hit Points 42 (5d8 + 20)

Speed 30 ft.

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

Skills Intimidation +5, Survival +2

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orc

Challenge 2 (450 XP)

Aggressive. As a bonus action, the orog can move up to its speed toward a hostile creature that it can see.

ACTIONS

Multiattack. The orog makes two greataxe attacks.

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) slashing damage.

Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.



OTYUGH

An otyugh is a grotesque, bulbous creature borne along on three sturdy legs, its eyes and nose set along a vine-like stalk that snakes from the top of its bloated body.

Two rubbery tentacles end in spiky, leaf-like appendages that the otyugh uses to shovel food into its gaping maw.

An otyugh buries itself under mounds of offal and carrion, leaving only its sensory stalk exposed. When an edible creature happens by, the otyugh's tentacles erupt from the filth and grab hold of it.

Otyughs make the most of any opportunity to ambush and devour prey. They use a limited form of telepathy to urge sentient creatures toward their lairs, sometimes by pretending to be something else.

Dwellers in Darkness. Otyughs tolerate bright light only when considerable stores of carrion or garbage lie within reach. In the wilderness, they dwell in stagnant swamps, scum-filled ponds, and damp forest dells. The scent of graveyards, city sewers, village middens, and manure-filled animal pens attracts them to civilized areas.

Since otyughs lack concern for anything but food, their nests sometimes accumulate a variety of treasures shed from their victims and mixed among the junk.

Symbiotic Guardians. Sentient subterranean beings can coexist with otyughs, employing them as garbage disposals. With such plentiful sustenance, otyughs grow fat in their wallows, unmoved by any other drive or desire. This sedentary gluttony makes them reliable guardians. As long as it is fed, an otyugh refrains from attacking other creatures. However, would-be otyugh masters can easily underestimate the quantity of waste, carrion, and meat necessary to keep an otyugh from wandering off in search of food. More than one "trained" otyugh has eaten its keeper after devouring all the waste in its wallow.

OTYUGH

Large aberration, neutral

Armor Class 14 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	19 (+4)	6 (-2)	13 (+1)	6 (-2)

Saving Throws Con +7

Senses darkvision 120 ft., passive Perception 11

Languages Otyugh

Challenge 5 (1,800 XP)

Limited Telepathy. The otyugh can magically transmit simple messages and images to any creature within 120 feet of it that can understand a language. This form of telepathy doesn't allow the receiving creature to telepathically respond.

ACTIONS

Multiattack. The otyugh makes three attacks: one with its bite and two with its tentacles.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the target must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. The disease is cured on a success. The target dies if the disease reduces its hit point maximum to 0. This reduction to the target's hit point maximum lasts until the disease is cured.

Tentacle. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage plus 4 (1d8) piercing damage. If the target is Medium or smaller, it is grappled (escape DC 13) and restrained until the grapple ends. The otyugh has two tentacles, each of which can grapple one target.

Tentacle Slam. The otyugh slams creatures grappled by it into each other or a solid surface. Each creature must succeed on a DC 14 Strength saving throw or take 10 (2d6 + 3) bludgeoning damage and be stunned until the end of the otyugh's next turn. On a successful save, the target takes half the bludgeoning damage and isn't stunned.

OWLBEAR

An owlbear's screech echoes through dark valleys and benighted forests, piercing the quiet night to announce the death of its prey. Feathers cover the thick, shaggy coat of its bearlike body, and the limpid pupils of its great round eyes stare furiously from its owlish head.

Deadly Ferocity. The owlbear's reputation for ferocity, aggression, stubbornness, and sheer ill temper makes it one of the most feared predators of the wild. There is little, if anything, that a hungry owlbear fears. Even monsters that outmatch an owlbear in size and strength avoid tangling with it, for this creature cares nothing about a foe's superior strength as it attacks without provocation.

Consummate Predators. An owlbear emerges from its den around sunset and hunts into the darkest hours of the night, hooting or screeching to declare its territory, to search for a mate, or to flush prey into its hunting grounds. These are typically forests familiar to the owlbear, and dense enough to limit its quarry's escape routes.

An owlbear makes its den in a cave or ruin littered with the bones of its prey. It drags partially devoured kills back to its den, storing portions of the carcass among the surrounding rocks, bushes, and trees. The scent of blood and rotting flesh hangs heavy near an owlbear's lair, attracting scavengers and thus luring more prey.

Owlbears hunt alone or in mated pairs. If quarry is plentiful, a family of owlbears might remain together for longer than is required to rear offspring. Otherwise, they part ways as soon as the young are ready to hunt.

Savage Companions. Although they are more intelligent than most animals, owlbears are difficult to tame. However, with enough time, food, and luck, an intelligent creature can train an owlbear to recognize it as a master, making it an unflinching guard or a fast and hardy mount. People of remote frontier settlements have even succeeded at racing owlbears, but spectators bet as often on which owlbear will attack its handler as they do on which will reach the finish line first.

Elven communities encourage owlbears to den beneath their treetop villages, using the beasts as a natural defense during the night. Hobgoblins favor owlbears as war beasts, and hill giants and frost giants sometimes keep owlbears as pets. A starved owlbear might show up in a gladiatorial arena, ruthlessly eviscerating and devouring its foes before a bloodthirsty audience.

Owlbear Origins. Scholars have long debated the origins of the owlbear. The most common theory is that a demented wizard created the first specimen by crossing a giant owl with a bear. However, venerable elves claim to have known these creatures for thousands of years, and some fey insist that owlbears have always existed in the Feywild.



OWLBEAR

Large monstrosity, unaligned

Armor Class 13 (natural armor)

Hit Points 59 (7d10 + 21)

Speed 40 ft.

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

Skills Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 3 (700 XP)

Keen Sight and Smell. The owlbear has advantage on Wisdom (Perception) checks that rely on sight or smell.

ACTIONS

Multiattack. The owlbear makes two attacks: one with its beak and one with its claws.

Beak. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 10 (1d10 + 5) piercing damage.

Claws. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) slashing damage.

"THE ONLY GOOD THING ABOUT OWLBEARS
IS THAT THE WIZARD WHO CREATED THEM IS
PROBABLY DEAD."

—XARSHEL RAVENSHADOW, GNOME
PROFESSOR OF TRANSMUTATIVE SCIENCE AT
MORGRAYE UNIVERSITY

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"BEHOLD, THE PEGASUS. IT CAN
OUTRACE A DRAGON IN THE OPEN SKY,
AND ONLY THE BEST AMONG US CAN
EVER HOPE TO RIDE ONE. A FITTING
EMBLEM FOR OUR GREAT HOUSE,
DON'T YOU THINK?"

—TYLLENVÅNE D'ORIEN,
DRAGONMARKED SCION AND
PROUD REPRESENTATIVE
OF HOUSE ORIEN



PEGASUS

Large celestial, chaotic good

Armor Class 12

Hit Points 59 (7d10 + 21)

Speed 60 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	10 (+0)	15 (+2)	13 (+1)

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

Skills Perception +6

Senses passive Perception 16

Languages understands Celestial, Common, Elvish, and Sylvan
but can't speak

Challenge 2 (450 XP)

ACTIONS

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 11 (2d6 + 4) bludgeoning damage.

PEGASUS

The white winged horses known as pegasi soar through the skies, a vision of grace and majesty. When they touch down on solid ground, they linger only for a moment, drinking from mountain springs and pristine lakes. Any sound or sign of another creature startles them, sending them off to fly once more among the clouds.

Noble Mounts. Pegasi are highly prized as swift and reliable steeds, being faster and less temperamental than griffons, hippogriffs, and wyverns. However, these wild and shy creatures are as intelligent as humanoids, and so can't be traditionally broken and tamed. A pegasus must be persuaded to serve a good-aligned creature as a mount, but when it does so, it forges a life-long bond with its new companion.

Born of the Planes. Pegasi trace their origins to the Olympian Glades of Arborea, where they soar through the skies of that plane and serve as faithful mounts to the Seldarine, the pantheon of elven gods. These gods have been known to send pegasi to the Material Plane to aid those in need.

Pegasi Nests. Pegasi mate for life, build their nests in hard-to-reach locations, and give birth to live young.



PERYTON

Although this monstrous carnivore feeds on any creature, it prefers humanoids, especially elves, half-elves, and humans. When it kills a humanoid, a peryton rips out its prey's heart and takes it back to its nest to be devoured.

The peryton is a bizarre creature that blends the body and wings of a bird of prey with the head of a stag. Its strangest feature is its shadow, which appears humanoid rather than reflecting the creature's physical form. Sages postulate that the first perytons were humans transformed by a hideous curse or magical experiment, but bards tell a different tale of a man whose infidelity caused his scorned wife to cut out the heart of her younger, more beautiful rival and consume it in a ritual intended to forever win her husband's heart. The ritual succeeded until the woman's villainy was exposed. She was hanged for her crime, but the lingering magic of her foul ritual caused the carrion birds that feasted on her corpse to transform into the first perytons.

Unnatural Hunger. A peryton's reproductive cycle depends on the heart of a freshly killed humanoid. The organ must be consumed by a female peryton before she can reproduce. When a peryton consumes a heart, its shadow changes for a brief time to reflect its true monstrous form.

When attacking a humanoid, a peryton is single-minded and relentless, fighting until it or its prey dies. If a peryton is somehow driven away, it stalks lost prey from afar, attacking again when the opportunity arises.

Bane of the Mountains. Perytons roost atop mountain ridges and lair in high caves. They prey on creatures living or wandering in the vales below, and travelers on lonely mountain roads learn to keep a wary eye on the sky. Because normal weapons are less effective against perytons, the folk of the mountains know to avoid confrontations with these monsters at all costs.

Established settlements are attractive to perytons as a renewable food source. As such, village councils and local nobles often hire adventurers to eliminate peryton nests.

PERYTON

Medium monstrosity, chaotic evil

Armor Class 13 (natural armor)

Hit Points 33 (6d8 + 6)

Speed 20 ft., fly 60 ft.

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

Skills Perception +5

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Senses passive Perception 15

Languages understands Common and Elvish but can't speak

Challenge 2 (450 XP)

Dive Attack. If the peryton 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 9 (2d8) damage to the target.

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

Keen Sight and Smell. The peryton has advantage on Wisdom (Perception) checks that rely on sight or smell.

ACTIONS

Multiattack. The peryton makes one gore attack and one talon attack.

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

Talons. Melee Weapon Attack: +5 to hit, reach 5 ft., one target.
Hit: 8 (2d4 + 3) piercing damage.



PIERCER

Medium monstrosity, unaligned

Armor Class 15 (natural armor)

Hit Points 22 (3d8 + 9)

Speed 5 ft., climb 5 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	16 (+3)	1 (-5)	7 (-2)	3 (-4)

Skills Stealth +5

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 8

Languages —

Challenge 1/2 (100 XP)

False Appearance. While the piercer remains motionless on the ceiling, it is indistinguishable from a normal stalactite.

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

ACTIONS

Drop. Melee Weapon Attack: +3 to hit, one creature directly underneath the piercer. **Hit:** 3 (1d6) piercing damage per 10 feet fallen, up to 21 (6d6). **Miss:** The piercer takes half the normal falling damage for the distance fallen.

PIERCER

Clinging to the ceilings of caverns and large subterranean passages, piercers blend in perfectly with natural rock, dropping in silence to impale unsuspecting foes on the ground below.

A piercer is the larval form of a roper, and the two creatures often attack in tandem. A rock-like shell encases a piercer's body, giving it the look and texture of a stalactite. That shell protects a soft, slug-like upper body that lets the piercer move across cavern walls and ceilings to position itself for prey. With its eye and mouth closed, the piercer is difficult to distinguish from ordinary rock formations.

Patient Hunters. Piercers can see, but they can also respond to noise and heat, waiting for living creatures to pass beneath them, then falling to attack. A piercer that misses its chance to kill must make its slow way back to the ceiling. A fallen piercer excretes a foul-smelling slime when attacked, making most predators think twice about eating it.

Piercers gather in colonies to maximize the effectiveness of their attacks, dropping simultaneously to increase the odds of striking prey. After a piercer successfully slays a creature, the others slowly creep toward the corpse to join in the feast.

"PETAL GOWNS AND ACORN CAPS ARE
SO LAST SUMMER!"
—RIVERGLEAM, PIXIE FASHIONISTA

PIXIE

Standing barely a foot tall, pixies resemble diminutive elves with gossamer wings like those of dragonflies or butterflies, bright as the clear dawn and as luminous as the full moonrise. Curious as cats and shy as deer, pixies go where they please. They like to spy on other creatures and can barely contain their excitement around them. The urge to introduce themselves and strike up a friendship is almost overwhelming; only a pixie's fear of being captured or attacked stays its hand. Those who wander through a pixie's glade might never see the creatures, yet hear the occasional giggle, gasp, or sigh.

Pixies array themselves like princes and princesses of the fey, wearing flowing gowns and doublets of silk that sparkle like moonlight on a pond. Some dress in acorns, leaves, bark, and the pelts of tiny woodland beasts. They take great pride in their regalia and beam with joy when they are complimented on their ensembles.

Magical Faerie Folk. With their innate power of invisibility, pixies rarely appear unless they wish to be seen. In the Feywild and on the Material Plane, pixies etch patterns of frost on winter ponds and rouse the buds in springtime. They cause flowers to sparkle with summer dew, and color the leaves with the blazing hues of autumn.

Pixie Dust. When pixies fly visibly, a shower of sparkling dust follows in their wake like the glittering tail of a shooting star. A mere sprinkle of pixie dust is said to be able to grant the power of flight, confuse a creature hopelessly, or send foes into a magical slumber. Only pixies can use their dust to its full potential, but these fey are constantly sought out by mages and monsters seeking to study or master their power.

Tiny Tricksters. While the arrival of visitors piques their curiosity, pixies are too shy to reveal themselves at first. They study the visitors from afar to gauge their temperament or play harmless tricks on them to measure their reactions. For example, pixies might tie a dwarf's boots together, create illusions of strange creatures or treasures, or use dancing lights to lead interlopers astray. If the visitors respond with hostility, the pixies give them a wide berth. If the visitors are good natured, the pixies are likely to be emboldened and more friendly. The fey might even emerge and offer to guide their "guests" along a safe route or invite them to a tiny yet satisfying feast prepared in their honor.

Opposed to Violence. Unlike their fey cousins, the sprites, pixies abhor weapons and would sooner flee than get into a physical altercation with any enemy.



PIXIE

Tiny fey, neutral good

Armor Class 15
Hit Points 1 (1d4 - 1)
Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	20 (+5)	8 (-1)	10 (+0)	14 (+2)	15 (+2)

Skills Perception +4, Stealth +7

Senses passive Perception 14

Languages Sylvan

Challenge 1/4 (50 XP)

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

Innate Spellcasting. The pixie's innate spellcasting ability is Charisma (spell save DC 12). It can innately cast the following spells, requiring only its pixie dust as a component:

At will: *druidcraft*

1/day each: *confusion*, *dancing lights*, *detect evil and good*, *detect thoughts*, *dispel magic*, *entangle*, *fly*, *phantasmal force*, *polymorph*, *sleep*

ACTIONS

Superior Invisibility. The pixie magically turns invisible until its concentration ends (as if concentrating on a spell). Any equipment the pixie wears or carries is invisible with it.



PSEUDODRAGON

The elusive pseudodragon dwells in the quiet places of the world, making its home in the hollows of trees and small caves. With its red-brown scales, horns, and a maw filled with sharp teeth, a pseudodragon resembles a tiny red dragon but its disposition is playful.

Quiet and Defensive. Pseudodragons have little interest in other creatures, and they avoid them whenever possible. If it is attacked, a pseudodragon fights back using the poisonous stinger at the tip of its tail, one jab of which can put a creature into a catatonic state that can last for hours.

Draconic Familiars. Mages often seek out pseudodragons, whose agreeable disposition, telepathic ability, and resistance to magic make them superior familiars. Pseudodragons are selective when it comes to choosing companions, but they can sometimes be won over with gifts of food or treasure. When a pseudodragon finds an agreeable companion, it bonds with that person as long as it is treated fairly. A pseudodragon puts up with no ill treatment, and it abandons a manipulative or abusive companion without warning.

Language of Emotion. Pseudodragons can't speak, but they communicate using a limited form of telepathy that allows them to share basic ideas such as hunger, curiosity, or affection. When it bonds with a companion, a pseudodragon can communicate what it sees and hears even over long distances.

A pseudodragon often vocalizes animal noises. A rasping purr indicates pleasure, while a hiss means unpleasant surprise. A bird-like chirping represents desire, and a growl always means anger or discontent.

VARIANT: PSEUDODRAGON FAMILIAR

Some pseudodragons are willing to serve spellcasters as a familiar. Such pseudodragons have the following trait.

Familiar. The pseudodragon can serve another creature as a familiar, forming a magic, telepathic bond with that willing companion. While the two are bonded, the companion can sense what the pseudodragon senses as long as they are within 1 mile of each other. While the pseudodragon is within 10 feet of its companion, the companion shares the pseudodragon's Magic Resistance trait. At any time and for any reason, the pseudodragon can end its service as a familiar, ending the telepathic bond.

PSEUDODRAGON

Tiny dragon, neutral good

Armor Class 13 (natural armor)

Hit Points 7 (2d4 + 2)

Speed 15 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	13 (+1)	10 (+0)	12 (+1)	10 (+0)

Skills Perception +3, Stealth +4

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 13

Languages understands Common and Draconic but can't speak

Challenge 1/4 (50 XP)

Keen Senses. The pseudodragon has advantage on Wisdom (Perception) checks that rely on sight, hearing, or smell.

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

Limited Telepathy. The pseudodragon can magically communicate simple ideas, emotions, and images telepathically with any creature within 100 feet of it that can understand a language.

ACTIONS

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

Sting. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature.
Hit: 4 (1d4 + 2) piercing damage, and the target must succeed on a DC 11 Constitution saving throw or become poisoned for 1 hour. If the saving throw fails by 5 or more, the target falls unconscious for the same duration, or until it takes damage or another creature uses an action to shake it awake.



PURPLE WORM

The massive burrowing monster known as the purple worm terrorizes the creatures of the Underdark as it chews through solid rock in pursuit of prey. A dim-witted, ravenous force of nature, this creature regards anything it encounters as food.

Ravenous Hunters. Loud noise attracts purple worms, which have been known to interrupt underground battles and tear through subterranean cities seeking prey. The underground civilizations of the drow, the duergar, and the mind flayers maintain special wards around their settlements to deter these monsters.

Though most common in the Underdark, purple worms are frequently seen on the surface world in rocky and mountainous lands. The maw of a purple worm is large enough to swallow a horse whole, and no creature is safe from its hunger. It lunges forward by rhythmically compressing and expanding its body, catching other Underdark dwellers by surprise with the speed of its advance.

Boons of the Worm. When a purple worm burrows through the ground, it consumes earth and rock, which it breaks down and constantly excretes. Precious metals and gems can thus be found within the bodies of purple worms, which are targeted by particularly brave and foolhardy treasure hunters.

A burrowing purple worm constantly creates new tunnels throughout the Underdark, which are quickly made use of by other creatures as corridors and highways. Because a purple worm rarely returns to its own tunnels, such passageways are a good place to avoid these monsters. Areas rich in prey quickly become interlaced with complex tunnel systems resulting from several worms hunting together.

PURPLE WORM

Gargantuan monstrosity, unaligned

Armor Class 18 (natural armor)

Hit Points 247 (15d20 + 90)

Speed 50 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	7 (-2)	22 (+6)	1 (-5)	8 (-1)	4 (-3)

Saving Throws Con +11, Wis +4

Senses blindsight 30 ft., tremorsense 60 ft., passive Perception 9

Languages —

Challenge 15 (13,000 XP)

Tunneler. The worm can burrow through solid rock at half its burrow speed and leaves a 10-foot-diameter tunnel in its wake.

ACTIONS

Multiattack. The worm makes two attacks: one with its bite and one with its stinger.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 22 (3d8 + 9) piercing damage. If the target is a Large or smaller creature, it must succeed on a DC 19 Dexterity saving throw or be swallowed by the worm. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the worm, and it takes 21 (6d6) acid damage at the start of each of the worm's turns.

If the worm takes 30 damage or more on a single turn from a creature inside it, the worm must succeed on a DC 21 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the worm. If the worm dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement, exiting prone.

Tail Stinger. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one creature. *Hit:* 19 (3d6 + 9) piercing damage, and the target must make a DC 19 Constitution saving throw, taking 42 (12d6) poison damage on a failed save, or half as much damage on a successful one.



QUAGGOTH

Savage and territorial, quaggoths climb the chasms of the Underdark. They maul their foes in a frenzy, becoming even more murderous in the face of death.

Quaggoth Origins. Quaggoths were never an enlightened species, but they were not always the brutal Underdark denizens they are today. In a distant age, quaggoth tribes dwelled upon the surface as nocturnal arboreal hunters, possessing their own language and culture. When elves appeared in the mortal realm, they clashed with the quaggoths, eventually driving them to near extinction. Only by fleeing deep into the Underdark did the quaggoths survive.

As they passed the ages deep beneath the world, the quaggoths' fur lost its color and their vision adapted to the darkness, even as the constant danger and weird magic of their new realm transformed them. Turning increasingly brutal and savage, they ate whatever food they could find—and when they could not find it, they preyed on each other. As cannibalism became part of their culture, their past was abandoned.

Servants of the Drow. The ancient enmity between quaggoths and surface elves makes them easy converts to the dark elf cause. In recent years, the drow have taken an interest in breeding quaggoths, encouraging their ferocity while strengthening their obedience. Wealthy drow houses have legions of quaggoths at their command. Even worse, the drow cultivate the quaggoths' hatred of the elves by leading them on surface raids against known elven enclaves.

Thonots. Some quaggoths absorb psionic energy that suffuses certain parts of the Underdark. When a tribe discovers that one of its own has inherited such powers, they press it into the role of tribal shaman, or thonot. A thonot keep a tribe's lore and ensures its superiority against enemies. A thonot that fails the tribe is slain and devoured in a cannibalistic ritual, in the hope that its power passes to another more worthy quaggoth.

Poison Immunity. Generations of hunting venomous subterranean creatures and perpetual exposure to the molds and fungi that grow in the depths have forced quaggoths to adapt immunities to poisons of all kinds.

QUAGGOTH

Medium humanoid (quaggoth), chaotic neutral

Armor Class 13 (natural armor)
Hit Points 45 (6d8 + 18)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	16 (+3)	6 (-2)	12 (+1)	7 (-2)

Skills Athletics +5
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 10
Languages Undercommon
Challenge 2 (450 XP)

Wounded Fury. While it has 10 hit points or fewer, the quaggoth has advantage on attack rolls. In addition, it deals an extra 7 (2d6) damage to any target it hits with a melee attack.

ACTIONS

Multiattack. The quaggoth makes two claw attacks.

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

VARIANT: QUAGGOTH THONOT

A quaggoth thonot is a normal quaggoth with a challenge rating of 3 (700 XP) and the following additional trait.

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

At will: *feather fall*, *mage hand* (the hand is invisible)
1/day each: *cure wounds*, *enlarge/reduce*, *heat metal*, *mirror image*

SLAY ME ONCE, SHAME ON YOU.
SLAY ME TWICE, SHAME ON ME.
— RAKSHASA MAXIM

R



RAKSHASA

The rakshasa employs delicacy and misdirection in its pursuit of dominion over others. Few creatures ever see the fiend in its true form, for it can take on any guise it wants, although it prefers to masquerade as someone powerful or influential: a noble, cardinal, or rich merchant, for example. A rakshasa's true form combines the features of a human and a tiger, with one noteworthy deformity: its palms are where the backs of the hands would be on a human.

Evil Spirits in Mortal Flesh. Rakshasas originated long ago in the Nine Hells, when powerful devils created a dark ritual to free their essence from their fiendish bodies in order to escape the Lower Planes. A rakshasa enters the Material Plane to feed its appetite for humanoid flesh and evil schemes. It selects its prey with care, taking pains to keep its presence in the world a secret.

Evil Reborn. For a rakshasa, death on the Material Plane means an agonizing and torturous return to the Nine Hells, where its essence remains trapped until its body reforms—a process that can take months or years. When the rakshasa is reborn, it has all the memories and knowledge of its former life, and it seeks retribution against the one who slew it. If the target has somehow slipped through its grasp, the rakshasa might punish its killer's family, friends, or descendants.

Like devils, rakshasas killed in the Nine Hells are forever destroyed.

RAKSHASA

Medium fiend, lawful evil

Armor Class 16 (natural armor)

Hit Points 110 (13d8 + 52)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	18 (+4)	13 (+1)	16 (+3)	20 (+5)

Skills Deception +10, Insight +8

Damage Vulnerabilities piercing from magic weapons wielded by good creatures

Damage Immunities bludgeoning, piercing, and slashing from nonmagical weapons

Senses darkvision 60 ft., passive Perception 13

Languages Common, Infernal

Challenge 13 (10,000 XP)

Limited Magic Immunity. The rakshasa is immune to spells of 6th level or lower unless it wishes to be affected. It has

advantage on saving throws against all other spells and magical effects.

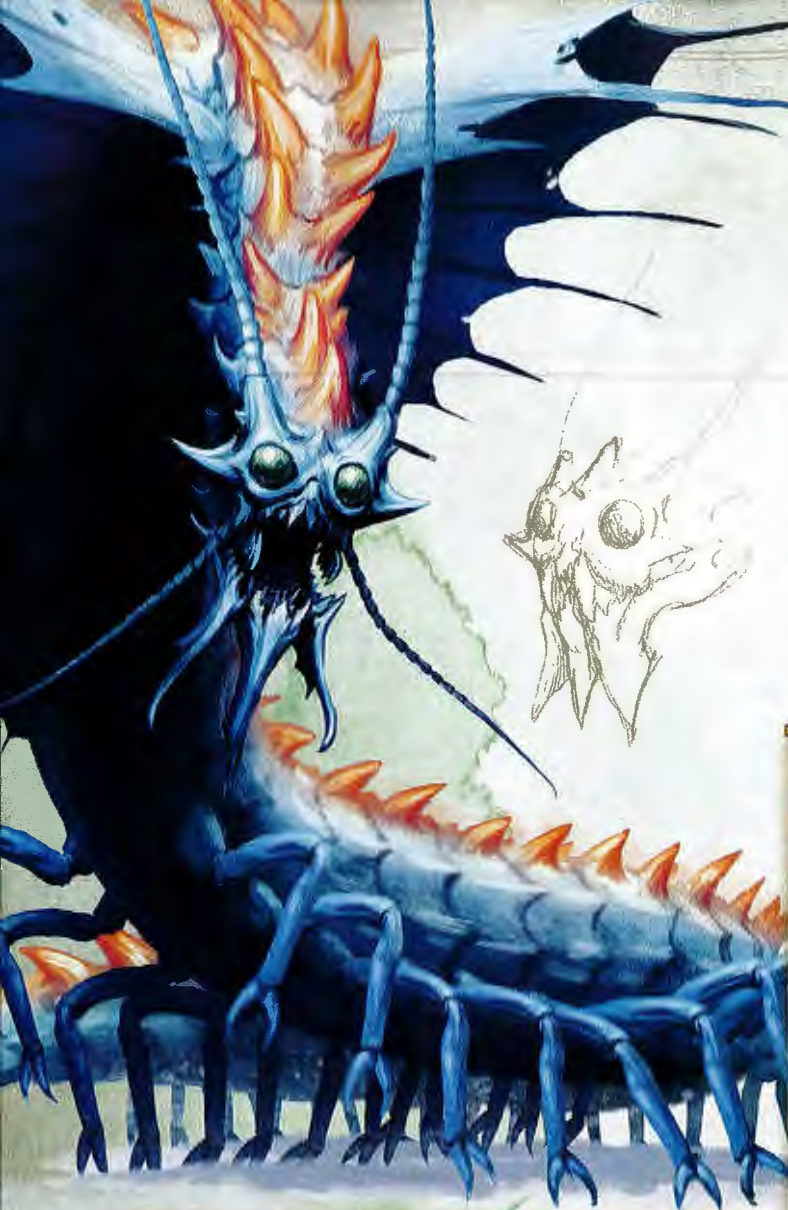
Innate Spellcasting. The rakshasa's innate spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). The rakshasa can innately cast the following spells, requiring no material components:

At will: *detect thoughts*, *disguise self*, *mage hand*, *minor illusion*
3/day each: *charm person*, *detect magic*, *invisibility*, *major image*, *suggestion*
1/day each: *dominate person*, *fly*, *plane shift*, *true seeing*

ACTIONS

Multiattack. The rakshasa makes two claw attacks.

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. **Hit:** 9 (2d6 + 2) slashing damage, and the target is cursed if it is a creature. The magical curse takes effect whenever the target takes a short or long rest, filling the target's thoughts with horrible images and dreams. The cursed target gains no benefit from finishing a short or long rest. The curse lasts until it is lifted by a *remove curse* spell or similar magic.



REMORHAZES

From beneath the snow and ice bursts a remorhaz in a cloud of steam, its body pulsing with internal fire. Winglike fins flare from the back of the creature's head, and its wide mouth brims with jagged teeth.

Arctic Predators. Remorhazes live in arctic climes, preying on elk, polar bears, and other creatures sharing their territory. They can't tolerate warm weather, having adapted to the cold by generating a furnace-like heat within their bodies. When hunting, a remorhaz burrows deep below the snow and ice and lies in wait for the faint vibrations created by a creature moving above it. While hidden under the ice and snow, it can lower its body temperature so that it doesn't melt its cover.

Young Ones. Frost giant hunters scour the icy wastes for remorhaz nests and eggs. The giants prize young remorhazes, which can be trained from hatching to obey commands and guard the giants' icy citadels. Unlike fully grown specimens, young remorhazes gnaw on their victims instead of swallowing them whole.

REMORHAZ

Huge monstrosity, unaligned

Armor Class 17 (natural armor)

Hit Points 195 (17d12 + 85)

Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	13 (+1)	21 (+5)	4 (-3)	10 (+0)	5 (-3)

Damage Immunities cold, fire

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

Languages —

Challenge 11 (7,200 XP)

Heated Body. A creature that touches the remorhaz or hits it with a melee attack while within 5 feet of it takes 10 (3d6) fire damage.

ACTIONS

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 40 (6d10 + 7) piercing damage plus 10 (3d6) fire damage. If the target is a creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the remorhaz can't bite another target.

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

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

YOUNG REMORHAZ

Large monstrosity, unaligned

Armor Class 14 (natural armor)

Hit Points 93 (11d10 + 33)

Speed 30 ft., burrow 20 ft.

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

Damage Immunities cold, fire

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

Languages —

Challenge 5 (1,800 XP)

Heated Body. A creature that touches the remorhaz or hits it with a melee attack while within 5 feet of it takes 7 (2d6) fire damage.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 20 (3d10 + 4) piercing damage plus 7 (2d6) fire damage.

REVENANT

A revenant forms from the soul of a mortal who met a cruel and undeserving fate. It claws its way back into the world to seek revenge against the one who wronged it. The revenant reclaims its mortal body and superficially resembles a zombie. However, instead of lifeless eyes, a revenant's eyes burn with resolve and flare in the presence of its adversary. If the revenant's original body was destroyed or is otherwise unavailable, the spirit of the revenant enters another humanoid corpse. Regardless of the body the revenant uses as a vessel, its adversary always recognizes the revenant for what it truly is.

Hunger for Revenge. A revenant has only one year to exact revenge. When its adversary dies, or if the revenant fails to kill its adversary before its time runs out, it crumbles to dust and its soul fades into the afterlife. If its foe is too powerful for the revenant to destroy on its own, it seeks worthy allies to help it fulfill its quest.

Divine Justice. No magic can hide a creature pursued by a revenant, which always knows the direction and distance between it and the target of its vengeance. In cases where the revenant seeks revenge against more than one adversary, it pursues them one at a time, starting with the creature that dealt it the killing blow. If the revenant's body is destroyed, its soul flies forth to seek out a new corpse in which to resume its hunt.

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



VARIANT: REVENANTS WITH SPELLS AND WEAPONS

Revenants that were spellcasters before they died might retain some or all of their spellcasting capabilities. Similarly, revenants that wore armor and wielded weapons in life might continue to do so.

REVENANT

Medium undead, neutral

Armor Class 13 (leather armor)

Hit Points 136 (16d8 + 64)

Speed 30 ft.

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

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

Damage Resistances necrotic, psychic

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 13

Languages the languages it knew in life

Challenge 5 (1,800 XP)

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

Rejuvenation. When the revenant's body is destroyed, its soul lingers. After 24 hours, the soul inhabits and animates another corpse on the same plane of existence and regains all its hit points. While the soul is bodiless, a *wish* spell can be used to force the soul to go to the afterlife and not return.

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

Vengeful Tracker. The revenant knows the distance to and direction of any creature against which it seeks revenge, even if the creature and the revenant are on different planes of existence. If the creature being tracked by the revenant dies, the revenant knows.

ACTIONS

Multiattack. The revenant makes two fist attacks.

Fist. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. **Hit:** 11 (2d6 + 4) bludgeoning damage. If the target is a creature against which the revenant has sworn vengeance, the target takes an extra 14 (4d6) bludgeoning damage. Instead of dealing damage, the revenant can grapple the target (escape DC 14) provided the target is Large or smaller.

Vengeful Glare. The revenant targets one creature it can see within 30 feet of it and against which it has sworn vengeance. The target must make a DC 15 Wisdom saving throw. On a failure, the target is paralyzed until the revenant deals damage to it, or until the end of the revenant's next turn. When the paralysis ends, the target is frightened of the revenant for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if it can see the revenant, ending the frightened condition on itself on a success.



Roc

At first sight, a roc's silhouette looks much like any other bird of prey. As it descends, however, its unearthly size becomes terrifyingly clear. In flight, a roc's wingspan spreads two hundred feet or more. At rest, perched upon the mountain peaks that are its home, this monstrous bird rivals the oldest dragons in size.

Sky Titans. In the ancient days when giants battled dragons for control of the world, Annam, the father of the giant gods, created the rocs so that his worshipers might challenge the dragons' dominance of the air. When the war ended, the rocs were freed from giant domination and spread throughout the world.

Though cloud giants and storm giants sometimes tame these great birds, rocs treat even giants as potential prey. They fly great distances in search of food, soaring high above the clouds to reach their favored hunting grounds. A roc seldom hunts swift or small creatures, and it ignores towns and forests where prey can easily take cover. When it locates a large and slow-moving target such as a giant, a whale, or an elephant, a roc dives down to snatch its prey in its massive talons.

Remote and Alone. Rocs are solitary creatures that can live for centuries. They lair in nests made from trees, tents, broken ships, and the remains of caravans they carry off, placing these massive tangles in mountain clefts out of the reach of lesser creatures.

Sometimes a roc's nest contains treasures from the caravans or ships they raid, but these creatures are heedless of such baubles. More rarely, a nest holds eggs that are taller than a human, produced by the rocs' infrequent mating.

Roc

Gargantuan monstrosity, unaligned

Armor Class 15: (natural armor)

Hit Points 248 (16d20 + 80)

Speed 20 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	10 (+0)	20 (+5)	3 (-4)	10 (+0)	9 (-1)

Saving Throws Dex +4, Con +9, Wis +4, Cha +3

Skills Perception +4

Senses passive Perception 14

Languages —

Challenge 11 (7,200 XP)

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

ACTIONS

Multiattack. The roc makes two attacks: one with its beak and one with its talons.

Beak. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 27 (4d8 + 9) piercing damage.

Talons. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 23 (4d6 + 9) slashing damage, and the target is grappled (escape DC 19). Until this grapple ends, the target is restrained, and the roc can't use its talons on another target.

ROPER

Living in caves and caverns throughout the Underdark, voracious ropers feast on whatever they can catch and seize. A roper eats any creature, from Underdark beasts to adventurers and their gear.

A roper has the appearance of a stalagmite or stalactite, which often allows it to attack with surprise. The creature can move slowly using thousands of sticky cilia beneath its base. It creeps up cave walls and along stone ceilings, finding the best position from which to attack.

Underdark Hunters. The roper is an evolved, mature form of piercer, with which it shares its rock-like appearance and hunting tactics. A roper can hold still for long hours, shutting its single eye to look like nothing more than a mundane formation of rock. Creatures that come too close are surprised when that eye snaps open and sticky tendrils shoot out to seize them. The roper then makes horrible guttural sounds as it reels in its struggling victims, drawing them close for the fatal bite of its stony teeth.

A roper can digest anything it eats with the exception of platinum, gemstones, and magic items, which can sometimes be retrieved from the creature's gizzard after death. A roper's digestive juices are also valuable, fetching a high price from alchemists who use them as a solvent.

Weakening Tendrils. A roper has six nubs set along its body, through which it extrudes sticky tendrils that bond to whatever they touch. Each tendril sends out hair-like growths that penetrate a creature's flesh and sap its strength, so the victim can struggle only weakly as the roper reels it in. If a tendril is cut through or broken, the roper produces a new one to replace it.



ROPER

Large monstrosity, neutral evil

Armor Class 20 (natural armor)

Hit Points 93 (11d10 + 33)

Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	17 (+3)	7 (-2)	16 (+3)	6 (-2)

Skills Perception +6, Stealth +5

Senses darkvision 60 ft., passive Perception 16

Languages —

Challenge 5 (1,800 XP)

False Appearance. While the roper remains motionless, it is indistinguishable from a normal cave formation, such as a stalagmite.

Grasping Tendrils. The roper can have up to six tendrils at a time. Each tendril can be attacked (AC 20; 10 hit points; immunity to poison and psychic damage). Destroying a tendril

deals no damage to the roper, which can extrude a replacement tendril on its next turn. A tendril can also be broken if a creature takes an action and succeeds on a DC 15 Strength check against it.

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

ACTIONS

Multiattack. The roper makes four attacks with its tendrils, uses Reel, and makes one attack with its bite.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 22 (4d8 + 4) piercing damage.

Tendril. *Melee Weapon Attack:* +7 to hit, reach 50 ft., one creature. *Hit:* The target is grappled (escape DC 15). Until the grapple ends, the target is restrained and has disadvantage on Strength checks and Strength saving throws, and the roper can't use the same tendril on another target.

Reel. The roper pulls each creature grappled by it up to 25 feet straight toward it.

"DESTROYED ME HAMMER AND ME
AXE, IT DID. PUT ME FAITH TO THE
TEST THAT DAY, IT DID."
—BRAWN THUNDERSTONES,
DWARF PALADIN OF DUMATHOIN



RUST MONSTER

Most dwarves would rather face a squad of orcs than confront a single rust monster. These strange, normally docile creatures corrode ferrous metals, then gobble up the rust they create. In doing so, they have ruined the armor, shields, and weapons of countless adventurers.

A rust monster's body is covered in thick, lumpy armor, its long tail ends in a bony protrusion, and two feathery antennae sprout from its insectile head.

Underground Scavengers. Rust monsters roam subterranean passages in search of ferrous metals such as iron, steel, adamantite, and mithral to consume. They ignore creatures not carrying such metals, but can become aggressive toward those bearing steel weapons and armor. A rust monster can smell its food at a distance, immediately dashing toward the scent's source to corrode and consume the object.

A rust monster doesn't care if the rust it consumes comes from a spike or a sword. Adventurers can distract the creature by dropping ferrous objects behind them.

Subterranean Wanderers. Rust monsters are rarely found in large numbers, preferring to hunt alone or in small groups. They meander along tunnels, moving from cave to cave in their tireless search for ferrous metals to consume. Their wanderings often bring them into contact with other Underdark denizens that find them harmless or unappetizing. Thus, rust monsters may be found in close proximity to other subterranean monsters. If they are well treated and well fed, they can also become friendly companions or pets.



RUST MONSTER

Medium monstrosity, unaligned

Armor Class 14 (natural armor)

Hit Points 27 (5d8 + 5)

Speed 40 ft.

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

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 1/2 (100 XP)

Iron Scent. The rust monster can pinpoint, by scent, the location of ferrous metal within 30 feet of it.

Rust Metal. Any nonmagical weapon made of metal that hits the rust monster corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal that hits the rust monster is destroyed after dealing damage.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.

Hit: 5 (1d8 + 1) piercing damage.

Antennae. The rust monster corrodes a nonmagical ferrous metal object it can see within 5 feet of it. If the object isn't being worn or carried, the touch destroys a 1-foot cube of it. If the object is being worn or carried by a creature, the creature can make a DC 11 Dexterity saving throw to avoid the rust monster's touch.

If the object touched is either metal armor or a metal shield being worn or carried, it takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed. If the object touched is a held metal weapon, it rusts as described in the Rust Metal trait.



SAHUAGIN

Across fog-shrouded coasts or endless ocean swells, an ominous drone sounded on a conch shell chills the blood of all who hear it. This is the sound of the sahuagin hunting horn—a call to raid and battle. Coastal settlers refer to sahuagin as “sea devils,” for sahuagin have no compassion in them, slaughtering the crews of ships and decimating coastal villages.

Devils of the Deep. Sahuagin are a predatory, piscine race that ventures from the ocean’s black depths to hunt the creatures of the shallows and shore. Though they dwell in the deepest trenches of the ocean, sahuagin view the entire aquatic realm as their kingdom and the creatures in it as blood sport for their hunting parties.

The self-styled rulers of sahuagin ocean domains are massive mutant males that grow second sets of arms. They are terrible foes in battle, and all sahuagin bow down before these powerful barons.

Way of the Shark. Sahuagin worship the shark god Sekolah. Only female sahuagin are deemed worthy of channeling the god’s power, and priestesses hold tremendous sway in sahuagin communities.

Sahuagin are driven into a frenzy by the smell of fresh blood. As worshipers of Sekolah, they also have a special kinship with sharks, which they train as attack animals. Even untrained sharks recognize sahuagin as allies and don’t prey on them.

Elven Enmity. The sahuagin might control the oceans if not for the presence of their mortal enemies, the aquatic elves. Wars between the two races have raged for centuries across the coasts and seas of the world, disrupting maritime trade and drawing other races into the bloody conflict.

So intense is sahuagin hatred for the aquatic elves that the sea devils have adapted to combat their ancient foes. A sahuagin born near enough to an aquatic elf community can enter the world as a malenti—a sahuagin that physically resembles an aquatic elf in every way. Sahuagin are prone to mutation, but whether this rare phenomenon is a result of the wars between the sahuagin and the aquatic elves—or whether it preceded or even began the conflict—none can say.

The sahuagin put the malenti to good use as spies and assassins in aquatic elf cities and the societies of other creatures that pose a threat to sahuagin. The mere shadow of the malenti threat incites paranoia and suspicion among aquatic elves, whose resilience is weakened as the prelude to an actual sahuagin invasion.



SAHUAGIN

Medium humanoid (sahuagin), lawful evil

Armor Class 12 (natural armor)

Hit Points 22 (4d8 + 4)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	12 (+1)	12 (+1)	13 (+1)	9 (-1)

Skills Perception +5

Senses darkvision 120 ft., passive Perception 15

Languages Sahuagin

Challenge 1/2 (100 XP)

Blood Frenzy. The sahuagin has advantage on melee attack rolls against any creature that doesn’t have all its hit points.

Limited Amphibiousness. The sahuagin can breathe air and water, but it needs to be submerged at least once every 4 hours to avoid suffocating.

Shark Telepathy. The sahuagin can magically command any shark within 120 feet of it, using a limited telepathy.

ACTIONS

Multiattack. The sahuagin makes two melee attacks: one with its bite and one with its claws or spear.

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

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

“THE VILLAGE WAS EMPTY, THE SEAGULLS WERE STRANGELY QUIET, AND ALL WE COULD HEAR WAS THE SURGE OF THE SEA.”

—AN ACCOUNT OF THE AFTERMATH OF A SAHUAGIN RAID



SAHUAGIN PRIESTESS

Medium humanoid (sahuagin), lawful evil

Armor Class 12 (natural armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft., swim 40 ft.

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

Skills Perception +6, Religion +3

Senses darkvision 120 ft., passive Perception 16

Languages Sahuagin

Challenge 2 (450 XP)

Blood Frenzy. The sahuagin has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Limited Amphibiousness. The sahuagin can breathe air and water, but she needs to be submerged at least once every 4 hours to avoid suffocating.

Shark Telepathy. The sahuagin can magically command any shark within 120 feet of her, using a limited telepathy.

Spellcasting. The sahuagin is a 6th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). She has the following cleric spells prepared:

Cantrips (at will): *guidance*, *thaumaturgy*

1st level (4 slots): *bless*, *detect magic*, *guiding bolt*

2nd level (3 slots): *hold person*, *spiritual weapon* (trident)

3rd level (3 slots): *mass healing word*, *tongues*

ACTIONS

Multiattack. The sahuagin makes two attacks: one with her bite and one with her claws.

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

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

SAHUAGIN BARON

Large humanoid (sahuagin), lawful evil

Armor Class 16 (breastplate)

Hit Points 76 (9d10 + 27)

Speed 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	16 (+3)	14 (+2)	13 (+1)	17 (+3)

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

Skills Perception +7

Senses darkvision 120 ft., passive Perception 17

Languages Sahuagin

Challenge 5 (1,800 XP)

Blood Frenzy. The sahuagin has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Limited Amphibiousness. The sahuagin can breathe air and water, but he needs to be submerged at least once every 4 hours to avoid suffocating.

Shark Telepathy. The sahuagin can magically command any shark within 120 feet of him, using a limited telepathy.

ACTIONS

Multiattack. The sahuagin makes three attacks: one with his bite and two with his claws or trident.

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

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

Trident. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack.

SALAMANDERS

Salamanders slither across the Sea of Ash on the Elemental Plane of Fire, their sinuous coils and jagged spines smoldering. Intense heat washes off their bodies, while their yellow eyes glow like candles in the deep-set hollows of their hawkish faces.

Salamanders adore power, and they delight in setting fire to things. Outside their home plane, they play among the burning skeletons of charred trees as forest fires rage around them, or slither down the slopes of erupting volcanoes to linger in fire pits and magma flows.

Fire Snakes. Salamanders hatch from eggs that are two-foot-diameter spheres of smoldering obsidian. When a salamander is ready to hatch, it melts its way through the egg's thick shell and emerges as a fire snake. A fire snake matures into a salamander adult within a year.

Slaves of the Efreet. Long ago, the efreet hired azers to build the fabled City of Brass, but then failed in their attempt to enslave that mystical race when the azers' work was done. Turning instead to strike against the salamanders, the efreet had better luck in establishing a slave race, which they use to unleash war and destruction across the planes.

Salamanders despise the azers, believing that if the efreet had succeeded in dominating that race of elemental crafters, the salamanders would still be free. The efreet use this enmity to their own advantage, stoking the salamanders' hatred and pitting them against the efreets' former servants.

The efreet suffer salamanders to serve no other master; when efreet encounter salamanders dedicated to the cults of Elemental Evil, they slay them rather than taking them as slaves.

Domineering Nobles. Although salamanders follow the destructive impulses of their fiery nature, slavery under the efreet has impacted the culture of free salamanders. They rule their own societies according to the efreet model, in which larger and stronger salamanders claim dominion over their lesser kin.

As salamanders age, they increase in size and status, rising to positions of power as cruel nobles among their kind. Nobles rule wandering bands of salamanders, which move across the Elemental Plane of Fire like desert nomads, raiding other communities for treasure.

Living Forges. Salamanders generate intense heat, and when they fight, their weapons glow red and sear the bodies of their enemies on contact. Even approaching a salamander is dangerous, since flesh blisters and burns in its proximity.

This inherent heat is an asset to salamanders' skill as smiths, allowing them to soften and shape iron and steel with their bare hands. Although not as meticulous as azers, salamanders number among the greatest metalsmiths in all the planes. Powerful creatures summon them as warriors, but others enlist the salamanders for their crafting skills, or bind them to forges and ovens to generate limitless heat.



FIRE SNAKE

Medium elemental, neutral evil

Armor Class 14 (natural armor)

Hit Points 22 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	11 (+0)	7 (-2)	10 (+0)	8 (-1)

Damage Vulnerabilities cold

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 10

Languages understands Ignan but can't speak

Challenge 1 (200 XP)

Heated Body. A creature that touches the snake or hits it with a melee attack while within 5 feet of it takes 3 (1d6) fire damage.

ACTIONS

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

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

Tail. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage plus 3 (1d6) fire damage.



SALAMANDER

Large elemental, neutral evil

Armor Class 15 (natural armor)

Hit Points 90 (12d10 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	11 (+0)	10 (+0)	12 (+1)

Damage Vulnerabilities cold

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 10

Languages Ignan

Challenge 5 (1,800 XP)

Heated Body. A creature that touches the salamander or hits it with a melee attack while within 5 feet of it takes 7 (2d6) fire damage.

Heated Weapons. Any metal melee weapon the salamander wields deals an extra 3 (1d6) fire damage on a hit (included in the attack).

ACTIONS

Multiattack. The salamander makes two attacks: one with its spear and one with its tail.

Spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20 ft./60 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack, plus 3 (1d6) fire damage.

Tail. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage plus 7 (2d6) fire damage, and the target is grappled (escape DC 14). Until this grapple ends, the target is restrained, the salamander can automatically hit the target with its tail, and the salamander can't make tail attacks against other targets.

SATYR

Satyrs are raucous fey that frolic in wild forests, driven by curiosity and hedonism in equal measure.

Satyrs resemble stout male humans with the furry lower bodies and cloven hooves of goats. Horns sprout from their heads, ranging in shape from a pair of small nubs to large, curling rams' horns. They typically sport facial hair.

Hedonistic Revelers. Satyrs crave the strongest drink, the most fragrant spices, and the most dizzying dances. A satyr feels starved when it can't indulge itself, and it goes to great lengths to sate its desires. It might kidnap a fine minstrel to hear lovely songs, sneak through a well-defended garden to gaze upon a beautiful lad or lass, or infiltrate a palace to taste the finest food in the land. Satyrs allow no festivity to pass them by. They partake in any holiday they've heard of. Civilizations of the world have enough festivals and holy days among them to justify nonstop celebration.

Inebriated on drink and pleasure, satyrs give no thought to the consequences of the hedonism they incite in others. They leave such creatures mystified at their own behavior. Such revelers might have to scrounge for excuses to explain their disordered state to parents, employers, family, or friends.

VARIANT: SATYR PIPES

A satyr might carry panpipes that it can play to create magical effects. Usually, only one satyr in a group carries such pipes. If a satyr has pipes, it gains the following additional action option.

Panpipes. The satyr plays its pipes and chooses one of the following magical effects: a charming melody, a frightening strain, or a gentle lullaby. Any creature within 60 feet of the satyr that can hear the pipes must succeed on a DC 13 Wisdom saving throw or be affected as described below. Other satyrs and creatures that can't be charmed are unaffected.

An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to these panpipes for the next 24 hours.

Charming Melody. The creature is charmed by the satyr for 1 minute. If the satyr or any of its companions harms the creature, the effect on it ends immediately.

Frightening Strain. The creature is frightened for 1 minute.

Gentle Lullaby. The creature falls asleep and is unconscious for 1 minute. The effect ends if the creature takes damage or if someone takes an action to shake the creature awake.

TWIXT DAY AND NIGHT THE SPIRITS GOAD ME ON
THEY PINE FOR AGES PAST WHEN HEARTS WERE PURE
AGAINST ALL REASON NOW THEY SEEM UNSURE
THEY LAUGH AND SCREAM BETWEEN MINE EARS ANON.
NOW FILL MY CUP NOT ONCE, NOT TWICE, BUT THRICE
WITH FLAGON'S BRIM UPON MY LIPS I DANCE
LET UNSEEN PIXIES TOSS THEIR GOWNS ASKANCE
WHILE I, THE CARNAL KING, INDULGE MY VICE.
WITH FOLDED BOUGHS, THE TREANTS TAKE THEIR LEAVE
AS MERRY DAMSELS' CORSETS COME UNDONE
MY SONG DOTHT STIR THEM LIKE A SUMMER BREEZE
THEY FILL MINE EMPTY CUP WITHOUT REPRIEVE.
THE SUN BECOMES THE MOON BECOMES THE SUN
I WHILE AWAY THE HOURS AS I PLEASE.
—SONNET OF A NAUGHTY SATYR



SATYR

Medium fey, chaotic neutral

Armor Class 14 (leather armor)

Hit Points 31 (7d8)

Speed 40 ft.

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

Skills Perception +2, Performance +6, Stealth +5

Senses passive Perception 12

Languages Common, Elvish, Sylvan

Challenge 1/2 (100 XP)

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

ACTIONS

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

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

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



SCARECROW

At harvest time, when death revisits the twilight world and summer's blossoms bow their withered heads, eerie scarecrows loom in silent vigil over empty fields. With immortal patience, these stoic sentinels hold their posts through wind, storm, and flood, bound to their master's command, eager to terrify prey with its sackcloth visage and rend victims with its razor-sharp claws.

Spirit-Powered Constructs. A scarecrow is animated by the bound spirit of a slain evil creature, granting it purpose and mobility. It is this uncanny presence from beyond death that allows a scarecrow to inspire fear in those it gazes upon. Hags and witches often bind scarecrows with the spirits of demons, but any evil spirit will do. Although aspects of the spirit's personality might surface, a scarecrow's spirit doesn't recall the memories it had as a creature, and its will is focused solely on serving its creator. If its creator dies, the spirit inhabiting a scarecrow either continues to follow its last commands, seeks revenge for its creator's death, or destroys itself.

Construct Nature. A scarecrow doesn't require air, food, drink, or sleep.

SCARECROW

Medium construct, chaotic evil

Armor Class 11

Hit Points 36 (8d8)

Speed 30 ft.

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

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 10

Languages understands the languages of its creator but can't speak

Challenge 1 (200 XP)

False Appearance. While the scarecrow remains motionless, it is indistinguishable from an ordinary, inanimate scarecrow.

ACTIONS

Multiattack. The scarecrow makes two claw attacks.

Claw. Melee Weapon Attack: +3 to hit, reach 5 ft., one target.

Hit: 6 (2d4 + 1) slashing damage. If the target is a creature, it must succeed on a DC 11 Wisdom saving throw or be frightened until the end of the scarecrow's next turn.

Terrifying Glare. The scarecrow targets one creature it can see within 30 feet of it. If the target can see the scarecrow, the target must succeed on a DC 11 Wisdom saving throw or be magically frightened until the end of the scarecrow's next turn. The frightened target is paralyzed.

SHADOW

Shadows are undead that resemble dark exaggerations of humanoid shadows.

Dark Disposition. From the darkness, the shadow reaches out to feed on living creatures' vitality. They can consume any living creature, but they are especially drawn to creatures untainted by evil. A creature that lives a life of goodness and piety consigns its basest impulses and strongest temptations to the darkness where the shadows hunger. As a shadow drains its victim's strength and physical form, the victim's shadow darkens and begins to move of its own volition. In death, the creature's shadow breaks free, becoming a new undead shadow hungry for more life to consume.

If a creature from which a shadow has been created somehow returns to life, its undead shadow senses the return. The shadow might seek its "parent" to vex or slay. Whether the shadow pursues its living counterpart, the creature that birthed the shadow no longer casts one until the monster is destroyed.

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



SHADOW

Medium undead, chaotic evil

Armor Class 12

Hit Points 16 (3d8 + 3)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	13 (+1)	6 (-2)	10 (+0)	8 (-1)

Skills Stealth +4 (+6 in dim light or darkness)

Damage Vulnerabilities radiant

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

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 1/2 (100 XP)

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

Shadow Stealth. While in dim light or darkness, the shadow can take the Hide action as a bonus action.

Sunlight Weakness. While in sunlight, the shadow has disadvantage on attack rolls, ability checks, and saving throws.

ACTIONS

Strength Drain. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 9 (2d6 + 2) necrotic damage, and the target's Strength score is reduced by 1d4. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

If a non-evil humanoid dies from this attack, a new shadow rises from the corpse 1d4 hours later.

SHAMBLING MOUND

A shambling mound, sometimes called a shambler, trudges ponderously through bleak swamps, dismal marshes, and rain forests, consuming any organic matter in its path. This rotting heap of animated vegetation looms up half again as tall as a human, tapering into a faceless “head” at its top.

All-Consuming Devourers. A shambling mound feeds on any organic material, tirelessly consuming plants as it moves and devouring animals that can’t escape it. Only the shambling mounds’ rarity and plodding speed prevent them from overwhelming entire ecosystems. Even so, their presence leeches natural environments of plant and animal life, and an unsettling quiet pervades the swamps and woods haunted by these ever-hungry horrors.

Unseen Hunters. Composed of decaying leaves, vines, roots, and other natural swamp and forest compost, shamblers can blend into their environs. Because they move slowly, they rarely attempt to pursue and catch creatures. Rather, they remain in place, sustaining themselves by absorbing nutrients from their surroundings as they wait for prey to come to them. When a creature passes near or alights upon a shambling mound, the monster comes to life, seizing and absorbing the unwary prey.

Spawned by Lightning. A shambling mound results from a phenomenon in which lightning or fey magic invigorates an otherwise ordinary swamp plant. As the plant is reborn into its second life, it chokes the life from plants and animals around it, mulching their corpses in a heap around its roots. Those roots eventually give up their reliance on the soil, directing the shambling mound to seek out new sources of food.

The Weed that Walks. The instinct that drives a shambling mound is its central root-stem, buried somewhere inside its ponderous form. The rest of a shambler consists of the rotting heap that it simultaneously accumulates and feeds on, which protects the root-stem and animates to smash and smother the life from any creature.

The dense mass of a shambling mound’s body shrugs off the effects of cold and fire. Lightning reinvigorates the root-stem, strengthening the shambling mound and bolstering its consumptive drive.

Despite its monstrous form, the shambling mound is a living plant that requires air and nourishment. Although it doesn’t sleep the way an animal does, it can lie dormant for days on end before rising to hunt for food.

A Resurgent Menace. If a shambling mound faces defeat before an overwhelming foe, the root-stem can feign death, collapsing the remains of its mound. If not subsequently killed, the root-stem beds down in the shambler’s remains to slowly regrow its full body, then once again sets out to consume all it can. In this way, shambling mound infestations long thought destroyed can recur time and again.



SHAMBLING MOUND

Large plant, unaligned

Armor Class 15 (natural armor)

Hit Points 136 (16d10 + 48)

Speed 20 ft., swim 20 ft.

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

Skills Stealth +2

Damage Resistances cold, fire

Damage Immunities lightning

Condition Immunities blinded, deafened, exhaustion

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

Languages —

Challenge 5 (1,800 XP)

Lightning Absorption. Whenever the shambling mound is subjected to lightning damage, it takes no damage and regains a number of hit points equal to the lightning damage dealt.

ACTIONS

Multiattack. The shambling mound makes two slam attacks. If both attacks hit a Medium or smaller target, the target is grappled (escape DC 14), and the shambling mound uses its Engulf on it.

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

Engulf. The shambling mound engulfs a Medium or smaller creature grappled by it. The engulfed target is blinded, restrained, and unable to breathe, and it must succeed on a DC 14 Constitution saving throw at the start of each of the mound’s turns or take 13 (2d8 + 4) bludgeoning damage. If the mound moves, the engulfed target moves with it. The mound can have only one creature engulfed at a time.

SHIELD GUARDIAN

Wizards and other spellcasters create shield guardians for protection. A shield guardian treads beside its master, absorbing damage to keep its master alive as long as possible.

Master's Amulet. Every shield guardian has an amulet magically linked to it. A shield guardian can have only one corresponding amulet, and if that amulet is destroyed, the shield guardian is incapacitated until a replacement amulet is created. A shield guardian's amulet is subject to direct attack if it isn't being worn or carried. It has AC 10, 10 hit points, and immunity to poison and psychic damage. Crafting an amulet requires 1 week and costs 1,000 gp in components.

A shield guardian's solitary focus is to protect the amulet's wearer. The amulet's wearer can command the guardian to attack its enemies or to guard the wielder against attack. If an attack threatens to injure the wearer, the construct can magically absorb the blow into its own body, even at a distance.

A spellcaster can store a single spell within a shield guardian, which can then cast the spell on command or under specific conditions. Many a wizard has been rendered helpless by enemies, only to surprise those foes when its shield guardian unleashes potent magical power.

Magnificent Treasure. Because a shield guardian's ownership can be transferred by giving its matching amulet to another creature, some wizards collect exorbitant sums from princes, nobles, and crime lords to create shield guardians for them. At the same time, a shield guardian makes a mighty prize for anyone who slays its master and claims its amulet.

Construct Nature. A shield guardian doesn't require air, food, drink, or sleep.



SHIELD GUARDIAN

Large construct, unaligned

Armor Class 17 (natural armor)

Hit Points 142 (15d10 + 60)

Speed 30 ft.

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

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 10

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Languages understands commands given in any language but can't speak

Challenge 7 (2,900 XP)

Bound. The shield guardian is magically bound to an amulet. As long as the guardian and its amulet are on the same plane of existence, the amulet's wearer can telepathically call the guardian to travel to it, and the guardian knows the distance and direction to the amulet. If the guardian is within 60 feet

of the amulet's wearer, half of any damage the wearer takes (rounded up) is transferred to the guardian.

Regeneration. The shield guardian regains 10 hit points at the start of its turn if it has at least 1 hit point.

Spell Storing. A spellcaster who wears the shield guardian's amulet can cause the guardian to store one spell of 4th level or lower. To do so, the wearer must cast the spell on the guardian. The spell has no effect but is stored within the guardian. When commanded to do so by the wearer or when a situation arises that was predefined by the spellcaster, the guardian casts the stored spell with any parameters set by the original caster, requiring no components. When the spell is cast or a new spell is stored, any previously stored spell is lost.

ACTIONS

Multiattack. The guardian makes two fist attacks.

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

REACTIONS

Shield. When a creature makes an attack against the wearer of the guardian's amulet, the guardian grants a +2 bonus to the wearer's AC if the guardian is within 5 feet of the wearer.



SKELETON

Medium undead, lawful evil

Armor Class 13 (armor scraps)

Hit Points 13 (2d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands all languages it knew in life but can't speak

Challenge 1/4 (50 XP)

ACTIONS

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

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

SKELETONS

Skeletons arise when animated by dark magic. They heed the summons of spellcasters who call them from their stony tombs and ancient battlefields, or rise of their own accord in places saturated with death and loss, awakened by stirrings of necromantic energy or the presence of corrupting evil.

Animated Dead. Whatever sinister force awakens a skeleton infuses its bones with a dark vitality, adhering joint to joint and reassembling dismantled limbs. This energy motivates a skeleton to move and think in a rudimentary fashion, though only as a pale imitation of the way it behaved in life. An animated skeleton retains no connection to its past, although resurrecting a skeleton restores it body and soul, banishing the hateful undead spirit that empowers it.

While most skeletons are the animated remains of dead humans and other humanoids, skeletal undead can be created from the bones of other creatures besides humanoids, giving rise to a host of terrifying and unique forms.

Obedient Servants. Skeletons raised by spell are bound to the will of their creator. They follow orders to the letter, never questioning the tasks their masters give them, regardless of the consequences. Because of their literal interpretation of commands and unwavering obedience, skeletons adapt poorly to changing circumstances. They can't read, speak, emote, or communicate in any way except to nod, shake their heads, or point. Still, skeletons are able to accomplish a variety of relatively complex tasks.

A skeleton can fight with weapons and wear armor, can load and fire a catapult or trebuchet, scale a siege ladder, form a shield wall, or dump boiling oil. However, it must receive careful instructions explaining how such tasks are accomplished.

Although they lack the intellect they possessed in life, skeletons aren't mindless. Rather than break its limbs attempting to batter its way through an iron door, a skeleton tries the handle first. If that doesn't work, it searches for another way through or around the obstacle.

Habitual Behaviors. Independent skeletons temporarily or permanently free of a master's control sometimes pantomime actions from their past lives, their bones echoing the rote behaviors of their former living selves. The skeleton of a miner might lift a pick and start chipping away at stone walls. The skeleton of a guard might strike up a post at a random doorway. The skeleton of a dragon might lie down on a pile of treasure, while the skeleton of a horse crops grass it can't eat. Left alone in a ballroom, the skeletons of nobles might continue an eternally unfinished dance.

When skeletons encounter living creatures, the necromantic energy that drives them compels them to kill unless they are commanded by their masters to refrain from doing so. They attack without mercy and fight until destroyed, for skeletons possess little sense of self and even less sense of self-preservation.

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



MINOTAUR SKELETON

Large undead, lawful evil

Armor Class 12 (natural armor)

Hit Points 67 (9d10 + 18)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands Abyssal but can't speak

Challenge 2 (450 XP)

Charge. If the skeleton moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be pushed up to 10 feet away and knocked prone.

ACTIONS

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 17 (2d12 + 4) slashing damage.

Gore. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

WARHORSE SKELETON

Large undead, lawful evil

Armor Class 13 (barding scraps)

Hit Points 22 (3d10 + 6)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	15 (+2)	2 (-4)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages —

Challenge 1/2 (100 XP)

ACTIONS

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

SLAADI

In the Ever-Changing Chaos of Limbo, bits of forest and meadow, ruined castles, and isolated islands drift through a tumult of fire, water, earth, and wind. The foremost inhabitants of this inhospitable plane are the toad-like slaadi. Slaadi are undisciplined and have no formal hierarchy, although weaker slaadi obey stronger ones under threat of annihilation.

The Spawning Stone. Long ago, Primus, overlord of the modrons, created a gigantic, geometrically complex stone imbued with the power of law. He then cast it adrift in Limbo, believing that the stone would bring order to the chaos of that plane and halt the spread of chaos to other planes. As the stone's power grew, it became possible for creatures with ordered minds, such as modrons and githzerai, to create enclaves in Limbo. However, Primus's creation had an unforeseen side effect: the chaotic energy absorbed by the stone spawned the horrors that came to be known as slaadi. Sages refer to Primus's massive creation as the Spawning Stone for this reason.

The slaadi wiped out every last modron enclave in Limbo. As creatures of utter chaos, slaadi loathe modrons and attack them on sight. Nonetheless, Primus stands by his creation and either doesn't perceive the slaadi as threats or chooses to ignore them.

Birth and Transformation. Slaadi have horrific cycles of reproduction. Slaadi reproduce either by implanting humanoid hosts with eggs or by infecting them with a transformative disease called chaos phage. Each color of slaad reproduces or transforms in a different way, with red slaadi spawning blue and green slaadi, and blue slaadi spawning red and green. Each green slaad undergoes a lifelong cycle of transformation into the more powerful gray and death slaadi. With each transformation, the slaad retains its memories.

Shapechangers. Some slaadi can transform into the humanoid creatures from which they were originally spawned. These slaadi return to the Material Plane to sow discord in the guise of their former selves.

RED SLAAD

When a red slaad claws a humanoid creature, it can inject an egg from a gland under one of its claws. The egg works its way into its host and gestates, eventually forming a slaad tadpole. Such a tadpole then eats its way out of the host's body, feeds on the host's remains, and then seeks any other fresh meat it can find. The tadpole transforms into a fully grown blue slaad—or green slaad if the host had the ability to cast 3rd level spells or higher—within 2d12 hours.

BLUE SLAAD

The bone hooks that protrude from the back of a blue slaad's hands inflict a terrible transformative disease on humanoids wounded by them. This infection, called chaos phage, transforms its victim into a fully grown red slaad—or green slaad if the host was a spellcaster able to cast 3rd level spells or higher.

GREEN SLAAD

Green slaadi are surprisingly intelligent and possess innate spellcasting ability. A green slaad can change its shape to appear as a humanoid. If it was born of a humanoid host, the slaad usually adopts its host's form.

At some unpredictable point in its existence, a green slaad unlocks the means to magically, instantly, and permanently transform itself into a gray slaad. Unlocking this knowledge can take years, even decades.

GRAY SLAAD

Outside of Limbo, gray slaadi act as living extensions of the will of their masters, the death slaadi. A gray slaad journeys to the Material Plane on errands of doom, often taking humanoid form. A gray slaad learns how to master the use of a greatsword and imbue it with its own innate magic.

A gray slaad that eats the entire corpse of a dead death slaad instantly transforms into a death slaad.

DEATH SLAAD

Death slaadi are suffused with energy from the Negative Energy Plane and exemplify evil's corruption of chaos, and they take sadistic pleasure in bringing harm to others. They propagate their race by dragooning mobs of red and blue slaadi and invading other planes. Humanoids who survive the incursion become incubators for new slaadi.

VARIANT: SLAAD CONTROL GEMS

As a slaad emerges from the Spawning Stone, the stone magically implants a fragment of itself in the slaad's brain. This fragment takes the form of a magic gem roughly the size and shape of a human child's fist. The gem is the same color as the slaad. Another creature can use magic to draw forth a slaad's gem and use it to subjugate the slaad. The slaad must obey whoever possesses its gem. If a slaad's gem is destroyed, the slaad can no longer be controlled in this way.

A slaad born from something other than the Spawning Stone has no gem in its brain, but it gains one if it ever comes into contact with the Spawning Stone. Slaadi on Limbo are attracted to the Spawning Stone, so most end up with a gem. A slaad with a control gem in its brain has the following additional trait.

Control Gem. Implanted in the slaad's brain is a magic control gem. The slaad must obey whoever possesses the gem and is immune to being charmed while so controlled.

Certain spells can be used to acquire the gem. If the slaad fails its saving throw against *imprisonment*, the spell can transfer the gem to the spellcaster's open hand, instead of imprisoning the slaad. A *wish* spell, if cast in the slaad's presence, can be worded to acquire the gem.

A *greater restoration* spell cast on the slaad destroys the gem without harming the slaad.

Someone who is proficient in Wisdom (Medicine) can remove the gem from an incapacitated slaad. Each try requires 1 minute of uninterrupted work and a successful DC 20 Wisdom (Medicine) check. Each failed attempt deals 22 (4d10) psychic damage to the slaad.



RED SLAAD



BLUE SLAAD



GREEN SLAAD



GRAY SLAAD

SLAADI





RED SLAAD

Large aberration, chaotic neutral

Armor Class 14 (natural armor)
Hit Points 93 (11d10 + 33)
Speed 30 ft.

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

Skills Perception +1
Damage Resistances acid, cold, fire, lightning, thunder
Senses darkvision 60 ft., passive Perception 11
Languages Slaad, telepathy 60 ft.
Challenge 5 (1,800 XP)

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

Regeneration. The slaad regains 10 hit points at the start of its turn if it has at least 1 hit point.

ACTIONS

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

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.
Hit: 8 (2d4 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.
Hit: 7 (1d8 + 3) piercing damage. If the target is a humanoid, it must succeed on a DC 14 Constitution saving throw or be infected with a disease—a minuscule slaad egg.

A humanoid host can carry only one slaad egg to term at a time. Over three months, the egg moves to the chest cavity, gestates, and forms a slaad tadpole. In the 24-hour period before giving birth, the host starts to feel unwell, its speed is halved, and it has disadvantage on attack rolls, ability checks, and saving throws. At birth, the tadpole chews its way through vital organs and out of the host's chest in 1 round, killing the host in the process.

If the disease is cured before the tadpole's emergence, the unborn slaad is disintegrated.

SLAAD TADPOLE

Tiny aberration, chaotic neutral

Armor Class 12
Hit Points 10 (4d4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	10 (+0)	3 (-4)	5 (-3)	3 (-4)

Skills Stealth +4
Damage Resistances acid, cold, fire, lightning, thunder
Senses darkvision 60 ft., passive Perception 7
Languages understands Slaad but can't speak
Challenge 1/8 (25 XP)

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

ACTIONS

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

BLUE SLAAD

Large aberration, chaotic neutral

Armor Class 15 (natural armor)
Hit Points 123 (13d10 + 52)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	18 (+4)	7 (-2)	7 (-2)	9 (-1)

Skills Perception +1
Damage Resistances acid, cold, fire, lightning, thunder
Senses darkvision 60 ft., passive Perception 11
Languages Slaad, telepathy 60 ft.
Challenge 7 (2,900 XP)

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

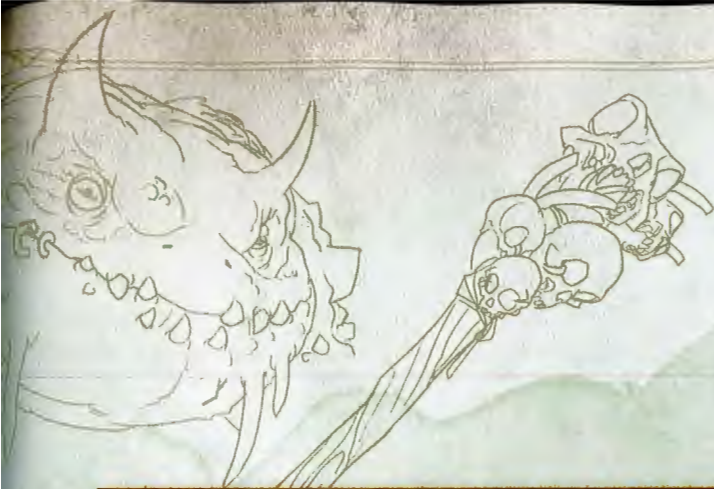
Regeneration. The slaad regains 10 hit points at the start of its turn if it has at least 1 hit point.

ACTIONS

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

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.
Hit: 12 (2d6 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.
Hit: 12 (2d6 + 5) slashing damage. If the target is a humanoid, it must succeed on a DC 15 Constitution saving throw or be infected with a disease called chaos phage. While infected, the target can't regain hit points, and its hit point maximum is reduced by 10 (3d6) every 24 hours. If the disease reduces the target's hit point maximum to 0, the target instantly transforms into a red slaad or, if it has the ability to cast spells of 3rd level or higher, a green slaad. Only a *wish* spell can reverse the transformation.



EMBEDDED IN A SLAAD'S
BRAIN IS A MAGIC GEM.
ACQUIRE IT, AND THE SLAAD
IS YOURS TO COMMAND.



GREEN SLAAD

Large aberration (shapechanger), chaotic neutral

Armor Class 16 (natural armor)

Hit Points 127 (15d10 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	11 (+0)	8 (-1)	12 (+1)

Skills Arcana +3, Perception +2

Damage Resistances acid, cold, fire, lightning, thunder

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 12

Languages Slaad, telepathy 60 ft.

Challenge 8 (3,900 XP)

Shapechanger. The slaad can use its action to polymorph into a Small or Medium humanoid, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

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

At will: *detect magic*, *detect thoughts*, *mage hand*
2/day each: *fear*, *invisibility* (self only)
1/day: *fireball*

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

Regeneration. The slaad regains 10 hit points at the start of its turn if it has at least 1 hit point.

ACTIONS

Multiattack. The slaad makes three attacks: one with its bite and two with its claws or staff. Alternatively, it uses its Hurl Flame twice.

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

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

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

Hurl Flame. *Ranged Spell Attack:* +4 to hit, range 60 ft., one target. *Hit:* 10 (3d6) fire damage. The fire ignites flammable objects that aren't being worn or carried.

GRAY SLAAD

Medium aberration (shapechanger); chaotic neutral

Armor Class 18 (natural armor)

Hit Points 127 (17d8 + 51)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	17 (+3)	16 (+3)	13 (+1)	8 (-1)	14 (+2)

Skills Arcana +5, Perception +6

Damage Resistances acid, cold, fire, lightning, thunder

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

Languages Slaad, telepathy 60 ft.

Challenge 9 (5,000 XP)

Shapechanger. The slaad can use its action to polymorph into a Small or Medium humanoid, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

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

At will: *detect magic*, *detect thoughts*, *invisibility* (self only),
mage hand, *major image*
2/day each: *fear*, *fly*, *fireball*, *tongues*
1/day: *plane shift* (self only)

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

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

Regeneration. The slaad regains 10 hit points at the start of its turn if it has at least 1 hit point.

ACTIONS

Multiattack. The slaad makes three attacks: one with its bite and two with its claws or greatsword.

Bite (Slaad Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Claws (Slaad Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage.

Greatsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.



DEATH SLAAD

Medium aberration (shapechanger), chaotic evil

Armor Class 18 (natural armor)

Hit Points 170 (20d8 + 80)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	19 (+4)	15 (+2)	10 (+0)	16 (+3)

Skills Arcana +6, Perception +8

Damage Resistances acid, cold, fire, lightning, thunder

Senses blindsight 60 ft., darkvision 60 ft., passive Perception 18

Languages Slaad, telepathy 60 ft.

Challenge 10 (5,900 XP)

Shapechanger. The slaad can use its action to polymorph into a Small or Medium humanoid, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Innate Spellcasting. The slaad's innate spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). The slaad can innately cast the following spells, requiring no material components:

At will: *detect magic*, *detect thoughts*, *invisibility* (self only), *mage hand*, *major image*

2/day each: *fear*, *fireball*, *fly*, *tongues*

1/day each: *cloudkill*, *plane shift*

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

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

Regeneration. The slaad regains 10 hit points at the start of its turn if it has at least 1 hit point.

ACTIONS

Multiattack. The slaad makes three attacks: one with its bite and two with its claws or greatsword.

Bite (Slaad Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage plus 7 (2d6) necrotic damage.

Claws (Slaad Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) slashing damage plus 7 (2d6) necrotic damage.

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

SPECTER

A specter is the angry, unfettered spirit of a humanoid that has been prevented from passing to the afterlife. Specters no longer possess connections to who or what they were, yet are condemned to walk the world forever. Some are spawned when dark magic or the touch of a wraith rips a soul from a living body.

Beyond Redemption. When a ghost's unfinished business is completed, it can rest at last. No such rest or redemption awaits a specter. It is doomed to the Material Plane, its only end the oblivion that comes with the destruction of its soul. Until then, it bears out its lonely life in forlorn places, carrying on forgotten through the ages of the world.

Undying Hatred. Living creatures remind the specter that life is beyond its grasp. The mere sight of the living overwhelms a specter with sorrow and wrath, which can be abated only by destroying said life. A specter kills quickly and mercilessly, for only by depriving others of life can it gain the slightest satisfaction. However, no matter how many lives it extinguishes, a specter always succumbs to its hatred and sorrow.

Dwellers in Darkness. Sunlight represents a source of life that no specter can ever hope to douse, and it pains them. When night falls, they leave their final resting places in search of living creatures to slay, knowing that few weapons can harm them in return. At the first light of dawn, they retreat back into the darkness, where they remain until night falls again.

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



VARIANT: POLTERGEIST

A poltergeist is a different kind of specter—the confused, invisible spirit of an individual with no sense of how he or she died. A poltergeist expresses its rage by hurling creatures and objects using the power of its shattered psyche.

A poltergeist has a challenge rating of 2 (450 XP) and gains the following additional trait:

Invisibility. The poltergeist is invisible.

The poltergeist has the following action options in place of the specter's Life Drain:

Forceful Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) force damage.

Telekinetic Thrust. The poltergeist targets a creature or unattended object within 30 feet of it. A creature must be Medium or smaller to be affected by this magic, and an object can weigh up to 150 pounds.

If the target is a creature, the poltergeist makes a Charisma check contested by the target's Strength check. If the poltergeist wins the contest, the poltergeist hurls the target up to 30 feet in any direction, including upward. If the target then comes into contact with a hard surface or heavy object, the target takes 1d6 damage per 10 feet moved.

If the target is an object that isn't being worn or carried, the poltergeist hurls it up to 30 feet in any direction. The poltergeist can use the object as a ranged weapon, attacking one creature along the object's path (+4 to hit) and dealing 5 (2d4) bludgeoning damage on a hit.

SPECTER

Medium undead, chaotic evil

Armor Class 12

Hit Points 22 (5d8)

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

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

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

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 10

Languages understands all languages it knew in life but can't speak

Challenge 1 (200 XP)

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

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

ACTIONS

Life Drain. *Melee Spell Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) necrotic damage. The target must succeed on a DC 10 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

SPHINXES

In sacred isolation, a sphinx guards the secrets and treasures of the gods. As it calmly regards each new party that comes before it, the bones of supplicants and quest seekers that failed to pass its tests lie scattered around its lair. Its great wings sweep along its flanks, its tawny leonine body rippling with muscle and possessed of forepaws powerful enough to tear a humanoid in half.

Divine Guardians. Sphinxes test the worth of those who seek the treasures of the gods, whether forgotten secrets or mighty spells, artifacts or magical gateways. Creatures that choose to face a sphinx's test are bound to that test unto death, and only those worthy will survive it. The rest the sphinx destroys.

Some sphinxes are high priests of the gods that create them, but most are simply embodied spirits, brought into the mortal realm by devout prayer or direct intervention. A sphinx maintains its vigil tirelessly, not needing to sleep or eat. It rarely engages with others of its kind, knowing no other life except its sacred mission.

Magical Tests. The secrets and treasures a sphinx guards remain under divine protection, so that when a creature fails a sphinx's test, the path to the object or knowledge it guards vanishes. Even if a sphinx is attacked and defeated, a quester will still fail to gain the secret it sought—and will make an enemy of the god that placed the sphinx as a guardian.

Benign deities sometimes grant a sphinx the power to remove supplicants that fail their tests, transporting them away and ensuring that they never encounter the sphinx again. However, those who fail a sphinx's test typically meet a gruesome end beneath its claws.

Extraplanar Beings. Mortals that encounter sphinxes do so most often in ancient tombs and ruins, but some sphinxes can access extraplanar realms. A conversation with a sphinx that begins between tumbled stone walls might suddenly shift to an alien locale, such as a life-sized game board or a daunting cliff that must be climbed in a howling storm. Sometimes a sphinx must be summoned from such an extradimensional space, with supplicants calling it from its empty lair. Only those the sphinx deems worthy gain admittance to its realm.

Fallen Sphinxes. Whether through the weariness of the ages, regret at the slaughter of innocents, or dreams of worship by supplicants that attempt to bargain their way to knowledge, some sphinxes break free of their divine command. However, even if a sphinx's alignment and loyalties drift in this way, it never leaves the place it guards or grants its secrets to any except creatures it deems worthy.

ROUND SHE IS, YET FLAT AS A BOARD
ALTAR OF THE LUPINE LORDS
JEWEL ON BLACK VELVET, PEARL IN THE SEA
UNCHANGED BUT E'ERCHANGING, ETERNALLY.
—RIDDLE OF THE GYNOSPHINX
OF WHITE PLUME MOUNTAIN

ANDROSPHINX

An androsphinx bears the head of a humanoid male on its lion's body. Outwardly gruff and downcast, it often begins conversations with insults or negative observations. Beneath this gruff exterior, however, an androsphinx has a noble heart. It has no wish to lie or deceive, but it doesn't give away information readily, choosing its words as wisely as it guards its secrets.

An androsphinx tests the courage and valor of supplicants, not only by forcing them to complete quests but also with its terrible roar, which echoes for miles as it terrifies and deafens nearby creatures. Those who pass its tests may be rewarded with a *heroes' feast*.

GYNOSPHINX

A gynosphinx bears the head of a humanoid female. Many have the regal countenances of worldly queens, but some are marked with wild, leonine features. A gynosphinx's eyes see beyond the present time and place, and penetrate veils of invisibility and magic. Supplicants who look deep into those eyes might find themselves magically displaced, banished to some far-flung plane where a difficult trial awaits them.

Gynosphinxes are virtual libraries of knowledge and lore. They ask riddles and present puzzles to test the wit of supplicants that come to learn their secrets. Some are willing to bargain with such supplicants for treasure or service.

A SPHINX'S LAIR

A sphinx presides over an ancient temple, sepulcher, or vault, within which are hidden divine secrets and treasures beyond the reach of mortals.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the sphinx can take a lair action to cause one of the following magical effects; the sphinx can't use an effect again until it finishes a short or long rest:

- The flow of time is altered such that every creature in the lair must reroll initiative. The sphinx can choose not to reroll.
- The effects of time are altered such that every creature in the lair must succeed on a DC 15 Constitution saving throw or become 1d20 years older or younger (the sphinx's choice), but never any younger than 1 year old. A *greater restoration* spell can restore a creature's age to normal.
- The flow of time within the lair is altered such that everything within moves up to 10 years forward or backward (sphinx's choice). Only the sphinx is immediately aware of the time change. A *wish* spell can return the caster and up to seven other creatures designated by the caster to their normal time.
- The sphinx shifts itself and up to seven other creatures it can see within in its lair to another plane of existence. Once outside its lair, the sphinx can't use lair actions, but it can return to its lair as a bonus action on its turn, taking up to seven creatures with it.



ANDROSPHINX

Large monstrosity, lawful neutral

Armor Class 17 (natural armor)

Hit Points 199 (19d10 + 95)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	20 (+5)	16 (+3)	18 (+4)	23 (+6)

Saving Throws Dex +6, Con +11, Int +9, Wis +10

Skills Arcana +9, Perception +10, Religion +15

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

Condition Immunities charmed, frightened

Senses truesight 120 ft., passive Perception 20

Languages Common, Sphinx

Challenge 17 (18,000 XP)

Inscrutable. The sphinx is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain the sphinx's intentions or sincerity have disadvantage.

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

Spellcasting. The sphinx is a 12th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 18, +10 to hit with spell attacks). It requires no material components to cast its spells. The sphinx has the following cleric spells prepared:

Cantrips (at will): *sacred flame, spare the dying, thaumaturgy*
 1st level (4 slots): *command, detect evil and good, detect magic*
 2nd level (3 slots): *lesser restoration, zone of truth*
 3rd level (3 slots): *dispel magic, tongues*
 4th level (3 slots): *banishment, freedom of movement*
 5th level (2 slots): *flame strike, greater restoration*
 6th level (1 slot): *heroes' feast*

ACTIONS

Multiattack. The sphinx makes two claw attacks.

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 17 (2d10 + 6) slashing damage.

Roar (3/Day). The sphinx emits a magical roar. Each time it roars before finishing a long rest, the roar is louder and the effect is different, as detailed below. Each creature within 500 feet of the sphinx and able to hear the roar must make a saving throw.

First Roar. Each creature that fails a DC 18 Wisdom saving throw is frightened for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Second Roar. Each creature that fails a DC 18 Wisdom saving throw is deafened and frightened for 1 minute. A frightened creature is paralyzed and can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Third Roar. Each creature makes a DC 18 Constitution saving throw. On a failed save, a creature takes 44 (8d10) thunder damage and is knocked prone. On a successful save, the creature takes half as much damage and isn't knocked prone.

LEGENDARY ACTIONS

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

Claw Attack. The sphinx makes one claw attack.

Teleport (Costs 2 Actions). The sphinx magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Cast a Spell (Costs 3 Actions). The sphinx casts a spell from its list of prepared spells, using a spell slot as normal.



GYNOSPHERIX

Large monstrosity, lawful neutral

Armor Class 17 (natural armor)

Hit Points 136 (16d10 + 48)

Speed 40 ft., fly 60 ft.

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

Skills Arcana +14, History +14, Perception +9, Religion +9

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities psychic

Condition Immunities charmed, frightened

Senses truesight 120 ft., passive Perception 19

Languages Common, Sphinx

Challenge 11 (7,200 XP)

Inscrutable. The sphinx is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain the sphinx's intentions or sincerity have disadvantage.

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

Spellcasting. The sphinx is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit

with spell attacks). It requires no material components to cast its spells. The sphinx has the following wizard spells prepared:

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

1st level (4 slots): *detect magic*, *identify*, *shield*

2nd level (3 slots): *darkness*, *locate object*, *suggestion*

3rd level (3 slots): *dispel magic*, *remove curse*, *tongues*

4th level (3 slots): *banishment*, *greater invisibility*

5th level (1 slot): *legend lore*

ACTIONS

Multiattack. The sphinx makes two claw attacks.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target.
Hit: 13 (2d8 + 4) slashing damage.

LEGENDARY ACTIONS

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

Claw Attack. The sphinx makes one claw attack.

Teleport (Costs 2 Actions). The sphinx magically teleports, along with any equipment it is wearing or carrying, up to 12 feet to an unoccupied space it can see.

Cast a Spell (Costs 3 Actions). The sphinx casts a spell from its list of prepared spells, using a spell slot as normal.

SPRITE

In secret groves and shaded glens, tiny sprites with dragonfly wings flutter. For all their fey splendor, however, sprites lack warmth and compassion. They are aggressive and hardy warriors, taking severe measures to ward strangers away from their homes. Interlopers that come too close have their moral character judged, then are put to sleep or frightened off.

Forest Protectors. Sprites build little villages in the boughs of trees and willing treants, in verdant glades brightened by moss, wild flowers, and toadstools. Wild nature thrives, and the sprites allow no trespassers. When intruders are spotted, the sprites lead them astray with ominous rustling from the bushes and distant snapping twigs. Creatures foolish enough to persist in intruding on a sprite's territory are stung with poisoned arrows and lulled into a senseless sleep. While they slumber, the sprites make good their escape, retreating to an even more secluded area of the forest.

Heart Seers. Sprites can sense whether a creature is good or evil by the sound and feeling of its beating heart. Weighing the balance of a creature's past actions, a sprite can tell whether its heart beats rapidly in love or flags in sorrow, or whether it is darkened by hate or greed. The sprite's power to perceive the heart always shows the truth, because the heart can't lie.

Poison Brewers. In their forest domains, sprites brew toxins, unguents, antidotes, and poisons, including the sleep poison with which they coat their arrows. They venture far into the woods to harvest rare flowers, mosses, and fungi, sometimes crossing dangerous territory to do so. If desperate, sprites even steal their ingredients from the gardens of hags.

Good-Hearted. Because they are judges of the heart and favor good creatures, sprites oppose the will of evil fey and pledge to thwart evil archfey at every turn. If they encounter adventurers on a quest to rid their forest of an evil fey creature or goblinoid menace, they will pledge their support and even come to their aid when the adventurers least expect it.

Unlike pixies, sprites rarely indulge in frivolous merriment and fun. They are firm warriors, protectors, and judges, and their stern bent causes other fey to consider them overly dour and serious. However, fey that respect the sprites' territory find them staunch allies in times of trouble.

"THE TREE HAD A WEE VILLAGE NESTLED IN ITS BOUGHS, I SWEAR. NEXT THING I KNEW, I WAS LYIN' FACE-DOWN IN THE DIRT. MY HEAD WAS FULL OF STARS, AN' WHEN I STOOD UP AN' LOOKED AROUND, BOTH THE TREE AN' THE WEE VILLAGE WERE GONE."
—TALE OF A HALF-ORC RANGER



SPRITE

Tiny fey, neutral good

Armor Class 15 (leather armor)

Hit Points 2 (1d4)

Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	18 (+4)	10 (+0)	14 (+2)	13 (+1)	11 (+0)

Skills Perception +3, Stealth +8

Senses passive Perception 13

Languages Common, Elvish, Sylvan

Challenge 1/4 (50 XP)

ACTIONS

Longsword. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1 slashing damage.

Shortbow. *Ranged Weapon Attack:* +6 to hit, range 40/160 ft., one target. *Hit:* 1 piercing damage, and the target must succeed on a DC 10 Constitution saving throw or become poisoned for 1 minute. If its saving throw result is 5 or lower, the poisoned target falls unconscious for the same duration, or until it takes damage or another creature takes an action to shake it awake.

Heart Sight. The sprite touches a creature and magically knows the creature's current emotional state. If the target fails a DC 10 Charisma saving throw, the sprite also knows the creature's alignment. Celestials, fiends, and undead automatically fail the saving throw.

Invisibility. The sprite magically turns invisible until it attacks or casts a spell, or until its concentration ends (as if concentrating on a spell). Any equipment the sprite wears or carries is invisible with it.



SUCCUBUS/INCUBUS

Succubi and incubi inhabit all of the Lower Planes, and the lascivious dark-winged fiends can be found in service to devils, demons, night hags, rakshasas, and yugoloths. Asmodeus, ruler of the Nine Hells, uses these fiends to tempt mortals to perform evil acts. The demon lord Graz'zt keeps succubi and incubi as advisers and consorts.

Though legend speaks of them separately, any succubus can become an incubus, and vice versa. Most of these fiends do have a preference for one form or the other. Mortals only rarely see a succubus or incubus in its true form, however, for the fiend typically begins its corruption in veiled, insidious ways.

Beautiful Corrupters. A succubus or incubus first appears in ethereal form, passing through walls like a ghost to lurk next to a mortal's bedside and whisper forbidden pleasures. Sleeping victims are tempted to give in to their darkest desires, indulge in taboos, and feed forbidden appetites. As the fiend fills the victim's dreams with debauched images, the victim becomes more susceptible to temptation in everyday life.

Inevitably, the fiend enters the mortal realm in tempting form to directly influence a creature's actions. Appearing in the guise of a humanoid who has previously appeared only in the victim's dreams, the succubus or incubus seduces or befriends its victim, indulging all its desires so that it performs evil acts of its own free will.

A mortal bequeaths its soul to the fiend not by formal pledge or contract. Instead, when a succubus or incubus has corrupted a creature completely—some say by causing the victim to commit the three betrayals of thought, word, and deed—the victim's soul belongs to the fiend. The more virtuous the fiend's prey, the longer the corruption takes, but the more rewarding the downfall. After successfully corrupting a victim, the succubus or incubus kills it, and the tainted soul descends into the Lower Planes.

The succubus or incubus resorts to charming a victim magically only when necessary, usually as a form of self-defense. A charmed creature isn't responsible for its actions, so forcing it to behave against its will won't bring the fiend closer to the ultimate prize: the victim's soul.

Deadly Kiss. The kiss of a succubus or incubus is an echo of the emptiness that is the fiend's longing for a corrupted soul. Likewise, the recipient of the fiend's kiss gains no satisfaction from it, experiencing only pain and the profound emptiness that the fiend imparts. The kiss is nothing short of an attack, usually delivered as a final farewell before the fiend escapes.

Fiendish Offspring. Succubi and incubi can reproduce with one another to spawn more of their kind. Less commonly, a succubus or incubus reproduces with a humanoid. From this unholy union, a cambion child is conceived. Invariably, the fiendish offspring is as wicked as its fiendish parent.

STIRGE

This horrid flying creature looks like a cross between a large bat and an oversized mosquito. Its legs end in sharp pincers, and its long, needle-like proboscis slashes the air as it seeks its next meal.

Stirges feed on the blood of living creatures, attaching and draining them slowly. Although they pose little danger in small numbers, packs of stirges can be a formidable threat, reattaching as quickly as their weakening prey can pluck them off.

Blood Drain. A stirge attacks by landing on a victim, finding a vulnerable spot, and plunging its proboscis into the flesh while using its pincer legs to latch on to the victim. Once the stirge has sated itself, it detaches and flies off to digest its meal.

STIRGE

Tiny beast, unaligned

Armor Class 14 (natural armor)

Hit Points 2 (1d4)

Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	16 (+3)	11 (+0)	2 (-4)	8 (-1)	6 (-2)

Senses darkvision 60 ft., passive Perception 9

Languages —

Challenge 1/8 (25 XP)

ACTIONS

Blood Drain. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage, and the stirge attaches to the target. While attached, the stirge doesn't attack. Instead, at the start of each of the stirge's turns, the target loses 5 (1d4 + 3) hit points due to blood loss.

The stirge can detach itself by spending 5 feet of its movement. It does so after it drains 10 hit points of blood from the target or the target dies. A creature, including the target, can use its action to detach the stirge.