



## DUERGAR

The tyrannical duergar, also known as gray dwarves, dwell in fantastic cities deep in the Underdark. Using ancient dwarven knowledge and myriad slaves, they work tirelessly to expand their subterranean kingdoms.

Most duergar (including females) are bald and have ashen gray skin. They wear drab clothing designed to blend in with stone, along with simple jewelry that reflects their severe and utilitarian demeanor.

**Slaves to Slavers.** The duergar were once dwarves, before their greed and endless delving beneath the earth brought them into contact with the mind flayers. Held in captivity for generations by the illithids, the dwarves eventually won their independence with the aid of the evil god Laduguer. Slavery had forever changed them, however, darkening their spirits to make the duergar as evil as the tyrants they had escaped. Despite winning their freedom, duergar are dour, pessimistic, untrusting creatures, always toiling and complaining, with no memory of what it means to be happy or proud. Their craftsmanship and accomplishments endure, yet they are bereft of warmth or artistry.

Duergar make war against their dwarven kin and all other subterranean races. They forge alliances when it is convenient, then break those alliances when they have nothing more to gain. They take and hold slaves to toil in the Underdark, regarding them as free labor and crude currency.

**Tough as Stone.** Like dwarves, duergar have strong constitutions. Adding to their physical stamina is an incredible mental fortitude resulting from their time as slaves of the illithids. A duergar's mind is a fortress, able to shrug off charms, illusions, and other spells.

**Born of Darkness.** The Underdark is saturated with strange magical power, which the duergar absorbed over generations of imprisonment. A duergar can

## DUERGAR

Medium humanoid (dwarf), lawful, evil

**Armor Class** 16 (scale mail, shield)

**Hit Points** 26 (4d8 + 8)

**Speed** 25 ft.

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

**Damage Resistances** poison

**Senses** darkvision 120 ft., passive Perception 10

**Languages** Dwarvish, Undercommon

**Challenge** 1 (200 XP)

**Duergar Resilience.** The duergar has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

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

### ACTIONS

**Enlarge (Recharges after a Short or Long Rest).** For 1 minute, the duergar magically increases in size, along with anything it is wearing or carrying. While enlarged, the duergar is Large, doubles its damage dice on Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. If the duergar lacks the room to become Large, it attains the maximum size possible in the space available.

**War Pick. Melee Weapon Attack:** +4 to hit, reach 5 ft., one target. **Hit:** 6 (1d8 + 2) piercing damage, or 11 (2d8 + 2) piercing damage while enlarged.

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

**Invisibility (Recharges after a Short or Long Rest).** The duergar magically turns invisible until it attacks, casts a spell, or uses its Enlarge, or until its concentration is broken, up to 1 hour (as if concentrating on a spell). Any equipment the duergar wears or carries is invisible with it.

increase its size and strength for a short time, becoming a powerful ogre-sized warrior. If it faces a foe it can't fight, or when spying on creatures approaching its territory, it can just as easily become invisible to slip away into the darkness.

Eons spent in the Underdark also sharpened their darkvision, allowing them to see twice as far as other dwarves. This keen eyesight comes at a cost, however, as a duergar's vision is compromised by sunlight.

**Infernal Master.** Asmodeus, Lord of the Nine Hells, has been known to impersonate duergar gods in order to cultivate the evil brimming in the hearts of the gray dwarves. He offers them divine guidance and vengeance against their enemies while urging them on toward greater acts of tyranny, all the while concealing his true identity.



## ELEMENTALS

Elementals are incarnations of the elements that make up the universe: air, earth, fire, and water. Though little more than animated energy on their own planes of existence, they can be called on by spellcasters and powerful beings to take shape and perform tasks.

**Living Elements.** On its home plane, an elemental is a bodiless life force. Its dim consciousness manifests as a physical shape only when focused by the power of magic. A wild spirit of elemental force has no desire except to course through the element of its native plane. Like beasts of the Material Plane, these elemental spirits have no society or culture, and little sense of being.

**Conjured by Magic.** Certain spells and magic items can conjure an elemental, summoning it from the Inner Planes to the Material Plane. Elementals instinctively resent being pulled from their native planes and bound into service. A creature that summons an elemental must assert force of will to control it.

**Bound and Shaped.** Powerful magic can bind an elemental spirit into a material template that defines a specific use and function. Invisible stalkers are air elementals bound to a specific form, in the same way that water elementals can be shaped into water weirds.

The strength of the magic and materials that bind an elemental determines how well the elemental functions in a bound form. Golems are elemental spirits bound to physical forms, but weaker materials such as flesh and clay can't bind elemental power sufficiently. Durable materials such as stone and iron require stronger magic, which consequently binds an elemental more securely.

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

### AIR ELEMENTAL

An air elemental is a funneling cloud of whirling air with a vague semblance of a face. Although it likes to race across the ground, picking up dust and debris as it goes, it can also fly and attack from above.

An air elemental can turn itself into a screaming cyclone, creating a whirlwind that batters creatures even as it flings them away.

### EARTH ELEMENTAL

An earth elemental plods forward like a walking hill, club-like arms of jagged stone swinging at its sides. Its head and body consist of dirt and stone, occasionally set with chunks of metal, gems, and bright minerals.

Earth elementals glide through rock and earth as though they were liquid. Earthbound creatures have much to fear from an earth elemental, since the elemental can pinpoint the precise location of any foe that stands on solid ground in its vicinity.

### FIRE ELEMENTAL

A faint humanoid shape threads through the core of this wild, moving flame. A fire elemental is a force of capricious devastation. Wherever it moves, it sets its surroundings ablaze, turning the world to ash, smoke, and cinders. Water can halt its destructive progress, causing the fire elemental to shrink back, hissing and smoking in pain and rage.

### WATER ELEMENTAL

A water elemental is a cresting wave that rolls across the ground, becoming nearly invisible as it courses through a larger body of water. It engulfs creatures that stand against it, filling their mouths and lungs as easily as it smothers flame.





## AIR ELEMENTAL

Large elemental, neutral

**Armor Class** 15

**Hit Points** 90 (12d10 + 24)

**Speed** 0 ft., fly 90 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	14 (+2)	6 (-2)	10 (+0)	6 (-2)

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

**Damage Immunities** poison

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

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

**Languages** Auran

**Challenge** 5 (1,800 XP)

**Air Form.** The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

### ACTIONS

**Multiattack.** The elemental makes two slam attacks.

**Slam. Melee Weapon Attack:** +8 to hit, reach 5 ft., one target.

**Hit:** 14 (2d8 + 5) bludgeoning damage.

**Whirlwind (Recharge 4–6).** Each creature in the elemental's space must make a DC 13 Strength saving throw. On a failure, a target takes 15 (3d8 + 2) bludgeoning damage and is flung up 20 feet away from the elemental in a random direction and knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 13 Dexterity saving throw or take the same damage and be knocked prone.

If the saving throw is successful, the target takes half the bludgeoning damage and isn't flung away or knocked prone.

## EARTH ELEMENTAL

Large elemental, neutral

**Armor Class** 17 (natural armor)

**Hit Points** 126 (12d10 + 60)

**Speed** 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	20 (+5)	5 (-3)	10 (+0)	5 (-3)

**Damage Vulnerabilities** thunder

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

**Damage Immunities** poison

**Condition Immunities** exhaustion, paralyzed, petrified, poisoned, unconscious

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

**Languages** Terran

**Challenge** 5 (1,800 XP)

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

**Siege Monster.** The elemental deals double damage to objects and structures.

### ACTIONS

**Multiattack.** The elemental makes two slam attacks.

**Slam. Melee Weapon Attack:** +8 to hit, reach 10 ft., one target.

**Hit:** 14 (2d8 + 5) bludgeoning damage.



## FIRE ELEMENTAL

Large elemental, neutral

Armor Class 13

Hit Points 102 (12d10 + 36)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	16 (+3)	6 (-2)	10 (+0)	7 (-2)

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

**Damage Immunities** fire, poison

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

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

**Languages** Ignan

**Challenge** 5 (1,800 XP)

**Fire Form.** The elemental can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage. In addition, the elemental can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 5 (1d10) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 5 (1d10) fire damage at the start of each of its turns.

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

**Water Susceptibility.** For every 5 feet the elemental moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

### ACTIONS

**Multiattack.** The elemental makes two touch attacks.

**Touch.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns.

## WATER ELEMENTAL

Large elemental, neutral

Armor Class 14 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 30 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	5 (-3)	10 (+0)	8 (-1)

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

**Damage Immunities** poison

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

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

**Languages** Aquan

**Challenge** 5 (1,800 XP)

**Water Form.** The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

**Freeze.** If the elemental takes cold damage, it partially freezes; its speed is reduced by 20 feet until the end of its next turn.


### ACTIONS

**Multiattack.** The elemental makes two slam attacks.

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

**Whelm (Recharge 4–6).** Each creature in the elemental's space must make a DC 15 Strength saving throw. On a failure, a target takes 13 (2d8 + 4) bludgeoning damage. If it is Large or smaller, it is also grappled (escape DC 14). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. If the saving throw is successful, the target is pushed out of the elemental's space.

The elemental can grapple one Large creature or up to two Medium or smaller creatures at one time. At the start of each of the elemental's turns, each target grappled by it takes 13 (2d8 + 4) bludgeoning damage. A creature within 5 feet of the elemental can pull a creature or object out of it by taking an action to make a DC 14 Strength and succeeding.



## ELVES: DROW

Tens of thousands of years ago, the elves were divided, with those of benevolent disposition battling those that were selfish and cruel. The war among elvenkind ended when the good elves banished their malevolent kin to the subterranean depths. Here, in the lightless caverns and endless warrens of twisting passages, the dark elves—the drow—found refuge. They also found leadership in the only elven deity who had not forsaken them. At her command, the dark elves built an empire in the underworld.

**Children of Lolth.** The drow worship Lolth, a deity who resides in the Abyss. Known as the Spider Queen or the Demon Queen of Spiders, she is the figure around which the dark elves have built their subterranean civilization. Whatever she demands, the drow do.

The wickedest of elves, drow are seldom seen by the surface world. Though they plot to destroy the elves that banished them, they no longer see themselves as exiles. They are the destined rulers of the darkness, and when Lolth commands them to rise up and destroy their surface-dwelling kin, they will.

**Creatures of Darkness.** The drow have lived underground for so long that they have evolved to their surroundings and can see in the dark. However, they can no longer stand sunlight. When slaves are in short supply in the Underdark, the drow send raiding parties to the surface to capture humanoids under cover of darkness, bringing them back to their cities to be tortured into submission. Beyond those occasional excursions, the drow are content to remain in their subterranean realm, where they feel secure and in control.

**Underdark Cities.** The dark elves build fantastic cities in enormous caverns where food and water are abundant. Their ability to sculpt stone rivals that of the greatest dwarf artisans, yet their structures retain a decidedly elven aesthetic. Though appearing delicate, drow settlements are structurally sound and remarkably resilient. The drow like to hollow out enormous stalagmites and stalactites, creating populated spires that rise from the floors and ceilings.

A drow city is a sprawling metropolis enclosed by high walls. Non-drow visitors must conduct their business outside the walls under watchful eyes. The drow raise and keep giant spiders to help protect their cities against

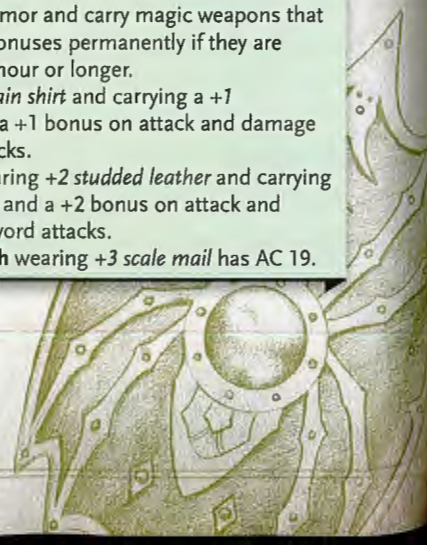
### VARIANT: DROW MAGIC ARMOR AND WEAPONS

Drow often wear magic armor and carry magic weapons that lose their enhancement bonuses permanently if they are exposed to sunlight for 1 hour or longer.

A drow wearing a +1 *chain shirt* and carrying a +1 *shortsword* has AC 19 and a +1 bonus on attack and damage rolls with shortsword attacks.

A drow elite warrior wearing +2 *studded leather* and carrying a +2 *shortsword* has AC 20 and a +2 bonus on attack and damage rolls with shortsword attacks.

A drow priestess of Lolth wearing +3 *scale mail* has AC 19.



intruders, even as they drape those cities in beautiful webbing, creating a gossamer snare to catch flying enemies that would otherwise soar over the walls.

**Drow Magic.** Just as the drow have adapted to underground life, so too has their magic. In addition to using that magic to carve their cities from stone, they empower their weapons, create dangerous new magic items, and summon demons from the Abyss. Drow spellcasters are supremely arrogant and never hesitate to use their magic in the most abhorrent ways.

**Arms and Armor.** Drow craft weapons made of adamantine, a dark and supernaturally hard metal. Drow artisans adorn their weapons and armor with web-like filigree and spider motifs, and mages sometimes imbue items with magic to enhance their effectiveness. However, such magic fades when exposed to sunlight, so that magical drow weapons and armor rarely retain their enhancement bonuses and magical properties when brought to the surface.

**Cutthroat Politics.** Drow politics are cutthroat and rife with intrigue. When drow work together, it is typically to destroy a common foe and ensure their own survival, and such alliances are short lived and fraught with peril.

Drow society is divided into noble houses, each ruled by a matron who seeks to raise the prestige and power of her house above all others. Other high-ranking members of the house are blood relatives, while the middling ranks are flush with drow from weaker families that have sworn fealty to the greater house. Clinging precariously to the bottom rung of a house's social ladder are the house slaves, made up of drow of low birth and the occasional non-drow captive.

**Matriarchal Rule.** Lolth, through her faithful priestesses, dictates the rules of drow society, ensuring that her orders and plots are carried out. Since Lolth is prone to manifesting on the Material Plane and directly punishing those that disobey her, the drow have learned to heed what she says and do as her priestesses command.

In drow society, males are subservient to females. A male drow might lead an Underdark patrol or a raiding party to the surface, but he reports to a female drow—either the matron of his house or one of her hand-picked female subordinates. Although male drow can fill almost any function in drow society, they can't be priests, nor can they rule a house.

**Poison Predilection.** Distilled from spider venom and the flora of the Underdark, poison can be found in abundance among the drow, and it plays an important part in their culture and politics. Drow mages concoct a viscid toxin that leaves enemies unconscious. Drow warriors coat their blades and crossbow bolts with this venom, looking forward to the interrogation and torture that follows combat.

## DROW ELITE WARRIOR

Drow elite warriors defend their houses and their superiors against all enemies, although they specialize in fighting dwarves, gnomes, and elves (including other drow). They frequently raid surface settlements

under cover of night, returning to the Underdark with prisoners and spoils in tow before dawn.

Elite warriors can be male or female.

## DROW MAGE

Privileged drow males who lack the strength and fighting prowess to train as warriors have no recourse but to pursue the study of magic. For them, it is a matter of survival. Female drow with a natural affinity for the arcane arts may also become drow mages, although they are much less common.

## DROW PRIESTESS OF LOLTH

Female drow with blood ties to a noble house are molded and trained from birth to become priestesses of Lolth. The Spider Queen doesn't allow male drow to hold such positions.

Such priestesses execute the will of the Spider Queen, and as a result, they wield tremendous power and influence in drow society. The matron mothers who rule the drow houses are the most powerful of Lolth's priestesses, but they must constantly balance their devotion to the Spider Queen with their devotion to their families.



"SUCH DEPRAVITY. SUCH TERRIFYING CRUELTY. THEY ARE THE VILE POISON THAT PLAGUES ALL ELVENKIND."  
 —NELAR'AUTUMNWELL,  
 ELF CLERIC OF CORELLON LARETHIAN

## DROW

Medium humanoid (elf), neutral evil

**Armor Class** 15 (chain shirt)  
**Hit Points** 13 (3d8)  
**Speed** 30 ft.

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

**Skills** Perception +2, Stealth +4  
**Senses** darkvision 120 ft., passive Perception 12  
**Languages** Elvish, Undercommon  
**Challenge** 1/4 (50 XP)

**Fey Ancestry.** The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

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

At will: *dancing lights*  
 1/day each: *darkness*, *faerie fire*

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

### ACTIONS

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

**Hand Crossbow.** *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the target is also unconscious while poisoned in this way. The target wakes up if it takes damage or if another creature takes an action to shake it awake.

## DROW ELITE WARRIOR

Medium humanoid (elf), neutral evil

**Armor Class** 18 (studded leather, shield)  
**Hit Points** 71 (11d8 + 22)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	14 (+2)	11 (+0)	13 (+1)	12 (+1)

**Saving Throws** Dex +7, Con +5, Wis +4  
**Skills** Perception +4, Stealth +10  
**Senses** darkvision 120 ft., passive Perception 14  
**Languages** Elvish, Undercommon  
**Challenge** 5 (1,800 XP)

**Fey Ancestry.** The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

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

At will: *dancing lights*  
 1/day each: *darkness*, *faerie fire*, *levitate* (self only)

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

### ACTIONS

**Multiattack.** The drow makes two shortsword attacks.

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

**Hand Crossbow.** *Ranged Weapon Attack:* +7 to hit, range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the target is also unconscious while poisoned in this way. The target wakes up if it takes damage or if another creature takes an action to shake it awake.

### REACTIONS

**Parry.** The drow adds 3 to its AC against one melee attack that would hit it. To do so, the drow must see the attacker and be wielding a melee weapon.

## DROW MAGE

Medium humanoid (elf), neutral evil

**Armor Class** 12 (15 with *mage armor*)  
**Hit Points** 45 (10d8)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	10 (+0)	17 (+3)	13 (+1)	12 (+1)

**Skills** Arcana +6, Deception +5, Perception +4, Stealth +5  
**Senses** darkvision 120 ft., passive Perception 14  
**Languages** Elvish, Undercommon  
**Challenge** 7 (2,900 XP)

**Fey Ancestry.** The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

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

At will: *dancing lights*  
1/day each: *darkness*, *faerie fire*, *levitate* (self only)

**Spellcasting.** The drow is a 10th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The drow has the following wizard spells prepared:

Cantrips (at will): *mage hand*, *minor illusion*, *poison spray*, *ray of frost*  
1st level (4 slots): *mage armor*, *magic missile*, *shield*, *witch bolt*  
2nd level (3 slots): *alter self*, *misty step*, *web*  
3rd level (3 slots): *fly*, *lightning bolt*  
4th level (3 slots): *Evard's black tentacles*, *greater invisibility*  
5th level (2 slots): *cloudkill*

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

### ACTIONS

**Staff. Melee Weapon Attack:** +2 to hit, reach 5 ft., one target. **Hit:** 2 (1d6 - 1) bludgeoning damage, or 3 (1d8 - 1) bludgeoning damage if used with two hands, plus 3 (1d6) poison damage.

**Summon Demon (1/Day).** The drow magically summons a quasit, or attempts to summon a shadow demon with a 50 percent chance of success. The summoned demon appears in an unoccupied space within 60 feet of its summoner, acts as an ally of its summoner, and can't summon other demons. It remains for 10 minutes, until it or its summoner dies, or until its summoner dismisses it as an action.

## DROW PRIESTESS OF LOLTH

Medium humanoid (elf), neutral evil

**Armor Class** 16 (scale mail)  
**Hit Points** 71 (13d8 + 13)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	13 (+1)	17 (+3)	18 (+4)

**Saving Throws** Con +4, Wis +6, Cha +7  
**Skills** Insight +6, Perception +6, Religion +4, Stealth +5  
**Senses** darkvision 120 ft., passive Perception 16  
**Languages** Elvish, Undercommon  
**Challenge** 8 (3,900 XP)

**Fey Ancestry.** The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

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

At will: *dancing lights*  
1/day each: *darkness*, *faerie fire*, *levitate* (self only)

**Spellcasting.** The drow is a 10th-level spellcaster. Her spellcasting ability is Wisdom (save DC 14, +6 to hit with spell attacks). The drow has the following cleric spells prepared:

Cantrips (at will): *guidance*, *poison spray*, *resistance*, *spare the dying*, *thaumaturgy*  
1st level (4 slots): *animal friendship*, *cure wounds*, *detect poison and disease*, *ray of sickness*  
2nd level (3 slots): *lesser restoration*, *protection from poison*, *web*  
3rd level (3 slots): *conjure animals* (2 giant spiders), *dispel magic*  
4th level (3 slots): *divination*, *freedom of movement*  
5th level (2 slots): *insect plague*, *mass cure wounds*

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

### ACTIONS

**Multiattack.** The drow makes two scourge attacks.

**Scourge. Melee Weapon Attack:** +5 to hit, reach 5 ft., one target. **Hit:** 5 (1d6 + 2) piercing damage plus 17 (5d6) poison damage.

**Summon Demon (1/Day).** The drow attempts to magically summon a yochlol with a 30 percent chance of success. If the attempt fails, the drow takes 5 (1d10) psychic damage. Otherwise, the summoned demon appears in an unoccupied space within 60 feet of its summoner, acts as an ally of its summoner, and can't summon other demons. It remains for 10 minutes, until it or its summoner dies, or until its summoner dismisses it as an action.



# EMPYREAN

Empyreans are the celestial children of the gods of the Upper Planes. They are universally beautiful, statuesque, and self-assured.

**Manifest Emotion.** An empyrean can experience deity-like fits of serenity or rage. It can affect the environment around it by its mood. When an empyrean is unhappy, the clouds might cry tears of salt water, the wildflowers in surrounding meadows might wilt, dead fish might wash ashore in lakes or rivers, or a nearby forest might lose the leaves from its trees. When an empyrean is jubilant, sunlight follows it everywhere, small animals frolic in its footsteps, and birds fill the sky with their pleasing songs.

**Evil Empyreans.** A few empyreans have turned to evil after venturing to the Lower Planes and becoming corrupted, or as the result of being cursed by evil gods. An evil empyrean can't survive long on the Upper Planes and usually retreats to the Material Plane, where it can rule over a kingdom of mortals as an indomitable tyrant.

**Immortal Titans.** Empyreans don't age but can be slain. Because few empyreans can imagine their own demise, they fight fearlessly when drawn into battle, refusing to believe that the end is upon them even when standing at death's door. When an empyrean dies, its spirit returns to its home plane. There, one of the fallen empyrean's parents resurrects the empyrean unless he or she has a good reason not to.



## EMPYREAN

*Huge celestial (titan), chaotic good (75%) or neutral evil (25%)*

**Armor Class** 22 (natural armor)

**Hit Points** 313 (19d12 + 190)

**Speed** 50 ft., fly 50 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	21 (+5)	30 (+10)	21 (+5)	22 (+6)	27 (+8)

**Saving Throws** Str +17, Int +12, Wis +13, Cha +15

**Skills** Insight +13, Persuasion +15

**Damage Immunities** bludgeoning, piercing, and slashing from nonmagical weapons

**Senses** truesight 120 ft., passive Perception 16

**Languages** all

**Challenge** 23 (32,500 XP)

**Innate Spellcasting.** The empyrean's innate spellcasting ability is Charisma (spell save DC 23, +15 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *greater restoration*, *pass without trace*, *water breathing*, *water walk*

1/day each: *commune*, *dispel evil and good*, *earthquake*, *fire storm*, *plane shift* (self only)

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

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

**Magic Weapons.** The empyrean's weapon attacks are magical.

### ACTIONS

**Maul.** *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. Hit: 31 (6d6 + 10) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or be stunned until the end of the empyrean's next turn.

**Bolt.** *Ranged Spell Attack:* +15 to hit, range 600 ft., one target. Hit: 24 (7d6) damage of one of the following types (empyrean's choice): acid, cold, fire, force, lightning, radiant, or thunder.

### LEGENDARY ACTIONS

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

**Attack.** The empyrean makes one attack.

**Bolster.** The empyrean bolsters all nonhostile creatures within 120 feet of it until the end of its next turn. Bolstered creatures can't be charmed or frightened, and they gain advantage on ability checks and saving throws until the end of the empyrean's next turn.

**Trembling Strike (Costs 2 Actions).** The empyrean strikes the ground with its maul, triggering an earth tremor. All other creatures on the ground within 60 feet of the empyrean must succeed on a DC 25 Strength saving throw or be knocked prone.



## ETTERCAP

Ettercaps are humanoid spiders that tend, feed, and watch over spiders the way a shepherd oversees a flock of sheep. They lair deep in remote forests.

Fine strands of silk stream from glands in an ettercap's abdomen, letting it shoot sticky strands of webbing to bind, entrap, or strangle its victims. It can also use its webbing to fashion elaborate snares and nets, which often festoon its lair.

**Quiet Killers.** When travelers and explorers venture into an ettercap's territory, the ettercap stalks them. Some meet their end wandering blindly into traps or sections of forest enclosed by webs. Others, the ettercap garrotes with strands of web or envenoms with its poisonous bite.

**Sylvan Despoilers.** Though they dwell in the wilds, ettercaps have no desire to live in harmony with nature. A forest infested with ettercaps transforms into a gloomy place, choked with webs and infested with giant spiders, giant insects, and other sinister predators. Creatures that wander too far into such a wood are soon lost in a maze of webs that dangle with the bones and lost treasures of the ettercaps' victims.

**Enemies of the Fey.** Ettercaps are natural enemies of fey creatures. The foul creatures set web snares to catch sprites and pixies, which they hungrily devour, and will encase a dryad's tree in webbing in a vain attempt to trap the dryad. Otherwise timid fey will sometimes approach outsiders for help in dealing with an ettercap infestation, being ill-equipped to deal with the malevolent creatures themselves.

### VARIANT: WEB GARROTE

Some ettercaps like to strangle prey using garrotes fashioned from webbing. An ettercap so armed gains the following action option, which it uses in place of its claws.

**Web Garrote.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one Medium or Small creature against which the ettercap has advantage on the attack roll. *Hit:* 4 (1d4 + 2) bludgeoning damage, and the target is grappled (escape DC 12). Until this grapple ends, the target can't breathe, and the ettercap has advantage on attack rolls against it.

## ETTERCAP

*Medium monstrosity, neutral evil*

**Armor Class** 13 (natural armor)

**Hit Points** 44 (8d8 + 8)

**Speed** 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	13 (+1)	7 (-2)	12 (+1)	8 (-1)

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

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

**Languages** —

**Challenge** 2 (450 XP)

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

**Web Sense.** While in contact with a web, the ettercap knows the exact location of any other creature in contact with the same web.

**Web Walker.** The ettercap ignores movement restrictions caused by webbing.

### ACTIONS

**Multiattack.** The ettercap makes two attacks: one with its bite and one with its claws.

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8 + 2) piercing damage plus 4 (1d8) poison damage. The target must succeed on a DC 11 Constitution saving throw or be poisoned for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

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

**Web (Recharge 5–6).** *Ranged Weapon Attack:* +4 to hit, range 30/60 ft., one Large or smaller creature. *Hit:* The creature is restrained by webbing. As an action, the restrained creature can make a DC 11 Strength check, escaping from the webbing on a success. The effect ends if the webbing is destroyed. The webbing has AC 10, 5 hit points, resistance to bludgeoning damage, and immunity to poison and psychic damage.



## ETTIN

Large giant, chaotic evil

Armor Class 12 (natural armor)

Hit Points 85 (10d10 + 30)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	17 (+3)	6 (-2)	10 (+0)	8 (-1)

Skills Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Giant, Orc

Challenge 4 (1,100 XP)

**Two Heads.** The ettin has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

**Wakeful.** When one of the ettin's heads is asleep, its other head is awake.

### ACTIONS

**Multiattack.** The ettin makes two attacks: one with its battleaxe and one with its morningstar.

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

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

## ETTIN

An ettin is a foul, two-headed giant with the crude characteristics of an orc. It never bathes if it can help it, and its thick skin is usually encrusted with a thick layer of dirt and grime beneath the stinking hides it wears. Its long stringy hair hangs in an unkempt mess about its faces, and its breath reeks from mouths filled with crooked teeth and tusks.

**Dual Personality.** The twin heads of an ettin are two individuals trapped in the same brutish body. Each head has its own mind, personality, and name, and possesses unique preferences and quirks. Bound from birth, both minds only rarely experience privacy or solitude. This familiarity breeds contempt, and an ettin bullies and argues with itself constantly, its two heads each taking constant offense at the other's slights.

When other creatures refer to an ettin, they combine its double names to form a single compound name that applies to the creature as a whole. If an ettin has one head named Hargle and another named Vargle, other creatures call the ettin Harglevargle.

**Solitary Lives.** As much as an ettin argues with itself, it is even less tolerant of other ettins, since a conversation between two ettins almost always amounts to a shouting match between a crowd of four belligerent heads. Most ettins are solitary creatures as a result, tolerating one another only to reproduce.

An ettin's twin heads are always the same gender, with a body to match.

Females are the dominant gender among ettins, and they initiate the ettins' mating rituals. After finding a suitable den, a female ettin hunts and conquers a male, which cares for and feeds her during her six-month pregnancy. Once the child is born, the male ettin is released from servitude. When the child is old enough to hunt for itself, the mother sends it away and abandons the den.

**Two Heads are Better than One.** When focused on a mutually beneficial purpose or united by a common threat, an ettin can resolve its personality differences and dedicate itself fully to a task. An ettin fights with a weapon in each hand, making twin attacks directed by its respective heads. When an ettin sleeps, one of its heads remains ever alert, gaining its only moments of privacy and keeping two eyes open for any creature that disturbs its precious solitude.

**Orcish Ties.** In ancient dialects of Common, the word "ettin" translates as "ugly giant." Legends tell of orcs that once stumbled upon a temple to Demogorgon, the magic of which transformed them into giant mockeries of the twin-headed Prince of Demons. Driven to near madness, these creatures scattered into the wilderness to become the first ettins.

Whatever the truth of the ettins' origin, orcs treat them as distant cousins, and orc tribes often entice ettins to serve as guards, scouts, and marauders. An ettin isn't particularly loyal to its orc handlers, but the orcs can win it over with the promise of food and loot.

# F

## FAERIE DRAGON

A faerie dragon is a cat-sized dragon with butterfly wings. It wears a sharp-toothed grin and expresses its delight by the twitching of its tail, its merriment fading only if it is attacked.

**Invisible Tricksters.** The only warning of a faerie dragon's presence is a stifled giggle. The dragon stays out of sight, watching invisibly as its victims contend with its pranks. When its fun is done, the dragon might reveal itself, depending on the disposition of its "prey."

**Friendly and Bright.** A faerie dragon has a sharp mind, a fondness for treasure and good company, and a puckish sense of humor. Travelers can play to a faerie dragon's draconic nature by offering it "treasure" in the form of sweets, baked goods, and baubles in exchange for information or safe passage through its territory.

**The Colors of Age.** A faerie dragon's scales change hue as it ages, moving through all the colors of the rainbow. All faerie dragons have innate spellcasting ability, gaining new spells as they mature.

Dragon Color	Age Range
Red	5 years or less
Orange	6–10 years
Yellow	11–20 years
Green	21–30 years
Blue	31–40 years
Indigo	41–50 years
Violet	51 years or more



### FAERIE DRAGON

*Tiny dragon, chaotic good*

**Armor Class** 15

**Hit Points** 14 (4d4 + 4)

**Speed** 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	20 (+5)	13 (+1)	14 (+2)	12 (+1)	16 (+3)

**Skills** Arcana +4, Perception +3, Stealth +7

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

**Languages** Draconic, Sylvan

**Challenge** 1 (200 XP) for a red, orange, or yellow faerie dragon; 2 (450 XP) for a green, blue, indigo, or violet faerie dragon

**Superior Invisibility.** As a bonus action, the dragon can magically turn invisible until its concentration ends (as if concentrating on a spell). Any equipment the dragon wears or carries is invisible with it.

**Limited Telepathy.** Using telepathy, the dragon can magically communicate with any other faerie dragon within 60 feet of it.

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

**Innate Spellcasting.** The dragon's innate spellcasting ability is Charisma (spell save DC 13). It can innately cast a number of spells, requiring no material components. As the dragon ages and changes color, it gains additional spells as shown below.

Red, 1/day each: *dancing lights*, *mage hand*, *minor illusion*

Orange, 1/day: *color spray*

Yellow, 1/day: *mirror image*

Green, 1/day: *suggestion*

Blue, 1/day: *major image*

Indigo, 1/day: *hallucinatory terrain*

Violet, 1/day: *polymorph*

### ACTIONS

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

**Euphoria Breath (Recharge 5–6).** The dragon exhales a puff of euphoria gas at one creature within 5 feet of it. The target must succeed on a DC 11 Wisdom saving throw, or for 1 minute, the target can't take reactions and must roll a d6 at the start of each of its turns to determine its behavior during the turn:

1–4. The target takes no action or bonus action and uses all of its movement to move in a random direction.

5–6. The target doesn't move, and the only thing it can do on its turn is make a DC 11 Wisdom saving throw, ending the effect on itself on a success.



## FLAMESKULL

Blazing green flames and mad, echoing laughter follow a disembodied skull as it patrols its demesne. When the undead flameskull discovers trespassers, it blasts the intruders with fiery rays from its eyes and dreadful spells called up from the dark recesses of its memory.

Dark spellcasters fashion flameskulls from the remains of dead wizards. When the ritual is complete, green flames erupt from the skull to complete its ghastly transformation.

**Legacy of Life.** A flameskull only dimly recalls its former life. Though it might speak in its old voice and recount key events from its past, it is but an echo of its former self. However, its undead transformation grants it full access to the magic it wielded in life, letting it cast spells while ignoring the material and somatic components it can no longer employ.

**Eternally Bound.** Intelligent and vigilant, a flameskull serves its creator by protecting a hidden treasure hoard, a secret chamber, or a specific individual. A flameskull carries out the directives given to it when it was created, and it interprets those commands to the letter. A flameskull's master must craft its instructions with care to ensure that the creature carries out its tasks properly.

**Wreathed in Flame.** The fire wreathing a flameskull burns continually, giving off bright light that the creature controls. It uses those flames as a weapon, focusing them to loose them as fiery rays from its eye sockets.

**Eldritch Rejuvenation.** A flameskull's shattered fragments reform unless they are splashed with holy water or subjected to a *dispel magic* or *remove curse* spell. If it can no longer fulfill its intended purpose, the re-formed flameskull is beholden to no one and becomes autonomous.

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

## FLAMESKULL

*Tiny undead, neutral evil*

**Armor Class** 13

**Hit Points** 40 (9d4 + 18)

**Speed** 0 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	17 (+3)	14 (+2)	16 (+3)	10 (+0)	11 (+0)

**Skills** Arcana +5, Perception +2

**Damage Resistances** lightning, necrotic, piercing

**Damage Immunities** cold, fire, poison

**Condition Immunities** charmed, frightened, paralyzed, poisoned

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Common

**Challenge** 4 (1,100 XP)

**Illumination.** The flameskull sheds either dim light in a 15-foot radius, or bright light in a 15-foot radius and dim light for an additional 15 feet. It can switch between the options as an action.

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

**Rejuvenation.** If the flameskull is destroyed, it regains all its hit points in 1 hour unless holy water is sprinkled on its remains or a *dispel magic* or *remove curse* spell is cast on them.

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

Cantrip (at will): *mage hand*

1st level (3 slots): *magic missile*, *shield*

2nd level (2 slots): *blur*, *flaming sphere*

3rd level (1 slot): *fireball*

## ACTIONS

**Multiattack.** The flameskull uses Fire Ray twice.

**Fire Ray.** *Ranged Spell Attack:* +5 to hit, range 30 ft., one target. *Hit:* 10 (3d6) fire damage.

# FLUMPH

The mysterious flumphs drift through the Underdark, propelled through the air by the jets whose sound gives them their name. A flumph glows faintly, reflecting its moods in its color. Soft pink means it is amused, deep blue is sadness, green expresses curiosity, and crimson is anger.

**Intelligent and Wise.** Flumphs communicate telepathically. Though they resemble jellyfish, flumphs are sentient beings of great intelligence and wisdom, possessing advanced knowledge of religion, philosophy, mathematics, and countless other subjects.

Flumphs are sensitive to the emotional states of nearby creatures. If a creature's thoughts suggest goodness, a flumph seeks that creature out. When facing creatures that exude evil, a flumph flees.

**Psionic Siphons.** Flumphs feed by siphoning mental energy from psionic creatures, and they can be found lurking near communities of mind flayers, aboleths, githyanki, and githzerai. As passive parasites, they take only the mental energy they need, and most creatures feel no loss or discomfort from such feeding.

Consuming psionic energy reveals the thoughts and emotions of the creatures on which the flumphs feed. Since so many of those creatures are evil, flumphs are often subjected to thoughts, emotions, and hungers that sicken their pure nature. When flumphs encounter good-hearted adventurers, they eagerly share the dark secrets they have learned in the hopes of casting down their evil sources of energy, even if doing so means they must seek out new sources of nourishment.

**Flumph Society.** Flumphs live in complex and organized groups called cloisters, within which each flumph has a place and purpose. These harmonious groupings have no need for leaders, since all flumphs contribute in their own way.



"TRUST A FLUMPH."  
—X THE MYSTIC'S 1ST RULE OF DUNGEON SURVIVAL

## FLUMPH

*Small aberration, lawful good*

**Armor Class** 12

**Hit Points** 7 (2d6)

**Speed** 5 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	10 (+0)	14 (+2)	14 (+2)	11 (+0)

**Skills** Arcana +4, History +4, Religion +4

**Damage Vulnerabilities** psychic

**Senses** darkvision 60 ft., passive Perception 12

**Languages** understands Undercommon but can't speak, telepathy 60 ft.

**Challenge** 1/8 (25 XP)

**Advanced Telepathy.** The flumph can perceive the content of any telepathic communication used within 60 feet of it, and it can't be surprised by creatures with any form of telepathy.

**Prone Deficiency.** If the flumph is knocked prone, roll a die. On an odd result, the flumph lands upside-down and is

incapacitated. At the end of each of its turns, the flumph can make a DC 10 Dexterity saving throw, righting itself and ending the incapacitated condition if it succeeds.

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

### ACTIONS

**Tendrils.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage plus 2 (1d4) acid damage. At the end of each of its turns, the target must make a DC 10 Constitution saving throw, taking 2 (1d4) acid damage on a failure or ending the recurring acid damage on a success. A *lesser restoration* spell cast on the target also ends the recurring acid damage.

**Stench Spray (1/Day).** Each creature in a 15-foot cone originating from the flumph must succeed on a DC 10 Dexterity saving throw or be coated in a foul-smelling liquid. A coated creature exudes a horrible stench for 1d4 hours. The coated creature is poisoned as long as the stench lasts, and other creatures are poisoned while within 5 feet of the coated creature. A creature can remove the stench on itself by using a short rest to bathe in water, alcohol, or vinegar.



## FOMORIAN

*Huge giant, chaotic evil*

**Armor Class** 14 (natural armor)

**Hit Points** 149 (13d12 + 65)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	20 (+5)	9 (-1)	14 (+2)	6 (-2)

**Skills** Perception +8, Stealth +3

**Senses** darkvision 120 ft., passive Perception 18

**Languages** Giant, Undercommon

**Challenge** 8 (3,900 XP)

### ACTIONS

**Multiattack.** The fomorian attacks twice with its greatclub or makes one greatclub attack and uses Evil Eye once.

**Greatclub.** *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

**Evil Eye.** The fomorian magically forces a creature it can see within 60 feet of it to make a DC 14 Charisma saving throw. The creature takes 27 (6d8) psychic damage on a failed save, or half as much damage on a successful one.

**Curse of the Evil Eye (Recharges after a Short or Long Rest).**

With a stare, the fomorian uses Evil Eye, but on a failed save, the creature is also cursed with magical deformities. While deformed, the creature has its speed halved and has disadvantage on ability checks, saving throws, and attacks based on Strength or Dexterity.

The transformed creature can repeat the saving throw whenever it finishes a long rest, ending the effect on a success.

## FOMORIAN

The most hideous and wicked of all giantkind are the godless fomorians, whose deformed bodies reflect their vile demeanors. Some have facial features randomly distributed around their misshapen, warty heads. Others have limbs of grossly different sizes and shapes, or emit terrible howls each time they draw breath through misshapen mouths. Their wretched appearance rarely evokes sympathy, however, for the fomorians brought their doom upon themselves with the evil that rules their hearts and minds.

**Fey Curse.** The elves remember when the fomorians were among the most handsome of races, possessed of brilliant minds and unrivaled magical ability. That physical perfection did not extend to their hearts, however, as a lust for magic and power consumed them.

The fomorians sought to conquer the Feywild and enslave its inhabitants, claiming those creatures' magic for themselves. When the fey united to defend their realm, the fomorians fought them and were subjected to a terrible curse.

One by one, the giants fell as their bodies were warped to reflect the evil in their hearts. Stripped of their grace and magical power, the wretched horrors fled from the light, delving deep beneath the world to nurse their hatred. Cursing their fate, they have ever after plotted vengeance against the fey that wronged them.

**Giants of the Underdark.** The fomorians dwell in eerily beautiful caverns in the Underdark, rarely venturing to the surface. Their lairs feature abundant access to water, fish, and mushroom forests, as well as to the creatures whose slave labor keeps the fomorians fed. When those slaves can no longer toil, they are slain and devoured. Wickedness and depravity are the cornerstones of fomorian society, in which the strongest and cruelest giants rule. Fomorians mark their territories with the corpses of their enemies, painting their cavern walls with blood or stitching together limbs and body parts to make mockeries of the creatures they have killed.

**Ruined Flesh, Evil Minds.** The deformities visited on the fomorians prevent them from hurling rocks like their giant kin, or wearing anything more than scraps of cloth. However, the grotesque positioning of their eyes, noses, and ears gives fomorians keen perceptive abilities, making it hard to surprise or ambush them.

The greed and evil of the fomorians lies at the heart of their degeneration and fall, and continues to plague them. Fomorians make alliances with other creatures when it suits them, but they are disloyal by nature and betray their allies on a whim.

**Curse of the Evil Eye.** Fomorians can pass their curse onto others using a power called the evil eye—a last vestige of the giants' once-remarkable spellcasting ability. A creature cursed by a fomorian's evil eye is magically twisted and deformed, gaining a glimpse into the pain and malice that has consumed this evil race.

## FUNGI

With its sky of jagged stone and perpetual night, the Underdark is home to all manner of fungi. Taking the place of plants in the subterranean realm, fungi are vital to the survival of many underground species, providing nourishment and shelter in the unforgiving darkness.

Fungi spawn in organic matter, then break that matter down to consume it, feeding on filth and corpses. As they mature, fungi eject spores that drift on the lightest breeze to spawn new fungi.

Not needing sunlight or warmth to grow, fungi thrive in every corner and crevice of the Underdark. Transformed by the magic that permeates that underground realm, Underdark fungi often develop potent defensive mechanisms or abilities of mimicry and attack. The largest specimens can spread to create vast subterranean forests in which countless creatures live and feed.

### GAS SPORE

The first gas spores are thought to have been spawned from dead beholders, whose moldering corpses fed a parasitic fungus with aberrant magic. Having long since adapted into a unique plant creature, a gas spore grows quickly and purposefully out of any corpse, creating a malevolent-looking mockery of the most feared denizen of the Underdark.

**Eye Tyrant's Form.** A gas spore is a spherical, balloon-like fungus that resembles a beholder from a distance, though its true nature becomes increasingly obvious as one approaches it. The monster possesses a blind central "eye" and rhizome growths sprouting from its upper surface, superficially resembling a beholder's eyestalks.

**Death Burst.** A gas spore is a hollow shell filled with a lighter-than-air gas that enables it to float as a beholder does. Piercing the shell with even the weakest attack causes the creature to burst apart, releasing a cloud of deadly spores. A creature that inhales the spores becomes host to them, and is often dead within a day. Its corpse then becomes the spawning ground from which new gas spores arise.

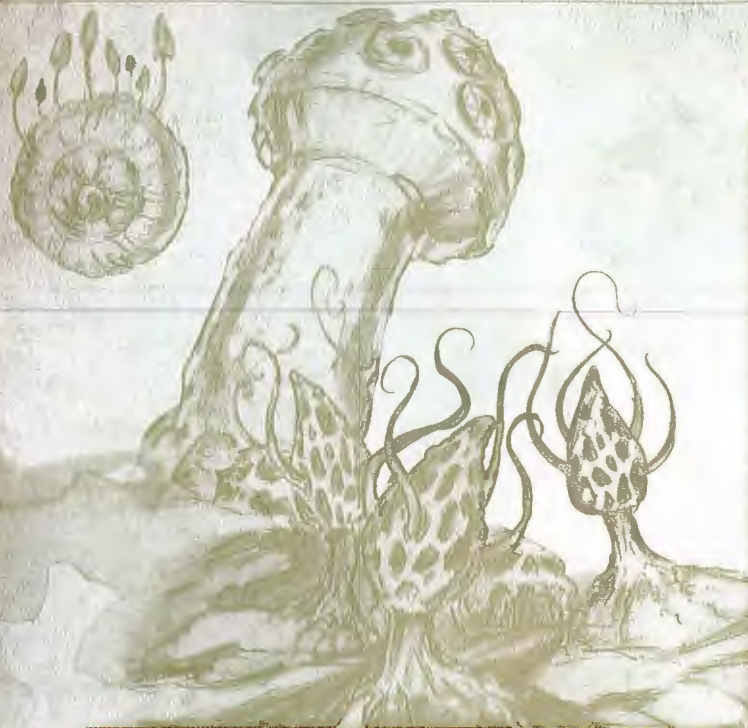
**Beholder Memories.** A gas spore that sprouts from a beholder's corpse sometimes carries within it memories of its deceased parent. When the gas spore explodes, its deadly spores cast those memories adrift. Any creature that inhales the spores and survives inherits one or more of the beholder's fragmented memories, and might gain useful information about the beholder's former lair and other nearby places and creatures of interest.

### SHRIEKER

A shrieker is a human-sized mushroom that emits a piercing screech to drive off creatures that disturb it. Other creatures use the fungi as an alarm to signal the approach of prey, and various intelligent races of the Underdark cultivate shriekers on the outskirts of their communities to discourage trespassers.







## GAS SPORE

Large plant, unaligned

Armor Class 5

Hit Points 1 (1d10 - 4)

Speed 0 ft., fly 10 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
5 (-3)	1 (-5)	3 (-4)	1 (-5)	1 (-5)	1 (-5)

**Damage Immunities** poison

**Condition Immunities** blinded, deafened, frightened, paralyzed, poisoned, prone

**Senses** blindsight 30 ft. (blind beyond this radius), passive Perception 5

**Languages** —

**Challenge** 1/2 (100 XP)

**Death Burst.** The gas spore explodes when it drops to 0 hit points. Each creature within 20 feet of it must succeed on a DC 15 Constitution saving throw or take 10 (3d6) poison damage and become infected with a disease on a failed save. Creatures immune to the poisoned condition are immune to this disease.

Spores invade an infected creature's system, killing the creature in a number of hours equal to 1d12 + the creature's Constitution score, unless the disease is removed. In half that time, the creature becomes poisoned for the rest of the duration. After the creature dies, it sprouts 2d4 Tiny gas spores that grow to full size in 7 days.

**Eerie Resemblance.** The gas spore resembles a beholder. A creature that can see the gas spore can discern its true nature with a successful DC 15 Intelligence (Nature) check.

### ACTIONS

**Touch.** *Melee Weapon Attack:* +0 to hit, reach 5 ft., one creature. *Hit:* 1 poison damage, and the creature must succeed on a DC 10 Constitution saving throw or become infected with the disease described in the Death Burst trait.

## SHRIEKER

Medium plant, unaligned

Armor Class 5

Hit Points 13 (3d8)

Speed 0 ft.

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

**Condition Immunities** blinded, deafened, frightened

**Senses** blindsight 30 ft. (blind beyond this radius), passive Perception 6

**Languages** —

**Challenge** 0 (10 XP)

**False Appearance.** While the shrieker remains motionless, it is indistinguishable from an ordinary fungus.

### REACTIONS

**Shriek.** When bright light or a creature is within 30 feet of the shrieker, it emits a shriek audible within 300 feet of it. The shrieker continues to shriek until the disturbance moves out of range and for 1d4 of the shrieker's turns afterward.

## VIOLET FUNGUS

This purplish mushroom uses root-like feelers growing from its base to creep across cavern floors. The four stalks protruding from a violet fungi's central mass are used to lash out at prey, rotting flesh with the slightest touch. Any creature killed by a violet fungus decomposes rapidly. A new violet fungus sprouts from the moldering corpse, growing to full size in 2d6 days.

## VIOLET FUNGUS

Medium plant, unaligned

Armor Class 5

Hit Points 18 (4d8)

Speed 5 ft.

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

**Condition Immunities** blinded, deafened, frightened

**Senses** blindsight 30 ft. (blind beyond this radius), passive Perception 6

**Languages** —

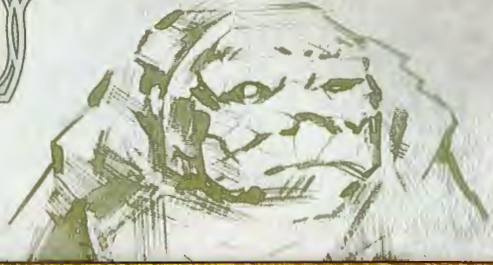
**Challenge** 1/4 (50 XP)

**False Appearance.** While the violet fungus remains motionless, it is indistinguishable from an ordinary fungus.

### ACTIONS

**Multiattack.** The fungus makes 1d4 Rotting Touch attacks.

**Rotting Touch.** *Melee Weapon Attack:* +2 to hit, reach 10 ft., one creature. *Hit:* 4 (1d8) necrotic damage.



## GALEB DUHR

The galeb duhr is a boulder-like creature with stumpy appendages that act as arms and legs. It has the ability to animate the rocks and boulders around it, and is thus usually encountered in rocky terrain.

Powerful magic allows a spellcaster to summon a galeb duhr from the Plane of Earth. Some galeb duhr also form naturally in places touched by that plane. The galeb duhr is imbued with greater intelligence than most elementals, allowing it to better assess threats and to communicate with creatures entering its guarded area.

**Stone Guardian.** A galeb duhr doesn't age or require sustenance, making it an excellent sentinel. A powerful druid might charge a galeb duhr with protecting a stone circle or sacred hilltop. Another galeb duhr might be created to guard an underground tomb or a wizard's tower. When it chooses to, the galeb duhr can make itself look like an ordinary boulder, remaining perfectly still for years at a time.

## GALEB DUHR

Medium elemental, neutral

**Armor Class** 16 (natural armor)

**Hit Points** 85 (9d8 + 45)

**Speed** 15 ft. (30 ft. when rolling, 60 ft. rolling downhill)

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

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

**Damage Immunities** poison

**Condition Immunities** exhaustion, paralyzed, poisoned, petrified

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

**Languages** Terran

**Challenge** 6 (2,300 XP)

**False Appearance.** While the galeb duhr remains motionless, it is indistinguishable from a normal boulder.

**Rolling Charge.** If the galeb duhr rolls at least 20 feet straight toward a target and then hits it with a slam attack on the same turn, the target takes an extra 7 (2d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

### ACTIONS

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

**Animate Boulders (1/Day).** The galeb duhr magically animates up to two boulders it can see within 60 feet of it. A boulder has statistics like those of a galeb duhr, except it has Intelligence 1 and Charisma 1, it can't be charmed or frightened, and it lacks this action option. A boulder remains animated as long as the galeb duhr maintains concentration, up to 1 minute (as if concentrating on a spell).

A galeb duhr is permanently bound to the Material Plane, so that when it dies, it doesn't return to the Plane of Earth. It has an excellent memory and is more than happy to share information regarding its environment with creatures it doesn't regard as threats.

**Stone Connection.** A galeb duhr can become one with the earth around it, allowing it to imbue nearby rocks and boulders with a semblance of life. The galeb duhr uses its animated boulders to frighten away interlopers and defend whatever it has been charged to protect. When it needs to move close to those intruders, it presses its limbs tight to its body and rolls forward at a furious pace.



## GARGOYLE

Medium elemental, chaotic evil

**Armor Class** 15 (natural armor)

**Hit Points** 52 (7d8 + 21)

**Speed** 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	16 (+3)	6 (-2)	11 (+0)	7 (-2)

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

**Damage Immunities** poison

**Condition Immunities** exhaustion, petrified, poisoned

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

**Languages** Terran

**Challenge** 2 (450 XP)

**False Appearance.** While the gargoyle remains motionless, it is indistinguishable from an inanimate statue.

### ACTIONS

**Multiattack.** The gargoyle makes two attacks: one with its bite and one with its claws.

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

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

## GARGOYLE

The inanimate gargoyles that perch atop great buildings are inspired by these malevolent creatures of elemental earth that resemble grotesque, fiendish statues. A gargoyle lurks among masonry and ruins, as still as any stone sculpture, and delights in the terror it creates when it breaks from its suspended pose, as well as the pain it inflicts on its victims.

**Animate Stone.** Gargoyles cling to rocky cliffs and mountains, or roost on ledges in underground caves. They haunt city rooftops, perching vulture-like among the high stone arches and buttresses of castles and cathedrals, and they can hold themselves so still that they appear inanimate. Able to maintain this state for years, a gargoyle makes an ideal sentry.

**Deadly Reputation.** Gargoyles have a reputation for cruelty. Statues carved into the likenesses of gargoyles appear in the architecture of countless cultures to frighten away trespassers. Although such sculptures are only decorative, real gargoyles can hide among them to ambush unsuspecting victims. A gargoyle might alleviate the tedium of its watch by catching and tormenting birds or rodents, but its long wait only increases its craving for harming sentient creatures.

**Cruel Servants.** Gargoyles are easily inspired by the cunning of an intelligent master. They enjoy simple tasks such as guarding a master's home, torturing and killing interlopers, and anything else that involves minimum effort and maximum pain and carnage.

Gargoyles sometimes serve demons for their propensity for wanton chaos and destruction. Powerful spellcasters can also easily enlist gargoyle guardians to keep watch over their gates and walls. Gargoyles have the patience and fortitude of stone, and will serve even the cruelest master for years without complaint.

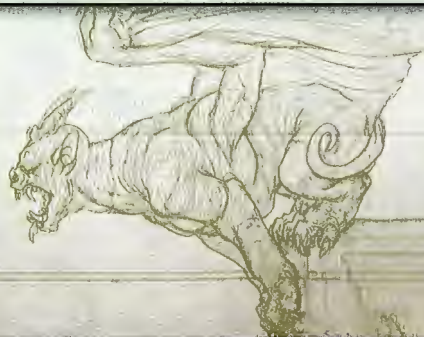
**Elemental Nature.** A gargoyle doesn't require air, food, drink, or sleep.

### SHARDS OF ELEMENTAL EVIL

As Ogrémoch, the evil Prince of Elemental Earth, treads his stony realm, it leaves shards of broken rock in his wake. Imbued with slivers of sentience, these shards thrum with the essence of the elemental prince, growing over long years into vaguely humanoid rock formations that resolve at last into the hard, cruel shapes of gargoyles.

Ogrémoch doesn't create gargoyles deliberately, but they are a physical manifestation of his evil. Gargoyles are mockeries of the elemental air that Ogrémoch despises. They are heavy creatures of living stone, yet capable of flight. Like their creator, they possess a fundamental hatred for beings of elemental air, aarakocra in particular, and relish every opportunity to destroy such creatures.

On their home plane, gargoyles carve out earth motes that Ogrémoch hurtles into Aaqa, the domain of the aarakocra and the benevolent Wind Dukes the bird folk serve in the Elemental Plane of Air.



## GENIES

Genies are rare elemental creatures out of story and legend. Only a few can be found on the Material Plane. The rest reside on the Elemental Planes, where they rule from lavish palaces and are attended by worshipful slaves.

Genies are as brilliant as they are mighty, as proud as they are majestic. Haughty and decadent, they have a profound sense of entitlement that stems from the knowledge that few creatures except the gods and other genies can challenge their power.

**Creatures of the Elements.** A genie is born when the soul of a sentient living creature melds with the primordial matter of an elemental plane. Only under rare circumstances does such an elemental-infused soul coalesce into a manifest form and create a genie.

A genie usually retains no connection to the soul that gave it form. That life force is a building block that determines the genie's form and apparent gender, as well as one or two key personality traits. Although they resemble humanoid beings, genies are elemental spirits given physical form. They don't mate with other genies or produce genie offspring, as all new genies are born out of the same mysterious fusion of spirit energy and elemental power. A genie with a stronger connection to its mortal soul might choose to sire a child with a mortal, although such offspring are rare.

When a genie perishes, it leaves nothing behind except what it was wearing or carrying, along with a small trace of its native element: a pile of dust, a gust of wind, a flash of fire and smoke, or a burst of water and foam.

**Rule or Be Ruled.** Mortal slaves serve to validate a genie's power and high self-opinion. A hundred flattering voices are music to a genie's ears, while two hundred mortal slaves prostrated at its feet are proof that it is lord and master. Genies view slaves as living property, and a genie without property amounts to nothing among its own kind. As a result, many genies treasure their slaves, treating them as honored members of their households. Evil genies freely threaten and abuse their slaves, but never to the extent that the slaves are no longer of use.

In contrast to their love of slaves, most genies loathe being bound to service themselves. A genie obeys the will of another only when bribed or compelled by magic. All genies command the power of their native element, but a rare few also possess the power to grant wishes. For both these reasons, mortal mages often seek to bind genies into service.

**Decadent Nobility.** Noble genies are the rarest of their kind. They are used to getting what they want, and have learned to trade their ability to grant wishes to attain the objects of their desire. This constant indulgence has made them decadent, while their supreme power over reality makes them haughty and arrogant. Their vast palaces overflow with wonders and sensory delights beyond imagination.

Noble genies cultivate the jealousy and envy of other genies, asserting their superiority at every opportunity. Other genies respect the influence of the noble genies,

knowing how unwise it is to defy a creature that can alter reality at a whim. A genie isn't beholden to any noble genie, however, and will sometimes choose to defy a noble genie's will and risk the consequences.

**The Power of Worship.** Genies acknowledge the gods as powerful entities but have no desire to court or worship them. They find the endless fawning and mewling of religious devotees tiresome—except as it is directed toward them by their worshipful slaves.

Their miraculous powers, the grandeur of their abodes, and the numbers of their slaves allow some genies to deceive themselves into believing they are as powerful as the gods. Some go so far as to demand that mortals of other realms—even whole continents or worlds—bow down before them.

## DAO

Dao are greedy, malicious genies from the Elemental Plane of Earth. They adorn themselves with jewelry crafted from precious gems and rare metals, and when they fly, their lower bodies become columns of swirling sand. A dao isn't happy unless it is the envy of other dao.

**All That Glitters.** The dao dwell in complexes of twisting tunnels and glittering ore-veined caverns on the Elemental Plane of Earth. These mazes are continually expanding as the dao delve into and reshape the rock around them. Dao care nothing for the poverty or misfortune of others. A dao might grind powdered gems and gold dust over its food to heighten the experience of eating, devouring its wealth as mortals consume a precious spice.

**Lords of the Earth.** A dao never assists a mortal unless the genie has something to gain, preferably treasure. Among the genies, dao are on speaking and trading terms with the efreet, but they have nothing but scorn for djinn and marids. Other races native to the Elemental Plane of Earth avoid the dao, which are always seeking new slaves to mine the mazes of their floating earth islands.

**Proud Slavers.** The dao trade for the finest slaves that money can buy, forcing them to work in dangerous subterranean realms that rumble with earthquakes.

As much as they enjoy enslaving others, the dao hate being enslaved. Powerful wizards have been known to lure dao to the Material Plane and trap them in the confines of magic gemstones or iron flasks. Unfortunately for the dao, their greed makes it relatively easy for mages to cozen them into service.

## DJINNI

Proud, sensuous genies from the Elemental Plane of Air, the djinn are attractive, tall, well-muscled humanoids with blue skin and dark eyes. They dress in airy, shimmering silks, designed as much for comfort as to flaunt their musculature.

**Airy Aesthetes.** Djinn rule floating islands of cloudstuff covered with enormous pavilions, or topped with wondrous buildings, courtyards, fountains, and gardens. Creatures of comfort and ease, djinn enjoy succulent fruits, pungent wines, fine perfumes, and beautiful music.

Djinn are known for their sense of mischief and their favorable attitude toward mortals. Among genies, djinn deal coolly with efreet and marids, whom they view as haughty. They openly despise dao and strike against them with little provocation.

**Masters of the Wind.** Masters of the air, the djinn ride powerful whirlwinds that they create and direct on a whim, and which can even carry passengers. Creatures that stand against a djinni are assaulted by wind and thunder, even as the djinni spins away on that wind if outmatched in combat. When a djinni flies, its lower body transforms into a column of swirling air.

**Accepting Servitors.** The djinn believe that servitude is a matter of fate, and that no being can contest the hand of fate. As a result, of all the genies, djinn are the ones most amenable to servitude, though they never enjoy it. Djinn treat their slaves more like servants deserving of kindness and protection, and they part with them reluctantly.

A mortal who desires the brief service of a djinni can entreat it with fine gifts, or use flattery to bribe it into compliance. Powerful wizards are able to forgo such niceties, however, if they can summon, bind into service, or imprison a djinni using magic. Long-term service displeases a djinni, and imprisonment is inexcusable. Djinn resent the cruel wizards that have imprisoned their kind in bottles, iron flasks, and wind instruments throughout the ages. Betrayal, particularly by a mortal whom a djinni trusted, is a vile deed that only deadly vengeance can amend.

## EFREETI

Hulking genies of the Elemental Plane of Fire, the efreet are masters of flame, immune to fire and able to create it on a whim. Fine silk caftans and damask robes drape their magma-red or coal-black skin, and they bedeck themselves in brass and gold torcs, chains, and rings, all glittering with jewels. When an efreeti flies, its lower body transforms into a column of smoke and embers.

**Haughty and Cruel.** The efreet are deceptive, cunning, and cruel to the point of ruthlessness. They despise being forced into servitude and are relentless in pursuit of vengeance against creatures that have wronged them. Efreet don't see themselves in this light, naturally, and regard their race as fair and orderly, even as they admit to an enlightened sense of self-interest.

**Spiteful Slavers.** Efreet view all other creatures as enemies or potential serfs. They raid the Material Plane and the elemental planes for slaves, which they capture and bring back to their homes on the Elemental Plane of Fire. The efreet rule as oppressive tyrants, promoting only the cruelest among their slaves. Those overseers are given whips to help keep the rank-and-file slaves in line.

**Planar Raiders.** Most efreet reside on the Elemental Plane of Fire, either in great domed fortresses of black glass and basalt surrounded by churning lakes of fire, or in the fabled City of Brass. Additionally, efreet military outposts thronging with their minions and slaves can be found scattered throughout the planes.

On the Material Plane, efreet dwell in fiery regions such as volcanoes and the burning expanses of the

world's deserts. Their love of the desert brings them into conflict with the djinn that ride the desert whirlwinds, and with the earthbound dao. Efreet utterly despise marids, with whom they have maintained a passionate conflict throughout the history of both races.

## MARID

Hailing from the Elemental Plane of Water, the marids are the most wondrous of genie-kind. Although all genies wield great power, even the lowliest marid sees itself as clearly superior to the flighty djinn, the ground-hugging dao, and the fuming efreet.

Large and piscine, marids are a strange sight to behold, particularly when clad in the finely stitched vests and colorful pantaloons they favor. They speak in voices as soft as the sea breeze or as sonorous as storm waves breaking against a rocky cliff. In flight, their lower bodies transform into columns of foamy water.

**Water Lords.** Water is a marid's native element, and the genie can manipulate water in virtually any way it desires. A marid can walk on water and breathe naturally beneath its surface. It can create water or shape clouds of fog and mist from the vapor in the air. It can even transform itself into mist, or use water as a weapon to bludgeon its foes.

**Marid Homes.** Marids are rare on the Material Plane. They inhabit mighty and majestic coral fortresses located in the Elemental Plane of Water. These citadels float in the depths of the plane and contain opulent, air-filled chambers where slaves and guests reside.

A marid doesn't expect much from its slaves, simply wanting to have them for the status of ownership. Marids go out of their way to obtain skilled slaves, and aren't above kidnapping mortal artists, entertainers, or storytellers for use in their courts.

**Egotistical Hierarchs.** All marids claim a title of nobility, and the race is awash in shahs, sultans, muftis, and khedives. Most of these titles are mere pretense on the part of the self-important marids.

Marids treat all others—including other genies—as inferiors of various grades, ranging from poor cousins to petty annoyances. They tolerate djinn, dislike dao, and despise efreet.

Humanoids are among the lowest of the creatures that marids must tolerate, although they sometimes deal with powerful wizards and exceptional leaders on an almost-equal footing. Doing so has sometimes proven to be a mistake, since wizards have managed to imprison marids in conch shells, flasks, and decanters over the ages. Bribery and flattery are the best means of dealing with marids, to which an obsequious mortal is a creature that knows its place.

**Whimsical Storytellers.** Marids are champion tale-tellers, whose favorite legends emphasize the prowess of marids in general and of the speaker in particular. Fanciful genies, they lie often and creatively. They aren't always malicious in their deception, but embellishments suit their fancy. Marids consider it a crime for a lesser being to interrupt one of their tales, and offending a marid is a sure way to invoke its wrath.



"WELCOME TO THE GREAT DISMAL DELVE, GEM OF THE INNER PLANES. YOU ARE NOW SLAVES OF THE MIGHTY AND MERCIFUL KHATUN ZAFARA AL'YIL JIN ZARAIN, QUEEN OF THE MANTLED DEPTHS, PONTIFF OF THE DIAMOND CATHEDRAL, PROTECTOR OF THE MALACHITE SCEPTER, AND SO ON AND SO FORTH."  
 —GARGOYLE SENESCHAL'S STANDARD GREETING

## DAO

Large elemental, neutral evil

**Armor Class** 18 (natural armor)

**Hit Points** 187 (15d10 + 105)

**Speed** 30 ft., burrow 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	12 (+1)	24 (+7)	12 (+1)	13 (+1)	14 (+2)

**Saving Throws** Int +5, Wis +5, Cha +6

**Condition Immunities** petrified

**Senses** darkvision 120 ft., passive Perception 11

**Languages** Terran

**Challenge** 11 (7,200 XP)

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

**Elemental Demise.** If the dao dies, its body disintegrates into crystalline powder, leaving behind only equipment the dao was wearing or carrying.

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

At will: *detect evil and good*, *detect magic*, *stone shape*

3/day each: *passwall*, *move earth*, *tongues*

1/day each: *conjure elemental* (earth elemental only), *gaseous form*, *invisibility*, *phantasmal killer*, *plane shift*, *wall of stone*

**Sure-Footed.** The dao has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

### ACTIONS

**Multiattack.** The dao makes two fist attacks or two maul attacks.

**Fist. Melee Weapon Attack:** +10 to hit, reach 5 ft., one target.

**Hit:** 15 (2d8 + 6) bludgeoning damage.

**Maul. Melee Weapon Attack:** +10 to hit, reach 5 ft., one target.

**Hit:** 20 (4d6 + 6) bludgeoning damage. If the target is a Huge or smaller creature, it must succeed on a DC 18 Strength check or be knocked prone.



## DJINNI

Large elemental, chaotic good

**Armor Class** 17 (natural armor)  
**Hit Points** 161 (14d10 + 84)  
**Speed** 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	22 (+6)	15 (+2)	16 (+3)	20 (+5)

**Saving Throws** Dex +6, Wis +7, Cha +9  
**Damage Immunities** lightning, thunder  
**Senses** darkvision 120 ft., passive Perception 13  
**Languages** Auran  
**Challenge** 11 (7,200 XP)

**Elemental Demise.** If the djinni dies, its body disintegrates into a warm breeze, leaving behind only equipment the djinni was wearing or carrying.

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

At will: *detect evil and good*, *detect magic*, *thunderwave*

### VARIANT: GENIE POWERS

Genies have a variety of magical capabilities, including spells. A few have even greater powers that allow them to alter their appearance or the nature of reality.

**Disguises.** Some genies can veil themselves in illusion to pass as other similarly shaped creatures. Such genies can innately cast the *disguise self* spell at will, often with a longer duration than is normal for that spell. Mightier genies can cast the *true polymorph* spell one to three times per day, possibly with a longer duration than normal. Such genies can change only their own shape, but a rare few can use the spell on other creatures and objects as well.

**Wishes.** The genie power to grant wishes is legendary among mortals. Only the most potent genies, such as those among the nobility, can do so. A particular genie that has this power can grant one to three wishes to a creature that isn't a genie. Once a genie has granted its limit of wishes, it can't grant wishes again for some amount of time (usually 1 year), and cosmic law dictates that the same genie can expend its limit of wishes on a specific creature only once in that creature's existence.

To be granted a wish, a creature within 60 feet of the genie states a desired effect to it. The genie can then cast the *wish* spell on the creature's behalf to bring about the effect. Depending on the genie's nature, the genie might try to pervert the intent of the wish by exploiting the wish's poor wording. The perversion of the wording is usually crafted to be to the genie's benefit.

3/day each: *create food and water* (can create wine instead of water), *tongues*, *wind walk*  
 1/day each: *conjure elemental* (air elemental only), *creation*, *gaseous form*, *invisibility*, *major image*, *plane shift*

### ACTIONS

**Multiattack.** The djinni makes three scimitar attacks.

**Scimitar. Melee Weapon Attack:** +9 to hit, reach 5 ft., one target. **Hit:** 12 (2d6 + 5) slashing damage plus 3 (1d6) lightning or thunder damage (djinni's choice).

**Create Whirlwind.** A 5-foot-radius, 30-foot-tall cylinder of swirling air magically forms on a point the djinni can see within 120 feet of it. The whirlwind lasts as long as the djinni maintains concentration (as if concentrating on a spell). Any creature but the djinni that enters the whirlwind must succeed on a DC 18 Strength saving throw or be restrained by it. The djinni can move the whirlwind up to 60 feet as an action, and creatures restrained by the whirlwind move with it. The whirlwind ends if the djinni loses sight of it.

A creature can use its action to free a creature restrained by the whirlwind, including itself, by succeeding on a DC 18 Strength check. If the check succeeds, the creature is no longer restrained and moves to the nearest space outside the whirlwind.



“THE ARMIES OF THE GRAND SULTAN ARE BOLSTERED BY LEGIONS OF DEVILS, HIS PALACE Warded BY THE SPELLS OF A THOUSAND ARCHMAGI, HIS TREASURES GUARDED BY RED DRAGONS AND FIRE ELEMENTALS. NO ONE HAS PLUNDERED THE EFREETI’S FABLED VAULTS AND LIVED TO TELL THE TALE. BY THE GRACE OF A THOUSAND WINDS, YOU COULD BE THE FIRST.”  
—A DJINNI ENTICING ADVENTURERS TO FREE HER CALIPH FROM A MAGIC LAMP IN THE CHARCOAL PALACE OF THE CITY OF BRASS

## EFREETI

Large elemental, lawful evil

**Armor Class** 17 (natural armor)

**Hit Points** 200 (16d10 + 112)

**Speed** 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	24 (+7)	16 (+3)	15 (+2)	16 (+3)

**Saving Throws** Int +7, Wis +6, Cha +7

**Damage Immunities** fire

**Senses** darkvision 120 ft., passive Perception 12

**Languages** Ignan

**Challenge** 11 (7,200 XP)

**Elemental Demise.** If the efreeti dies, its body disintegrates in a flash of fire and puff of smoke, leaving behind only equipment the efreeti was wearing or carrying.

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

At will: *detect magic*

3/day: *enlarge/reduce*, *tongues*

1/day each: *conjure elemental* (fire elemental only), *gaseous form*, *invisibility*, *major image*, *plane shift*, *wall of fire*

### ACTIONS

**Multiattack.** The efreeti makes two scimitar attacks or uses its Hurl Flame twice.

**Scimitar. Melee Weapon Attack:** +10 to hit, reach 5 ft., one target. **Hit:** 13 (2d6 + 6) slashing damage plus 7 (2d6) fire damage.

**Hurl Flame. Ranged Spell Attack:** +7 to hit, range 120 ft., one target. **Hit:** 17 (5d6) fire damage.



"THE MARID Poured out of the flask like water and said, 'Your wish is my command.' The halfling, overjoyed, wished for immortality, so the marid polymorphed him into a fish that flopped around humorously until, finally, it expired. It's a cautionary tale that has survived through the ages, so I suppose the halfling got his wish."  
 —Kesto Brighteyes, Gnome Proprietor of The Parted Veil, a Bookshop in Sigil



## MARID

Large elemental, chaotic neutral

**Armor Class** 17 (natural armor)

**Hit Points** 229 (17d10 + 136)

**Speed** 30 ft., fly 60 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	26 (+8)	18 (+4)	17 (+3)	18 (+4)

**Saving Throws** Dex +5, Wis +7, Cha +8

**Damage Resistances** acid, cold, lightning

**Senses** blindsight 30 ft., darkvision 120 ft., passive Perception 13

**Languages** Aquan

**Challenge** 11 (7,200 XP)

**Amphibious.** The marid can breathe air and water.

**Elemental Demise.** If the marid dies, its body disintegrates into a burst of water and foam, leaving behind only equipment the marid was wearing or carrying.

**Innate Spellcasting.** The marid's innate spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *create or destroy water*, *detect evil and good*, *detect magic*, *fog cloud*, *purify food and drink*

3/day each: *tongues*, *water breathing*, *water walk*

1/day each: *conjure elemental* (water elemental only), *control water*, *gaseous form*, *invisibility*, *plane shift*

### ACTIONS

**Multiattack.** The marid makes two trident attacks.

**Trident.** *Melee or Ranged Weapon Attack:* +10 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 13 (2d6 + 6) piercing damage, or 15 (2d8 + 6) piercing damage if used with two hands to make a melee attack.

**Water Jet.** The marid magically shoots water in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 16 Dexterity saving throw. On a failure, a target takes 21 (6d6) bludgeoning damage and, if it is Huge or smaller, is pushed up to 20 feet away from the marid and knocked prone. On a success, a target takes half the bludgeoning damage, but is neither pushed nor knocked prone.

# GHOST

A ghost is the soul of a once-living creature, bound to haunt a specific location, creature, or object that held significance to it in its life.

**Unfinished Business.** A ghost yearns to complete some unresolved task from its life. It might seek to avenge its own death, fulfill an oath, or relay a message to a loved one. A ghost might not realize that it has died and continue the everyday routine of its life. Others are driven by wickedness or spite, as with a ghost that refuses to rest until every member of a certain family or organization is dead.

The surest way to rid an area of a ghost is to resolve its unfinished business. A ghost can be destroyed more easily by invoking a weakness tied to its former life. The ghost of a person tortured to death might be killed again by the implements of that torture. The ghost of a gardener might become more vulnerable when exposed to a potent floral fragrance.

**Ghostly Manifestations.** Sensations of profound sadness, loneliness, and unfulfilled yearning emanate from places where ghostly hauntings occur. Strange sounds or unnatural silences create an unsettling atmosphere. Cold spots settle in rooms that have roaring fires. A choking stench might seep into the area, inanimate objects might move of their own accord, and corpses might rise from the grave. The ghost has no control over these manifestations; they simply occur.

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



## GHOST

Medium undead, any alignment

Armor Class 11

Hit Points 45 (10d8)

Speed 0 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	10 (+0)	12 (+1)	17 (+3)

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

**Damage Immunities** cold, necrotic, poison

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

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

**Languages** any languages it knew in life

**Challenge** 4 (1,100 XP)

**Ethereal Sight.** The ghost can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

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

### ACTIONS

**Withering Touch.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 17 (4d6 + 3) necrotic damage.

**Etherealness.** The ghost enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane

while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

**Horrifying Visage.** Each non-undead creature within 60 feet of the ghost that can see it must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d4 × 10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this ghost's Horrifying Visage for the next 24 hours. The aging effect can be reversed with a *greater restoration* spell, but only within 24 hours of it occurring.

**Possession (Recharge 6).** One humanoid that the ghost can see within 5 feet of it must succeed on a DC 13 Charisma saving throw or be possessed by the ghost; the ghost then disappears, and the target is incapacitated and loses control of its body. The ghost now controls the body but doesn't deprive the target of awareness. The ghost can't be targeted by any attack, spell, or other effect, except ones that turn undead, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies.

The possession lasts until the body drops to 0 hit points, the ghost ends it as a bonus action, or the ghost is turned or forced out by an effect like the *dispel evil and good* spell. When the possession ends, the ghost reappears in an unoccupied space within 5 feet of the body. The target is immune to this ghost's Possession for 24 hours after succeeding on the saving throw or after the possession ends.



## GHAST

Medium undead, chaotic evil

Armor Class 13

Hit Points 36 (8d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	10 (+0)	11 (+0)	10 (+0)	8 (-1)

**Damage Resistances** necrotic

**Damage Immunities** poison

**Condition Immunities** charmed, exhaustion, poisoned

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

**Languages** Common

**Challenge** 2 (450 XP)

**Stench.** Any creature that starts its turn within 5 feet of the ghastr must succeed on a DC 10 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the ghastr's Stench for 24 hours.

**Turning Defiance.** The ghastr and any ghouls within 30 feet of it have advantage on saving throws against effects that turn undead.

### ACTIONS

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

**Claws.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage. If the target is a creature other than an undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

## GHOULS

Ghouls roam the night in packs, driven by an insatiable hunger for humanoid flesh.

**Devourers of Flesh.** Like maggots or carrion beetles, ghouls thrive in places rank with decay and death. A ghoul haunts a place where it can gorge on dead flesh and decomposing organs. When it can't feed on the dead, it pursues living creatures and attempts to make corpses of them. Though they gain no nourishment from the corpses they devour, ghouls are driven by an unending hunger that compels them to consume. A ghoul's undead flesh never rots, and this monster can persist in a crypt or tomb for untold ages without feeding.

**Abyssal Origins.** Ghouls trace their origins to the Abyss. Doresain, the first of their kind, was an elf worshiper of Orcus. Turning against his own people, he feasted on humanoid flesh to honor the Demon Prince of Undeath. As a reward for his service, Orcus transformed Doresain into the first ghoul. Doresain served Orcus faithfully in the Abyss, creating ghouls from the demon lord's other servants until an incursion by Yeenoghu, the demonic Gnoll Lord, robbed Doresain of his abyssal domain. When Orcus would not intervene on his behalf, Doresain turned to the elf gods for salvation, and they took pity on him and helped him escape certain destruction. Since then, elves have been immune to the ghouls' paralytic touch.

**Ghasts.** Orcus sometimes infuses a ghoul with a stronger dose of abyssal energy, making a ghast. Whereas ghouls are little more than savage beasts, a ghast is cunning and can inspire a pack of ghouls to follow its commands.

## GHOUL

Medium undead, chaotic evil

Armor Class 12

Hit Points 22 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	10 (+0)	7 (-2)	10 (+0)	6 (-2)

**Damage Immunities** poison

**Condition Immunities** charmed, exhaustion, poisoned

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

**Languages** Common

**Challenge** 1 (200 XP)

### ACTIONS

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

**Claws.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage. If the target is a creature other than an elf or undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

# GIANTS

Ancient empires once cast long shadows over a world that quaked beneath the giants' feet. In those lost days, these towering figures were dragon slayers, dreamers, crafters, and kings, but their kind fell from glory long ago. However, even divided among secluded clans scattered throughout the world, the giants maintain the customs and traditions of old.

**Old as Legend.** In remote regions of the world, the last remaining plinths, monoliths, and statues of the great giant empires bow their heads in desolate obscurity. Where once those empires sprawled across all lands, now the giants dwell in isolated tribes and clans.

Giants are almost as old as dragons, which were still young when the giants' heavy feet first shook the foundations of the world. As they spread across new lands, giants and dragons fought bitter generational wars that nearly brought both sides low. No living giant remembers what started the conflict, but myths and tales of their race's glorious dawn are still sung in their steadings and holdfasts, vilifying the primeval wyrms. Giants and dragons continue to harbor grudges against one another, and it is seldom that they will meet or occupy the same area without a fight.

## THE ORDNING

Each of the main giant races—the cloud, fire, frost, hill, stone, and storm giants—are related by common elements of history, religion, and culture. They view one another as kindred, keeping any inherent animosity over territory and ambition to a minimum.

Giants belong to a caste structure called the ordning. Based on social class and highly organized, the ordning assigns a social rank to each giant. By understanding its place in the ordning, a giant knows which other giants are inferior or superior to it, since no two giants are equal. Each of the giant races analyzes a different combination of skills or qualities to determine the ordning. Giants make excelling in these qualities the purpose of their lives.

At the highest level of the ordning, the races of the giants are also ranked according to status. Storm giants are the highest in the ordning, followed by cloud giants, fire giants, frost giants, stone giants, hill giants, and finally giant kin such as fomorians, ettins, and ogres.

Regardless of a giant's rank among its own race, the chief of a hill giant tribe is inferior to the most common of stone giants. The lowest ranked giant of any type is superior to the highest ranked giant of an inferior type. It isn't considered evil to disrespect or even betray a giant of another type, merely rude.

"BOULDERS ASSAILED OUR WALLS AND CAST THEM DOWN, LEAVIN' GAPS THROUGH WHICH THE GIANTS STRODE, WEAPONS IN HAND."  
—CAPTAIN DWERN ADDLESTONE'S  
PARTIAL ACCOUNT OF THE SIEGE OF STERNGATE



## CLOUD GIANT

Cloud giants live extravagant lives high above the world, showing little concern for the plights of other races except as amusement. They are muscular with light skin and have hair of silver or blue.

**High and Mighty.** Cloud giants are spread to the winds, encompassing vast areas of the world. In times of need, scattered cloud giant families band together as a unified clan. However, they can seldom do so quickly.

Attuned to the magic of their airy domains, cloud giants are able to turn into mist and create clouds of billowing fog. They dwell in castles on high mountain peaks, or on the solid clouds that once held their fiefs. Still gracing the skies on occasion, these magic clouds are a lasting remnant of the giants' lost empires.

Better spellcasters than most other giants, some cloud giants can control weather, bring storms, and steer the wind almost as well as their cousins, the storm giants.

**Affluent Princes.** Although cloud giants are lower in the ordning than storm giants, the reclusive storm giants rarely engage with the rest of giantkind. As a result, many cloud giants see themselves as having the highest status and power among the giant races. They order lesser giants to seek out wealth and art on their behalf, employing fire giants as smiths and crafters, and using frost giants as reavers, raiders, and plunderers. Dimwitted hill giants serve them as brutes and combat fodder—sometimes fighting for the cloud giants' amusement. A cloud giant might order hill or frost giants to steal from nearby humanoid lands, which it considers to be a fair tax for its continued beneficence.

On their mountain summits and solid clouds, cloud giants keep extraordinary gardens. Grapes as big as apples grow there, along with apples the size of pumpkins, and pumpkins the size of wagons. From the errant seeds of these gardens, tales of cottage-sized produce and magic beans are spread in the mortal realm.

As humanoid nobles keep an aerie for hunting hawks, so do cloud giants keep griffons, perytons, and wyverns as their own flying beasts of prey. Such creatures also patrol the cloud giants' gardens by night, along with trained predators such as owlbears and lions.

**Children of the Trickster.** The patron god and father of the cloud giants is Memnor the Trickster, the cleverest and slyest of the giant deities. Cloud giants align themselves according to the aspects and exploits of Memnor that they most admire, with evil cloud giants emulating his deceitfulness and self-interest and good cloud giants emulating his intellect and silver-tongued speech. Family members usually align in the same direction.

**Wealth and Power.** A cloud giant earns its place in the ordning by the treasure it accumulates, the wealth it wears, and the gifts it bestows on other cloud giants. However, value is only one part of the assessment. The extravagances a cloud giant wears or places about its home must also be beautiful or wondrous. Sacks of gold or gems are worth less to a cloud giant than the jewelry that might be crafted from those materials, creating treasures that bring esteem to a cloud giant's household.

Rather than steal from one another or fight over treasures, cloud giants are inveterate gamblers with a hunger for high risks and high rewards. They frequently bet on the outcome of events nominally outside their control, such as the lives of lesser creatures. Ordning ranks and kings' ransoms can be won and lost in bets over the military triumphs of humanoid nations. Fixing wagers by interfering in the conflict causes the loss of the bet, but such deceit is considered to be cheating only if it is discovered. Otherwise, it is cleverness honoring Memnor.

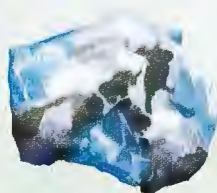
## FIRE GIANT

Master crafters and organized warriors, fire giants dwell among volcanoes, lava flows, and rocky mountains. They are ruthless militaristic brutes whose mastery of metalwork is legendary.

**Fire Forged.** Fire giant fortresses are built around and inside volcanoes or near magma-filled caverns. The blistering heat of their homes fuels the fire giants' forges, and causes the iron of their fortress walls to glow a comforting orange. In lands far removed from volcanic heat, fire giants mine coal to burn. Traditional smithies occupy places of honor in their demesnes, and the giants' stony fortresses constantly belch plumes of sooty smoke. In more remote outposts, fire giants burn wood to keep their forge fires lit, deforesting leagues of land in all directions.

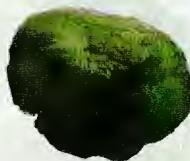


CLOUD GIANT BOULDER



FROST GIANT BOULDER

HILL GIANT BOULDER



STORM GIANT BOULDER



FIRE GIANT BOULDER

STONE GIANT BOULDER



Fire giants shun cold as much as their cousins the frost giants hate heat. They can adapt to cold environments with effort, though, keeping their hearth fires burning bright and wearing heavy woolen clothing and furs to stay warm.

**Martial Experts.** From birth, a fire giant is taught to embrace a legacy of war. At the cradle, its parents chant songs of battle. As children, fire giants play at war, hurling igneous rocks at one another across the banks of magma rivers. In later years, formal martial training becomes an integral part of life in the giants' fortresses and underground realms of smoke and ash. The fire giants' songs are odes of battles lost and won, while their dances are martial formations of pounding feet that resound like smiths' hammers throughout their smoky halls.

Just as fire giants pass down their knowledge of crafting from generation to generation, their renowned fighting prowess comes not from wild fury but from endless discipline and training. Enemies make the mistake of underestimating fire giants based on their brutish manner, learning too late that these giants live for combat and can be shrewd tacticians.

**Feudal Lords.** Humanoids conquered in war become serfs to the fire giants. The serfs work the farms and fields on the outskirts of fire giant halls and fortresses, raising livestock and harvesting fields whose bounty is almost entirely tithed to the fire giant kings.

Fire giant crafters work through insight and experience rather than writing or arithmetic. Though most fire giants place little worth on such frivolousness, they sometimes keep slaves at court who are versed in such skills. Serfs not destined for court or the fields (especially dwarves) are taken to the fire giants' mountainous realms to mine ore and gemstones from deep within the earth.

Fire giants low in the ordning manage the mine tunnels and the slaves that toil there, few of which survive the difficult and dangerous work for long. Though fire giants are skilled in the engineering of mine tunnels and the gathering of ore, they place less importance on the safety of their slaves than on smelting and working the bounty those slaves produce.

**Skilled Artisans.** Fire giants have a fearsome reputation as soldiers and conquerors, and for their ability to burn, plunder, and destroy. Yet among the giants, fire giants produce the greatest crafters and artists. They excel at smelting and smith work, as they do at the engineering of metal and stone, and the quality of their artistry shows even in their implements of destruction and their weapons of war.

Fire giants strive to build the strongest fortresses and most potent siege weapons. They experiment with alloys to create the hardest armor, then forge the swords that can pierce it. Such work requires brawn and brains in equal measure, and fire giants high in the ordning tend to be the smartest and strongest of their kind.

## FROST GIANT

Gigantic reavers from the freezing lands beyond civilization, frost giants are fierce, hardy warriors that survive on the spoils of their raids and pillaging. They respect only brute strength and skill in battle, demonstrating both with their scars and the grisly trophies they take from their enemies.

**Hearts of Ice.** Frost giants are creatures of ice and snow. Their hair and beards are pale white or light blue, matted with frost and clattering with icicles. Their flesh is as blue as glacial ice.

Frost giants dwell in high peaks and glacial rifts where the sun hides its golden head by winter. Crops don't grow in their frozen homelands, and they keep little livestock beyond what they capture in their raids against civilized lands. They hunt the wild game of the tundra and mountains but don't cook it, since meat from a fresh kill tastes sufficiently hot to their palate.

**Reavers of the Storm.** The war horns of the frost giants howl as they march from their ice fortresses and glacial rifts amid the howling blizzard. When that storm clears, villages and steadings lay in ruins, ravens descending to feed on the corpses of any creatures foolish or unlucky enough to stand in the giants' path.

Inns and taverns suffer the brunt of the damage, their cellars gutted and their casks of ale and mead gone. Smithies are likewise toppled, their iron and steel claimed. Curiously undisturbed are the houses of moneylenders and wealthy citizens, for the reavers have little use for coins or baubles. Frost giants prize gems and jewelry large enough to be worn and noticed. However, even those treasures are most often saved for trading opportunities with other giants more adept at crafting metal weapons and armor.

**Rulers by Might.** Frost giants respect brute strength above all else, and a frost giant's place in the ordning depends on evidence of physical might, such as superior musculature, scars from battles of renown, or trophies fashioned from the bodies of slain enemies. Tasks such as hunting, childrearing, and crafting are given to giants based on their physical strength and hardiness.

When frost giants of different clans meet and their status is unclear, they wrestle for dominance. Such meetings might resemble festivals where giants cheer on their champions, making bold boasts and challenges. At other times, the informal ceremony can become a chaotic free-for-all where both clans rush into a melee that fells trees, shatters the ice on frozen lakes, and causes avalanches on the snowy mountainsides.

**Make War, Not Goods.** Though frost giants consider the menial crafting of goods beneath them, carving and leatherwork are valued skills. They make their clothing from the skins and bones of beasts, and carve bone or ivory into jewelry and the handles of weapons and tools. They reuse the weapons and armor of their smaller foes, stringing shields into scale armor and lashing sword blades to wooden hafts to make giant-sized spears. The greatest battle trophies come from conquered dragons, and the greatest frost giant jarls wear armor of dragon scales or wield picks and mauls made of a dragon's teeth or claws.

"AND HERE IS WHERE ANGERROTH THE BARBARIAN FELL AGAINST THE GIANT HORDE. HIS BONES ARE UNDER THAT BOULDER OVER THERE."  
—ELDER ZELANE OF ISTIVIN, RECOUNTING THE GIANT WARS

## HILL GIANT

Hill giants are selfish, dimwitted brutes that hunt, forage, and raid in constant search of food. They blunder through hills and forests devouring what they can, bullying smaller creatures into feeding them. Their laziness and dullness would long ago have spelled their end if not for their formidable size and strength.

**Primitive.** Hill giants dwell in hills and mountain valleys across the world, congregating in steadings built of rough timber or in clusters of well-defended mud-and-wattle huts. Their skins are tan from lives spent lumbering up and down the hilly slopes and dozing beneath the sun. Their weapons are uprooted trees and rocks pulled from the earth. The sweat of their bodies adds to the reek of the crude animal skins they wear, poorly stitched together with hair and leather thongs.

**Bigger Means Better.** In a hill giant's world, humanoids and animals are easy prey that can be hunted with impunity. Creatures such as dragons and other giants are tough adversaries. Hill giants equate size with power.

Hill giants don't realize they follow an ordning. They know only that other giants are larger and stronger than they are, which means they are to be obeyed. A hill giant tribe's chief is usually the tallest and fattest giant that can still move about. Only on rare occasion does a hill giant with more brains than bulk use its cunning to gain the favor of giants of higher status, cleverly subverting the social order.

**Voracious Eaters.** With nothing else to occupy them, hill giants eat as often as possible. A hill giant hunts and forages alone or with a dire wolf companion, so as to not have to share with other tribe members. The giant eats anything that isn't obviously deadly, such as creatures known to be poisonous. Rotten meat is fair game, though, as are decaying plants and even mud.

Farmers fear and loathe hill giants. Where a predator such as an ankheg might burrow through fields and consume a cow or two before being driven off, a hill giant will consume a whole herd of cattle before moving on to sheep, goats, and chickens, then tearing into fruits, vegetables, and grain. If a farm family is at hand, the giant might snack on them too.

**Stupid and Deadly.** The hill giants' ability to digest nearly anything has allowed them to survive for eons as savages, eating and breeding in the hills like animals. They have never needed to adapt and change, so their minds and emotions remain simple and undeveloped.

With no culture of their own, hill giants ape the traditions of creatures they manage to observe for a time before eating them. They don't think about their own size and strength, however. Tribes of hill giants attempting to imitate elves have been known to topple entire forests by trying to live in trees. Others attempting to take over humanoid towns or villages get only as far as the doors and windows of a building, taking out its walls and roof as they attempt to enter.

In conversation, hill giants are blunt and direct, and they have little concept of deception. A hill giant might be fooled into running from another giant if a number of villagers cover themselves in blankets and stand on one

another's shoulders holding a giant-painted pumpkin head. Reasoning with a hill giant is futile, although clever creatures can sometimes encourage a giant to take actions that benefit them.

**Raging Bullies.** A hill giant that feels as though it has been deceived, insulted, or made into a fool vents its terrible wrath on anything it encounters. Even after smashing those who offended it into pulp, the giant rampages until its rage abates, it notices something more interesting, or it grows hungry.

If a hill giant proclaims itself king over a territory where other humanoids live, it rules strictly by terror and tyranny. Its decisions shift with its mood, and if it forgets the title it bestowed upon itself, it might eat its subjects on a whim.

## STONE GIANT

Stone giants are reclusive, quiet, and peaceful as long as they are left alone. Their granite-gray skin, gaunt features, and black, sunken eyes endow stone giants with a stern countenance. They are private creatures, hiding their lives and art away from the world.

**Inhabitants of a Stone World.** Secluded caves are the homes of the stone giants. Cavern networks are their towns, rocky tunnels their roads, and underground streams their waterways. Isolated mountain ranges are their continents, with the vast spans of land between seen as oceans that the stone giants only rarely cross.

In their dark, quiet caves, stone giants wordlessly chip away at elaborate carvings, measuring time in the echoing drip of water into cavern pools. In the deepest chambers of a stone giant settlement, far from the chattering of bats or the patrols paced out by the giants' cave bear companions, are holy places where silence and darkness are complete. Stone takes on its most sacred quality in these cavern cathedrals, their buttresses and columns carved with a beauty that shames the legendary stonework of the dwarves.

**Carvers and Seers.** Among stone giants, artistry ranks as the greatest virtue. They create intricate murals, paint sprawling murals across cavern walls, and indulge in a wide variety of other artistic disciplines. They esteem stone carving as the greatest of skills.

Stone giants strive to draw shapes out of raw stone, which they believe reveal meaning inspired by their god, Skoraeus Stonebones. The giants appoint the tribe's best carvers as their leaders, shamans, and prophets. The holy hands of such giants become the hands of the god as they work.

**Graceful Athletes.** Despite their great size and musculature, stone giants are lithe and graceful. Skilled rock throwers are granted positions of high rank in the giants' ordning, testing and demonstrating their ability to hurl and catch enormous boulders. Such giants take the front ranks when a tribe has cause to defend its home or attack its enemies. However, even in combat, artistry is key. A stone giant hurling a rock performs not just a feat of brute strength but also one of stunning athleticism and poise.

**Dreamers under Sky.** Stone giants view the world outside their underground homes as a realm of dreams where nothing is entirely true or real. They behave in

the surface world the way humanoids might behave in their own dreams, making little account for their actions and never fully trusting what they see or hear. A promise made above ground need not be kept. Insults can be made without apology. Killing prey or sentient beings is no cause for guilt in the dreaming world beneath the sky.

Stone giants lacking in athletic grace or artistic skill dwell at the fringes of their society, serving as the tribe's outlying guardians and far-wandering hunters. When trespassers stray too far into the mountain territory of a stone giant clan, those guardians greet them with hurled rocks and showers of splintered stone. Survivors of such encounters spread tales of stone giant violence, never realizing how little those brutes dwelling in the unreal dreaming world resemble their quiet and artistic kin.

## STORM GIANT

Storm giants are contemplative seers that live in places far removed from mortal civilization. Most have pale purple-gray skin and hair, and glittering emerald eyes. Some rare storm giants are violet-skinned, with deep violet or blue-black hair and silvery gray or purple

### GIANT GODS

When the giants' ancient empires fell, Annam, father of all giants, forsook his children and the world. He swore never to look upon either again until the giants had returned to their glory and reclaimed their birthright as rulers of the world. As a result, giants pray not to Annam but to his divine children, along with a host of hero-deities and godly villains that make up the giants' pantheon.

Chief among these gods are the children of Annam, whose sons represent each type of giant: Stronmaus for storm giants, Memnor for cloud giants, Skoraesus Stonebones for stone giants, Thrym for frost giants, Surtur for fire giants, and Grolantor for hill giants. Not all giants automatically revere their kind's primary deity, however. Many good cloud giants refuse to worship the deceitful Memnor, and a storm giant dwelling in the icy mountains of the north might pay more homage to Thrym than Stronmaus. Other giants feel a stronger connection to Annam's daughters, who include Hiatea, the huntress and home warden; Iallanis, goddess of love and peace; and Diancastra, an impetuous and arrogant trickster.

Some giants abandon their own gods and fall prey to demon cults, paying homage to Baphomet or Kostchtchie. To worship them or any other non-giant deity is a great sin against the ordning, and almost certain to make a giant an outcast.

eyes. They are benevolent and wise unless angered, in response to which the fury of a storm giant can affect the fate of thousands.

**Distant Prophet-Kings.** Storm giants live in isolated refuges so far above the surface of the world or below the sea that they are beyond the reach of most other creatures. Some make their abodes in cloud-top castles so high that flying dragons appear as specks below. Others live atop mountain peaks that pierce the clouds. Some occupy palaces covered with algae and coral at the bottom of the ocean, or grim fortresses in undersea rifts.

**Detached Oracles.** Storm giants recall the glory of ancient giant empires forged by the god Annam. They seek to restore what was lost when those empires fell. They don't compete for status in the ordning but live out the centuries of their existence in contemplative seclusion, watching the starry heavens and the ocean's depths for signs, symbols, and omens of Annam's favor.

Storm giants see the events of the world in a wide perspective. They can foretell the rise and fall of kings and empires, see the beginnings and ends of fortune and disaster, and find the patterns within seemingly unrelated events. By reading omens and prophesying, storm giants learn of vast secrets previously unknown and troves of lore utterly forgotten.

Kings will rise and fall, wars will be won and lost, and good and evil will wrestle in conflict. Storm giants have watched these events in the manner of mortal gods over many lifetimes, and they know it is pointless to intervene. Even so, a storm giant might willingly disclose certain secrets to benevolent beings that visit its remote domain with specific purpose. Such creatures must speak and act respectfully, however, for a storm giant roused to anger is a force of utter destruction.

**Solitary Lives.** Storm giants communicate infrequently with others of their kind. They do so usually to compare signs and omens or engage in a rare courtship. Storm giant parents stay together to raise a child to maturity, then return to the solitary isolation they cherish.

Some humanoid cultures worship storm giants as they would worship lesser gods, creating myths and stories around the giants' exploits and vast knowledge. A storm giant is governed by the dictates of its conscience, however, and not by any culture's laws or codes of honor. As such, a storm giant that bends its mind toward greed or gains a taste for petty power can easily become a terrible threat.







## CLOUD GIANT

Huge giant, neutral good (50%) or neutral evil (50%)

**Armor Class** 14 (natural armor)  
**Hit Points** 200 (16d12 + 96)  
**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	22 (+6)	12 (+1)	16 (+3)	16 (+3)

**Saving Throws** Con +9, Wis +7, Cha +7  
**Skills** Insight +7, Perception +7  
**Senses** passive Perception 17  
**Languages** Common, Giant  
**Challenge** 9 (5,000 XP)

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

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

At will: *detect magic*, *fog cloud*, *light*  
 3/day each: *feather fall*, *fly*, *misty step*, *telekinesis*  
 1/day each: *control weather*, *gaseous form*

### ACTIONS

**Multiattack.** The giant makes two morningstar attacks.

**Morningstar.** *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 21 (3d8 + 8) piercing damage.

**Rock.** *Ranged Weapon Attack:* +12 to hit, range 60/240 ft., one target. *Hit:* 30 (4d10 + 8) bludgeoning damage.



## FIRE GIANT

Huge giant, lawful evil

**Armor Class** 18 (plate)  
**Hit Points** 162 (13d12 + 78)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	9 (-1)	23 (+6)	10 (+0)	14 (+2)	13 (+1)

**Saving Throws** Dex +3, Con +10, Cha +5  
**Skills** Athletics +11, Perception +6  
**Damage Immunities** fire  
**Senses** passive Perception 16  
**Languages** Giant  
**Challenge** 9 (5,000 XP)

### ACTIONS

**Multiattack.** The giant makes two greatsword attacks.

**Greatsword.** *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 28 (6d6 + 7) slashing damage.

**Rock.** *Ranged Weapon Attack:* +11 to hit, range 60/240 ft., one target. *Hit:* 29 (4d10 + 7) bludgeoning damage.



## FROST GIANT

*Huge giant, neutral evil*

**Armor Class** 15 (patchwork armor)

**Hit Points** 138 (12d12 + 60)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	9 (-1)	21 (+5)	9 (-1)	10 (+0)	12 (+1)

**Saving Throws** Con +8, Wis +3, Cha +4

**Skills** Athletics +9, Perception +3

**Damage Immunities** cold

**Senses** passive Perception 13

**Languages** Giant

**Challenge** 8 (3,900 XP)

### ACTIONS

**Multiattack.** The giant makes two greataxe attacks.

**Greataxe.** *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 25 (3d12 + 6) slashing damage.

**Rock.** *Ranged Weapon Attack:* +9 to hit, range 60/240 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage.

## HILL GIANT

*Huge giant, chaotic evil*

**Armor Class** 13 (natural armor)

**Hit Points** 105 (10d12 + 40)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	19 (+4)	5 (-3)	9 (-1)	6 (-2)

**Skills** Perception +2

**Senses** passive Perception 12

**Languages** Giant

**Challenge** 5 (1,800 XP)

### ACTIONS

**Multiattack.** The giant makes two greatclub attacks.

**Greatclub.** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage.

**Rock.** *Ranged Weapon Attack:* +8 to hit, range 60/240 ft., one target. *Hit:* 21 (3d10 + 5) bludgeoning damage.



## STONE GIANT

*Huge giant, neutral*

**Armor Class** 17 (natural armor)

**Hit Points** 126 (11d12 + 55)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	20 (+5)	10 (+0)	12 (+1)	9 (-1)

**Saving Throws** Dex +5, Con +8, Wis +4

**Skills** Athletics +12, Perception +4

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

**Languages** Giant

**Challenge** 7 (2,900 XP)

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

### ACTIONS

**Multiattack.** The giant makes two greatclub attacks.

**Greatclub. Melee Weapon Attack:** +9 to hit, reach 15 ft., one target. **Hit:** 19 (3d8 + 6) bludgeoning damage.

**Rock. Ranged Weapon Attack:** +9 to hit, range 60/240 ft., one target. **Hit:** 28 (4d10 + 6) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

### REACTIONS

**Rock Catching.** If a rock or similar object is hurled at the giant, the giant can, with a successful DC 10 Dexterity saving throw, catch the missile and take no bludgeoning damage from it.



## STORM GIANT

*Huge giant, chaotic good*

**Armor Class** 16 (scale mail)

**Hit Points** 230 (20d12 + 100)

**Speed** 50 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	14 (+2)	20 (+5)	16 (+3)	18 (+4)	18 (+4)

**Saving Throws** Str +14, Con +10, Wis +9, Cha +9

**Skills** Arcana +8, Athletics +14, History +8, Perception +9

**Damage Resistances** cold

**Damage Immunities** lightning, thunder

**Senses** passive Perception 19

**Languages** Common, Giant

**Challenge** 13 (10,000 XP)

**Amphibious.** The giant can breathe air and water.

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

At will: *detect magic, feather fall, levitate, light*  
3/day each: *control weather, water breathing*

### ACTIONS

**Multiattack.** The giant makes two greatsword attacks.

**Greatsword. Melee Weapon Attack:** +14 to hit, reach 10 ft., one target. **Hit:** 30 (6d6 + 9) slashing damage.

**Rock. Ranged Weapon Attack:** +14 to hit, range 60/240 ft., one target. **Hit:** 35 (4d12 + 9) bludgeoning damage.

**Lightning Strike (Recharge 5–6).** The giant hurls a magical lightning bolt at a point it can see within 500 feet of it. Each creature within 10 feet of that point must make a DC 17 Dexterity saving throw, taking 54 (12d8) lightning damage on a failed save, or half as much damage on a successful one.

## GIBBERING MOUTHER

Of all the terrors created by foul sorcery, gibbering mouters are among the most wicked and depraved. This creature is the composite eyes, mouths, and liquefied matter of its former victims. Driven to insanity by the destruction of their bodies and absorption into the mouter, those victims gibber incoherent madness, forced to consume everything in reach.

**Amoeboid Form.** The gibbering mouter's body is an amorphous mass of mouths and eyes that propels itself by oozing forward, fastening several mouths to the ground and pulling its bulk behind. Though it moves slowly, it swims through water, mud, and quicksand with ease.

**Mouths of Madness.** When a gibbering mouter senses prey, its mouths begin to murmur and chatter, each with a different voice: deep or shrill, wailing or ululating, crying out in agony or ecstasy. This cacophonous gibbering overcomes the senses of any creature that hears it, causing most to flee in terror. Others are overcome with madness or stand paralyzed, fixated on the horrific creature as it oozes forward to consume them.

**All-Consuming.** Driven to devour any creature it can reach, a gibbering mouter flows over victims transfixed by its mad ranting, its multitudinous voices temporarily silenced as it gnaws and swallows living flesh. The monster liquefies stone with which it comes into contact, hindering creatures that overcome its gibbering and attempt to flee.

A gibbering mouter leaves nothing of its prey behind. However, even as the last of a victim's body is consumed, its eyes and mouth boil to the surface, ready to join the chorus of tormented gibbering that welcomes the monster's next meal.



### GIBBERING MOUTHER

Medium aberration, neutral

Armor Class 9

Hit Points 67 (9d8 + 27)

Speed 10 ft., swim 10 ft.

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

Condition Immunities prone

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 2 (450 XP)

**Aberrant Ground.** The ground in a 10-foot radius around the mouter is doughlike difficult terrain. Each creature that starts its turn in that area must succeed on a DC 10 Strength saving throw or have its speed reduced to 0 until the start of its next turn.

**Gibbering.** The mouter babbles incoherently while it can see any creature and isn't incapacitated. Each creature that starts its turn within 20 feet of the mouter and can hear the gibbering must succeed on a DC 10 Wisdom saving throw.

On a failure, the creature can't take reactions until the start of its next turn and rolls a d8 to determine what it does during its turn. On a 1 to 4, the creature does nothing. On a 5 or 6, the creature takes no action or bonus action and uses all its movement to move in a randomly determined direction. On a 7 or 8, the creature makes a melee attack against a randomly determined creature within its reach or does nothing if it can't make such an attack.

#### ACTIONS

**Multiattack.** The gibbering mouter makes one bite attack and, if it can, uses its Blinding Spittle.

**Bites.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 17 (5d6) piercing damage. If the target is Medium or smaller, it must succeed on a DC 10 Strength saving throw or be knocked prone. If the target is killed by this damage, it is absorbed into the mouter.

**Blinding Spittle (Recharge 5–6).** The mouter spits a chemical glob at a point it can see within 15 feet of it. The glob explodes in a blinding flash of light on impact. Each creature within 5 feet of the flash must succeed on a DC 13 Dexterity saving throw or be blinded until the end of the mouter's next turn.



## GITH

The warlike githyanki and the contemplative githzerai are a sundered people—two cultures that utterly despise one another. Before there were githyanki or githzerai, these creatures were a single race enslaved by the mind flayers. Although they attempted to overthrow their masters many times, their rebellions were repeatedly crushed until a great leader named Gith arose.

After much bloodshed, Gith and her followers threw off the yoke of their illithid masters, but another leader named Zerthimon emerged in the aftermath of battle. Zerthimon challenged Gith's motives, claiming that her strict martial leadership and desire for vengeance amounted to little more than another form of slavery for her people. A rift erupted between followers of each leader, and they eventually became the two races whose enmity endures to this day.

Whether these tall, gaunt creatures were peaceful or savage, cultured or primitive before the mind flayers enslaved and changed them, none can say. Not even the original name of their race remains from that distant time.

## GITHYANKI

The githyanki plunder countless worlds from the decks of their astral vessels and the backs of red dragons. Feathers, beads, gems, and precious metals decorate their armor and weapons—the legendary silver swords with which they cut through their foes. Since winning their freedom from the mind flayers, the githyanki have become ruthless conquerors under the rulership of their dread lich-queen, Vlaakith.

**Astral Raiders.** The githyanki despise all other races, undertaking devastating raids that take them from their strongholds in the Astral Plane to the farflung corners of the multiverse. War is the ultimate expression of githyanki culture, and their pitiless black eyes know no mercy. After a raid, they leave shattered survivors enough food and resources to weakly endure. Later, the githyanki return to their conquered foes, plundering them again and again.

**Followers of Gith.** In their own language, githyanki means “followers of Gith.” Under the guidance of Gith, the githyanki stratified into a militaristic society, with a strict caste system, dedicated to the ongoing fight against the victims and sworn enemies of their race. When their leader Gith perished, she was replaced by her undead adviser, Vlaakith. The lich-queen forbade worship of all beings except herself.

Of all their enemies, the githyanki most hate their former masters, the mind flayers. Their close kin, the githzerai, are second in their enmity. All other creatures are treated with simple contempt by the githyanki, whose xenophobic pride defines their view of inferior races.

**Silver Swords.** In ancient times, gith knights created special weapons to combat their mind flayer masters. These silver swords channel the force of the wielder's will, dealing psychic as well as physical damage. A githyanki can't become a knight until it masters the singular discipline needed to will such a blade into

existence. A silver sword is equivalent to a greatsword, and takes on the properties of a +3 *greatsword* in the hands of its creator.

In the eyes of the githyanki, each *silver sword* is a priceless relic and a work of art. Githyanki knights will hunt down and destroy any non-githyanki that dares to carry or wield a silver sword, reclaiming it for their people.

**Red Dragon Riders.** In the uprising against the illithids, Gith sought allies. Her adviser Vlaakith appealed to Tiamat, the goddess of evil dragonkind, and Gith ventured into the Nine Hells to meet with her. Only Tiamat now knows what passed between them, but Gith returned to the Astral Plane with the Dragon Queen's red dragon consort Ephelomon, who proclaimed that his kind would forever act as allies to the githyanki. Not all red dragons honor the alliance kindled so long ago, but most at least don't consider the githyanki their enemies.

**Outposts in the Mortal Realm.** Since creatures that dwell on the Astral Plane don't age, the githyanki establish creches in remote areas of the Material Plane to raise their young. Doubling as military academies, these creches train young githyanki to harness their psychic and combat abilities. When a githyanki grows to adulthood and slays a mind flayer as part of a sacred rite of passage, it is permitted to rejoin its people on the Astral Plane.

## GITHZERAI

Focused philosophers and austere ascetics, the githzerai pursue lives of rigid order. Lean and muscular, they wear unadorned clothing free of ornamentation, keeping their own counsel and trusting few creatures outside of their own kind. Having turned their backs on their warlike githyanki kin, the githzerai maintain a strict monastic lifestyle, dwelling on islands of order in the vast sea of chaos that is the plane of Limbo.

**Psionic Adepts.** The progenitors of the githzerai adapted to—and were transformed by—the psychic environment imposed on them by their illithid overlords. Under the teachings of Zerthimon, who called on his people to abandon the warlike ambitions of Gith, the githzerai focused their mental energy on creating physical and psychic barriers to protect them from attack, psychic or otherwise. Fighting is personal to a githzerai, which uses its mind to daze and incapacitate opponents, leaving them vulnerable to physical punishment.

**Order amid Chaos.** The githzerai willingly dwell in the heart of utter chaos in Limbo—a twisting, mercurial plane prone to manipulation and subjugation by githzerai minds strong enough to master it. Limbo is a maelstrom of primal matter and energy, its terrain a storm of rock and earth swept up in torrents of murky liquid, buffeted by strong winds, blasted by fire, and chilled by crushing walls of ice.

The forces of Limbo react to sentience, however. Using the power of their minds, the githzerai tame the plane's chaotic elements, causing them to settle into fixed and survivable forms and creating oases and sanctuaries within the maelstrom.

Githzerai fortress-monasteries stand resolute against the chaos that surrounds them, virtually impervious to the turmoil of their surroundings, because the githzerai will it. Each monastery is overseen by monks that impose a strict schedule of chants, meals, martial arts training, and devotions according to their own philosophy. Behind their psionically fortified walls, the githzerai embrace thought, learning, psionic power, order, and discipline above all other things.

The social hierarchy of the githzerai is based on merit, and those githzerai who are the wisest teachers and the most skilled at physical and mental combat become leaders. The githzerai revere great heroes and teachers of the past, emulating those figures' virtues in their everyday lives.

**Disciples of Zerthimon.** Githzerai revere Zerthimon, the founder of their race. Although Gith won their people's freedom, Zerthimon saw her as unfit to lead. He believed that her warmongering would soon make her a tyrant no better than the mind flayers.

Skilled githzerai monks that best exemplify the teachings and principles of Zerthimon are called *zerths*. These powerful and disciplined monks can shift their bodies from one plane to another using only the power of their minds.

**Beyond Limbo.** Though githzerai rarely deal with the realms beyond Limbo, advanced monks of other races sometimes seek out a githzerai monastery and attempt to gain admittance as students. More rarely, a githzerai master establishes a hidden monastery on the Material Plane to train young githzerai or to spread the philosophy and teachings of Zerthimon.

As disciplined as they are, the githzerai have never forgotten their long imprisonment by the mind flayers. As a special devotion, they organize a *rrakkma*—an illithid hunting party—to other planes, not returning to their monasteries until they slay at least as many illithids as there are hunters in the party.

"THE GITHYANKI AND THE GITHZERAI WERE SO PROFOUNDLY SCARRED BY THEIR ENSLAVEMENT TO THE MIND FLAYERS THAT THEY FORGOT THEY WERE ONE RACE, UNITED. HAVING WON THEIR FREEDOM, THEY WAGE WAR AGAINST EACH OTHER WITH A HATRED NONE CAN FULLY COMPREHEND."

—ARISTUL THE YELLOW,  
MASTER OF PLANAR LORE



## GITHYANKI WARRIOR

Medium humanoid (gith), lawful evil

Armor Class 17 (half plate)  
Hit Points 49 (9d8 + 9)  
Speed 30 ft.

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

Saving Throws Con +3, Int +3, Wis +3  
Senses passive Perception 11  
Languages Gith  
Challenge 3 (700 XP)

**Innate Spellcasting (Psionics).** The githyanki's innate spellcasting ability is Intelligence. It can innately cast the following spells, requiring no components:

At will: *mage hand* (the hand is invisible)  
3/day each: *jump*, *misty step*, *nondetection* (self only)

### ACTIONS

**Multiattack.** The githyanki makes two greatsword attacks.

**Greatsword.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage plus 7 (2d6) psychic damage.

## GITHYANKI KNIGHT

Medium humanoid (gith), lawful evil

Armor Class 18 (plate)  
Hit Points 91 (14d8 + 28)  
Speed 30 ft.

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

Saving Throws Con +5, Int +5, Wis +5  
Senses passive Perception 12  
Languages Gith  
Challenge 8 (3,900 XP)

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

At will: *mage hand* (the hand is invisible)  
3/day each: *jump*, *misty step*, *nondetection* (self only), *tongues*  
1/day each: *plane shift*, *telekinesis*

### ACTIONS

**Multiattack.** The githyanki makes two silver greatsword attacks.

**Silver Greatsword.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage plus 10 (3d6) psychic damage. This is a magic weapon attack. On a critical hit against a target in an astral body (as with the *astral projection* spell), the githyanki can cut the silvery cord that tethers the target to its material body, instead of dealing damage.

## GITZERAI MONK

Medium humanoid (gith), lawful neutral

Armor Class 14

Hit Points 38 (7d8 + 7)

Speed 30 ft.

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

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

**Skills** Insight +4, Perception +4

**Senses** passive Perception 14

**Languages** Gith

**Challenge** 2 (450 XP)

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

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

3/day each: *feather fall*, *jump*, *see invisibility*, *shield*

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

### ACTIONS

**Multiattack.** The githzerai makes two unarmed strikes.

**Unarmed Strike.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage plus 9 (2d8) psychic damage. This is a magic weapon attack.

## GITZERAI ZERTH

Medium humanoid (gith), lawful neutral

Armor Class 17

Hit Points 84 (13d8 + 26)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	15 (+2)	16 (+3)	17 (+3)	12 (+1)

**Saving Throws** Str +4, Dex +7, Int +6, Wis +6

**Skills** Arcana +6, Insight +6, Perception +6

**Senses** passive Perception 16

**Languages** Gith

**Challenge** 6 (2,300 XP)

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

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

3/day each: *feather fall*, *jump*, *see invisibility*, *shield*

1/day each: *phantasmal killer*, *plane shift*

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

### ACTIONS

**Multiattack.** The githzerai makes two unarmed strikes.

**Unarmed Strike.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage plus 13 (3d8) psychic damage. This is a magic weapon attack.







## GNOLLS

Gnolls are feral humanoids that attack settlements along the frontiers and borderlands of civilization without warning, slaughtering their victims and devouring their flesh.

***Demonic Origin.*** The origin of the gnolls traces back to a time when the demon lord Yeenoghu found his way to the Material Plane and ran amok. Packs of ordinary hyenas followed in his wake, scavenging the demon lord's kills. Those hyenas were transformed into the first gnolls, parading after Yeenoghu until he was banished back to the Abyss. The gnolls then scattered across the face of the world, a dire reminder of demonic power.

***Nomadic Destroyers.*** Gnolls are dangerous because they strike at random. They emerge from the wilderness, plunder and slaughter, then move elsewhere. They attack like a plague of locusts, pillaging settlements and leaving little behind but razed buildings, gnawed corpses, and befouled land. Gnolls choose easy targets for their raids. Armored warriors holed up in a fortified castle will survive a rampaging gnoll horde unscathed, even as the towns, villages, and farms that surround the castle are ablaze, their people slaughtered and devoured.

Gnolls rarely build permanent structures or craft anything of lasting value. They don't make weapons or armor, but scavenge such items from the corpses of their fallen victims, stringing ears, teeth, scalps, and other trophies from their foes onto their patchwork armor.

***Thirst for Blood.*** No goodness or compassion resides in the heart of a gnoll. Like a demon, it lacks anything resembling a conscience, and can't be taught or coerced to put aside its destructive tendencies. The gnolls' frenzied bloodlust makes them an enemy to all, and when they lack a common foe, they fight among themselves. Even the most savage orcs avoid allying with gnolls.

### GNOLL PACK LORD

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The alpha of a gnoll pack is the pack lord, ruling by might and cunning. A pack lord earns the best of a gnoll pack's spoils, food, valuable trinkets, and magic items. It ornaments its body with brutal piercings and grotesque trophies, dyeing its fur with demonic sigils, hoping Yeenoghu will make it invulnerable.

### GNOLL FANG OF YEENOGHU

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Gnolls celebrate their victories by performing demonic rituals and making blood offerings to Yeenoghu. Sometimes the demon lord rewards his worshipers by allowing one of them to be possessed by a demonic spirit. Marked as Yeenoghu's favorite, the lucky recipient becomes a fang of Yeenoghu, the chosen of the Gnoll Lord. In much the same way Yeenoghu created the first gnolls, a hyena that feasts on a fang's slain foe undergoes a horrible transformation, becoming a full-grown adult gnoll. Depending on the number of hyenas in a region, a fang of Yeenoghu can lead to a startling increase in the gnoll population. Finding and killing the fang is the only way to keep that population in check.

## GNOLL

Medium humanoid (gnoll), chaotic evil

Armor Class 15 (hide armor, shield)

Hit Points 22 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	11 (+0)	6 (-2)	10 (+0)	7 (-2)

Senses darkvision 60 ft., passive Perception 10

Languages Gnoll

Challenge 1/2 (100 XP)

**Rampage.** When the gnoll reduces a creature to 0 hit points with a melee attack on its turn, the gnoll can take a bonus action to move up to half its speed and make a bite attack.

### ACTIONS

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

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

**Longbow.** *Ranged Weapon Attack:* +3 to hit, range 150/600 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

## GNOLL PACK LORD

Medium humanoid (gnoll), chaotic evil

Armor Class 15 (chain shirt)

Hit Points 49 (9d8 + 9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	13 (+1)	8 (-1)	11 (+0)	9 (-1)

Senses darkvision 60 ft., passive Perception 10

Languages Gnoll

Challenge 2 (450 XP)

**Rampage.** When the gnoll reduces a creature to 0 hit points with a melee attack on its turn, the gnoll can take a bonus action to move up to half its speed and make a bite attack.

### ACTIONS

**Multiattack.** The gnoll makes two attacks, either with its glaive or its longbow, and uses its Incite Rampage if it can.

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

**Glaive.** *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage.

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

**Incite Rampage (Recharge 5–6).** One creature the gnoll can see within 30 feet of it can use its reaction to make a melee attack if it can hear the gnoll and has the Rampage trait.



## GNOLL FANG OF YEENOGHU

Medium fiend (gnoll), chaotic evil

Armor Class 14 (hide armor)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	15 (+2)	10 (+0)	11 (+0)	13 (+1)

Saving Throws Con +4, Wis +2, Cha +3

Senses darkvision 60 ft., passive Perception 10

Languages Abyssal, Gnoll

Challenge 4 (1,100 XP)

**Rampage.** When the gnoll reduces a creature to 0 hit points with a melee attack on its turn, the gnoll can take a bonus action to move up to half its speed and make a bite attack.

### ACTIONS

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

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or take 7 (2d6) poison damage.

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



## GNOME, DEEP (SVIRFNEBLIN)

Deep gnomes, or svirfneblin, live far below the world's surface in twisting warrens and sculpted caverns. They survive by virtue of their stealth, cleverness, and tenacity. Their gray skin allows them to blend in with surrounding stonework. They are also surprisingly heavy and strong for their size. An average adult weighs 100 to 120 pounds and stands 3 feet tall.

A typical svirfneblin enclave contains several hundred deep gnomes and is strongly fortified. Secret tunnels lead to and from the settlement, and the deep gnomes use these as evacuation routes when the enclave comes under attack.

**Established Gender Roles.** Male svirfneblin are bald, while females have stringy gray hair. Traditionally, females run the enclaves while males scour the outskirts in search of enemies and deposits of precious gemstones.

**Gemstone Harvesters.** Svirfneblin cherish fine gemstones, especially rubies, which they harvest from mines deep in the Underdark. The hunt for gems often brings them into conflict with beholders, drow, kuo-toa, duergar, and mind flayers. Of all their natural enemies, deep gnomes fear and despise the murderous, demon-worshipping drow the most.

**Earth Friends.** Deep gnomes are often encountered in the company of creatures from the Elemental Plane of Earth. Some svirfneblin can summon such creatures. Earth creatures guard svirfneblin settlements, especially xorn enticed to service with the promise of gems to feed on.

## DEEP GNOME (SVIRFNEBLIN)

*Small humanoid (gnome), neutral good*

Armor Class 15 (chain shirt)

Hit Points 16 (3d6 + 6)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	12 (+1)	10 (+0)	9 (-1)

**Skills** Investigation +3, Perception +2, Stealth +4

**Senses** darkvision 120 ft., passive Perception 12

**Languages** Gnomish, Terran, Undercommon

**Challenge** 1/2 (100 XP)

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

**Gnome Cunning.** The gnome has advantage on Intelligence, Wisdom, and Charisma saving throws against magic.

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

At will: *nondetection* (self only)

1/day each: *blindness/deafness*, *blur*, *disguise self*

### ACTIONS

**War Pick.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

**Poisoned Dart.** *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or be poisoned 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.

## GOBLINS

Goblins are small, black-hearted, selfish humanoids that lair in caves, abandoned mines, despoiled dungeons, and other dismal settings. Individually weak, goblins gather in large—sometimes overwhelming—numbers. They crave power and regularly abuse whatever authority they obtain.

**Goblinoids.** Goblins belong to a family of creatures called goblinoids. Their larger cousins, hobgoblins and bugbears, like to bully goblins into submission. Goblins are lazy and undisciplined, making them poor servants, laborers, and guards.

**Malicious Glee.** Motivated by greed and malice, goblins can't help but celebrate the few times they have the upper hand. They dance, caper with sheer joy when victory is theirs. Once their revels have ended, goblins delight in the torment of other creatures and embrace all manner of wickedness.

**Leaders and Followers.** Goblins are ruled by the strongest or smartest among them. A goblin boss might command a single lair, while a goblin king or queen (who is nothing more than a glorified goblin boss) rules hundreds of goblins, spread out among multiple lairs to ensure the tribe's survival. Goblin bosses are easily ousted, and many goblin tribes are taken over by hobgoblin warlords or bugbear chiefs.

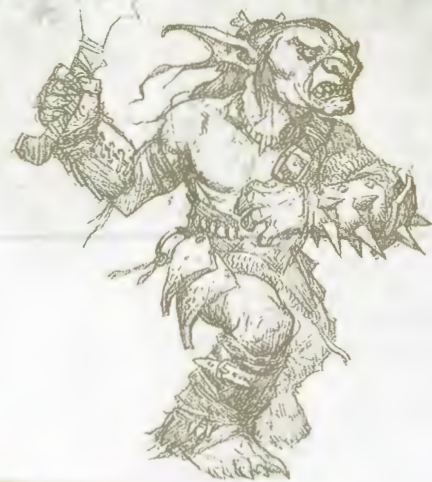
**Challenging Lairs.** Goblins festoon their lairs with alarms designed to signal the arrival of intruders. Those lairs are also riddled with narrow tunnels and bolt-holes that human-sized creatures can't navigate, but which goblins can crawl through with ease, allowing them to flee or to circle around and surprise their enemies.

**Rat Keepers and Wolf Riders.** Goblins have an affinity for rats and wolves, raising them to serve as companions and mounts, respectively. Like rats, goblins shun sunlight and sleep underground during the day. Like wolves, they are pack hunters, made bolder by their numbers. When they hunt from the backs of wolves, goblins use hit-and-run attacks.

**Worshippers of Maglubiyet.** Maglubiyet the Mighty One, the Lord of Depths and Darkness, is the greater god of goblinoids. Envisioned by most goblins as an eleven-foot-tall battle-scarred goblin with black skin and fire erupting from his eyes, he is worshiped not out of adoration but fear. Goblins believe that when they die in battle, their spirits join the ranks of Maglubiyet's army on the plane of Acheron. This is a "privilege" that most goblins dread, fearing the Mighty One's eternal tyranny even more than death.

"IF YOU WANT SOLDIERS OR THUGS, HIRE  
HOBGOBLINS. IF YOU WANT SOMEONE CLUBBED  
TO DEATH IN THEIR SLEEP, HIRE BUGBEARS. IF  
YOU WANT MEAN LITTLE POOLS, HIRE GOBLINS."  
—STALMAN KLIM, SLAVE LORD





**"BREE-YARK!"**  
 —GOBLIN FOR "WE SURRENDER!"  
 (OR SO THEY SAY)

## GOBLIN

*Small humanoid (goblinoid), neutral evil*

**Armor Class** 15 (leather armor, shield)  
**Hit Points** 7 (2d6)  
**Speed** 30 ft.

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

**Skills** Stealth +6  
**Senses** darkvision 60 ft., passive Perception 9  
**Languages** Common, Goblin  
**Challenge** 1/4 (50 XP)

**Nimble Escape.** The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

### ACTIONS

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

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

## GOBLIN BOSS

*Small humanoid (goblinoid), neutral evil*

**Armor Class** 17 (chain shirt, shield)  
**Hit Points** 21 (6d6)  
**Speed** 30 ft.

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

**Skills** Stealth +6  
**Senses** darkvision 60 ft., passive Perception 9  
**Languages** Common, Goblin  
**Challenge** 1 (200 XP)

**Nimble Escape.** The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

### ACTIONS

**Multiattack.** The goblin makes two attacks with its scimitar. The second attack has disadvantage.

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

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

### REACTIONS

**Redirect Attack.** When a creature the goblin can see targets it with an attack, the goblin chooses another goblin within 5 feet of it. The two goblins swap places, and the chosen goblin becomes the target instead.

## GOLEMS

Golems are made from humble materials—clay, flesh and bones, iron, or stone—but they possess astonishing power and durability. A golem has no ambitions, needs no sustenance, feels no pain, and knows no remorse. An unstoppable juggernaut, it exists to follow its creator's orders, and it protects or attacks as that creator demands.

To create a golem, one requires a *manual of golems* (see the *Dungeon Master's Guide*). The comprehensive illustrations and instructions in a manual detail the process for creating a golem of a particular type.

**Elemental Spirit in Material Form.** The construction of a golem begins with the building of its body, requiring great command of the craft of sculpting, stonecutting, ironworking, or surgery. Sometimes a golem's creator is the master of the art, but often the individual who desires a golem must enlist master artisans to do the work.

After constructing the body from clay, flesh, iron, or stone, the golem's creator infuses it with a spirit from the Elemental Plane of Earth. This tiny spark of life has no memory, personality, or history. It is simply the impetus to move and obey. This process binds the spirit to the artificial body and subjects it to the will of the golem's creator.

**Ageless Guardians.** Golems can guard sacred sites, tombs, and treasure vaults long after the deaths of their creators, carrying out their appointed tasks for all eternity while brushing off physical damage and ignoring all but the most potent spells.

A golem can be created with a special amulet or other item that allows the possessor of the item to control the golem. Golems whose creators are long dead can thus be harnessed to serve a new master.

**Blind Obedience.** When its creator or possessor is on hand to command it, a golem performs flawlessly. If the golem is left without instructions or is incapacitated, it continues to follow its last orders to the best of its ability. When it can't fulfill its orders, a golem might react violently—or stand and do nothing. A golem that has been given conflicting orders sometimes alternates between them.

A golem can't think or act for itself. Though it understands its commands perfectly, it has no grasp of language beyond that understanding, and can't be reasoned with or tricked with words.

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

"BEYOND THE UNOPENABLE DOORS LAY A GRAND HALL ENDING BEFORE A TOWERING STONE THRONE, UPON WHICH SAT AN IRON STATUE TALLER AND WIDER THAN TWO MEN. IN ONE HAND IT CLUTCHED AN IRON SWORD, IN THE OTHER, A FEATHER WHIP. WE SHOULD HAVE TURNED BACK THEN."

—MORDENKAINEN THE ARCHMAGE,  
CHRONICLING HIS PARTY'S HARROWING  
EXPLOITS IN THE DUNGEONS BELOW  
MAURE CASTLE

## CLAY GOLEM

Sculpted from clay, this bulky golem stands head and shoulders taller than most human-sized creatures. It is human shaped, but its proportions are off.

Clay golems are often divinely endowed with purpose by priests of great faith. However, clay is a weak vessel for life force. If the golem is damaged, the elemental spirit bound into it can break free. Such a golem runs amok, smashing everything around it until it is destroyed or completely repaired.

## FLESH GOLEM

A flesh golem is a grisly assortment of humanoid body parts stitched and bolted together into a muscled brute imbued with formidable strength. Its brain is capable of simple reason, though its thoughts are no more sophisticated than those of a young child. The golem's muscle tissue responds to the power of lightning, invigorating the creature with vitality and strength. Powerful enchantments protect the golem's skin, deflecting spells and all but the most potent weapons.

A flesh golem lurches with a stiff-jointed gait, as if not in complete control of its body. Its dead flesh isn't an ideal container for an elemental spirit, which sometimes howls incoherently to vent its outrage. If the spirit breaks free of its creator's will, the golem goes berserk until calmed, or until its shell of flesh is destroyed or completely healed.

## IRON GOLEM

The mightiest of the golems, the iron golem is a massive, towering giant wrought of heavy metal. An iron golem's shape can be worked into any form, though most are fashioned to look like giant suits of armor. Its fist can destroy creatures with a single blow, and its clanging steps shake the earth beneath its feet. Iron golems wield enormous blades to extend their reach, and all can belch clouds of deadly poison.

An iron golem's body is smelted with rare tinctures and admixtures. Though other golems bear weaknesses inherent in their materials or the power of the elemental spirit bound within them, iron golems were designed to be nearly invulnerable. Their iron bodies imprison the spirits that drive them, and are susceptible only to weapons imbued with magic or the strength of adamantite.

## STONE GOLEM

Stone golems display great variety in shape and form, cut and chiseled from stone to appear as tall, impressive statues. Though most bear humanoid features, stone golems can be carved in any form the sculptor can imagine. Ancient stone golems found in sealed tombs or flanking the gates of lost cities sometimes take the forms of giant beasts.

Like other golems, stone golems are nearly impervious to spells and ordinary weapons. Creatures that fight a stone golem can feel the ebb and flow of time slow down around them, almost as though they were made of stone themselves.



"THE MORE RIGID ITS PHYSICAL FORM, THE LESS LIKELY THE GOLEM IS TO LOSE ITS SENSE OF PURPOSE. THE CLAY ONES CAN BE A BIT TWITCHY."  
 —WORDS OF WARNING IN THE MANUAL OF CLAY GOLEMS

## CLAY GOLEM

Large construct, unaligned

**Armor Class** 14 (natural armor)

**Hit Points** 133 (14d10 + 56)

**Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (-1)	18 (+4)	3 (-4)	8 (-1)	1 (-5)

**Damage Immunities** acid, poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite

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

**Senses** darkvision 60 ft., passive Perception 9

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

**Challenge** 9 (5,000 XP)

**Acid Absorption.** Whenever the golem is subjected to acid damage, it takes no damage and instead regains a number of hit points equal to the acid damage dealt.

**Berserk.** Whenever the golem starts its turn with 60 hit points or fewer, roll a d6. On a 6, the golem goes berserk. On each of

its turns while berserk, the golem attacks the nearest creature it can see. If no creature is near enough to move to and attack, the golem attacks an object, with preference for an object smaller than itself. Once the golem goes berserk, it continues to do so until it is destroyed or regains all its hit points.

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

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

**Magic Weapons.** The golem's weapon attacks are magical.

### ACTIONS

**Multiattack.** The golem makes two slam attacks.

**Slam. Melee Weapon Attack:** +8 to hit, reach 5 ft., one target. **Hit:** 16 (2d10 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or have its hit point maximum reduced by an amount equal to the damage taken. The target dies if this attack reduces its hit point maximum to 0. The reduction lasts until removed by the *greater restoration* spell or other magic.

**Haste (Recharge 5–6).** Until the end of its next turn, the golem magically gains a +2 bonus to its AC, has advantage on Dexterity saving throws, and can use its slam attack as a bonus action.

"TWO OF MY GRAVEDIGGERS WERE CAUGHT AND HANGED YESTERDAY. THE OTHER TWO ARE UNDERSTANDABLY RELUCTANT TO MEET A SIMILAR FATE, BUT I SHAN'T LET THEIR CONCERNS STALL MY PROGRESS. I NEED FRESH CORPSES, AND IF THOSE BUMPKINS CAN'T GET THEM FOR ME, I'LL USE THEIRS INSTEAD."  
— FROM THE DIARY OF EVANGELIZA LAVAIN, NECROMANCER

## FLESH GOLEM

Medium construct, neutral

Armor Class 9

Hit Points 93 (11d8 + 44)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	9 (-1)	18 (+4)	6 (-2)	10 (+0)	5 (-3)

**Damage Immunities** lightning, poison; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite

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

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

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

**Challenge** 5 (1,800 XP)

**Berserk.** Whenever the golem starts its turn with 40 hit points or fewer, roll a d6. On a 6, the golem goes berserk. On each of its turns while berserk, the golem attacks the nearest creature it can see. If no creature is near enough to move to and attack, the golem attacks an object, with preference for an object smaller than itself. Once the golem goes berserk, it continues to do so until it is destroyed or regains all its hit points.

The golem's creator, if within 60 feet of the berserk golem, can try to calm it by speaking firmly and persuasively. The golem must be able to hear its creator, who must take an action to make a DC 15 Charisma (Persuasion) check. If the check succeeds, the golem ceases being berserk. If it takes damage while still at 40 hit points or fewer, the golem might go berserk again.

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

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

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

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

**Magic Weapons.** The golem's weapon attacks are magical.

### ACTIONS

**Multiattack.** The golem makes two slam attacks.

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







## IRON GOLEM

Large construct, unaligned

**Armor Class** 20 (natural armor)

**Hit Points** 210 (20d10 + 100)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	9 (-1)	20 (+5)	3 (-4)	11 (+0)	1 (-5)

**Damage Immunities** fire, poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite

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

**Senses** darkvision 120 ft., passive Perception 10

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

**Challenge** 16 (15,000 XP)

**Fire Absorption.** Whenever the golem is subjected to fire damage, it takes no damage and instead regains a number of hit points equal to the fire damage dealt.

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

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

**Magic Weapons.** The golem's weapon attacks are magical.

### ACTIONS

**Multiattack.** The golem makes two melee attacks.

**Slam.** *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage.

**Sword.** *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 23 (3d10 + 7) slashing damage.

**Poison Breath (Recharge 6).** The golem exhales poisonous gas in a 15-foot cone. Each creature in that area must make a DC 19 Constitution saving throw, taking 45 (10d8) poison damage on a failed save, or half as much damage on a successful one.



## STONE GOLEM

Large construct, unaligned

**Armor Class** 17 (natural armor)

**Hit Points** 178 (17d10 + 85)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	20 (+5)	3 (-4)	11 (+0)	1 (-5)

**Damage Immunities** poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite

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

**Senses** darkvision 120 ft., passive Perception 10

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

**Challenge** 10 (5,900 XP)

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

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

**Magic Weapons.** The golem's weapon attacks are magical.

### ACTIONS

**Multiattack.** The golem makes two slam attacks.

**Slam.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

**Slow (Recharge 5–6).** The golem targets one or more creatures it can see within 10 feet of it. Each target must make a DC 17 Wisdom saving throw against this magic. On a failed save, a target can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the target can take either an action or a bonus action on its turn, not both. These effects last for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



## GORGON

*Large monstrosity, unaligned*

**Armor Class** 19 (natural armor)

**Hit Points** 114 (12d10 + 48)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	18 (+4)	2 (-4)	12 (+1)	7 (-2)

**Skills** Perception +4

**Condition Immunities** petrified

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

**Languages** —

**Challenge** 5 (1,800 XP)

**Trampling Charge.** If the gorgon moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 16 Strength saving throw or be knocked prone. If the target is prone, the gorgon can make one attack with its hooves against it as a bonus action.

### ACTIONS

**Gore.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.  
*Hit:* 18 (2d12 + 5) piercing damage.

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

**Petrifying Breath (Recharge 5–6).** The gorgon exhales petrifying gas in a 30-foot cone. Each creature in that area must succeed on a DC 13 Constitution saving throw. On a failed save, a target begins to turn to stone and is restrained. The restrained target must repeat the saving throw at the end of its next turn. On a success, the effect ends on the target. On a failure, the target is petrified until freed by the *greater restoration* spell or other magic.

## GORGON

Few creatures that encounter a gorgon live to tell about it. Its body is covered in iron plates, and its nostrils fume with green vapor.

**Horrific Structure.** A gorgon's iron plates range from steely black to gleaming silver, but this natural armor in no way hinders its movement or mobility. The oils of its body lubricate the armor. A sick or inactive gorgon gathers rust like fungus or mange. When a rusty gorgon moves, its plates squeal as they rub together.

**Monstrous Predator.** When a gorgon spots potential prey, it charges with a hideous clamor of metal on metal. When the gorgon hits, it pulverizes the foe and sends its sprawling, then tramples it to death with its cruel hooves. Faced with multiple foes, the gorgon exhales its deadly vapor to overcome the creatures it touches by turning them to stone. When it grows hungry, it smashes its petrified prey to rubble and uses its strong teeth to grind the stone into a powder that provides nourishment. The crisscrossing network of trampled trails and splintered trees that surrounds a gorgon lair is strewn with the uneaten fragments of its shattered foes.





"OUR INTREPID ROGUE CLIMBED UP THE SHAFT TO SECURE A ROPE. THERE WAS A GASP, AND THE ROPE FELL. WE NEVER SAW HER AGAIN."

—AN ADVENTURER'S ACCOUNT OF A GRELL ATTACK IN KHYBER, PUBLISHED IN THE KORRANBERG CHRONICLE

## GRELL

A grell resembles a bulbous floating brain with a wide, sharp beak. Its ten long tentacles are made of hundreds of ring-shaped muscles sheathed in tough fibrous hide. Sharp barbs line the tip each tentacle and inject paralytic venom. The grell can partially retract its barbs into its tentacles to handle or manipulate objects it doesn't want to pierce or tear.

Grells have no eyes and floats by means of a sort of levitation. They have keen hearing, however, and their skin is sensitive to vibrations and electrical fields,

allowing them to detect the presence of creatures and objects in their immediate vicinity. The creature's ability to manipulate electricity to sense and move also allow it to absorb lightning without harm.

Although solitary by nature, grells sometimes gather in small groups called covens.

**Floating Ambushers.** A grell prefers to ambush lone creatures or stragglers, hovering silently near the ceiling of a passage or cavern until a suitable target passes below, whereupon it descends quickly and wraps its tentacles around its prey. It then floats away to its lair with the paralyzed creature in its clutches.

**Alien Devourers.** Grell are alien predators that group other creatures into three categories: edibles, inedibles, and Great Eaters (those rare creatures that might prey on a grell). Grells have no compunction about attacking creatures they classify as edible, including humanoids. They tend to avoid bigger creatures that they have little hope of carrying away.

A grell will sometimes allow adventurers to wage war on the other monstrous inhabitants of the dungeon complex it calls home, staying out of the adventurers' way as they dispose of larger threats while waiting for the right time to strike.

## GRELL

Medium aberration, neutral evil

Armor Class 12

Hit Points 55 (10d8 + 10)

Speed 10 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	12 (+1)	11 (+0)	9 (-1)

Skills Perception +4, Stealth +6

Damage Immunities lightning

Condition Immunities blinded, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 14

Languages Grell

Challenge 3 (700 XP)

## ACTIONS

**Multiattack.** The grell makes two attacks: one with its tentacles and one with its beak.

**Tentacles.** *Melee Weapon Attack:* +4 to hit, reach 10 ft., one creature. *Hit:* 7 (1d10 + 2) piercing damage, and the target must succeed on a DC 11 Constitution saving throw or be poisoned for 1 minute. The poisoned target is paralyzed, and it can repeat the saving throw at the end of each of its turns, ending the effect on a success.

The target is also grappled (escape DC 15). If the target is Medium or smaller, it is also restrained until this grapple ends. While grappling the target, the grell has advantage on attack rolls against it and can't use this attack against other targets. When the grell moves, any Medium or smaller target it is grappling moves with it.

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

## GRICK

Medium monstrosity, neutral

Armor Class 14 (natural armor)

Hit Points 27 (6d8)

Speed 30 ft., climb 30 ft.

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

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

**Senses** darkvision 60 ft., passive Perception 12

**Languages** —

**Challenge** 2 (450 XP)

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

### ACTIONS

**Multiattack.** The grick makes one attack with its tentacles. If that attack hits, the grick can make one beak attack against the same target.

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

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

## GRICK ALPHA

Large monstrosity, neutral

Armor Class 18 (natural armor)

Hit Points 75 (10d10 + 20)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	15 (+2)	4 (-3)	14 (+2)	9 (-1)

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

**Senses** darkvision 60 ft., passive Perception 12

**Languages** —

**Challenge** 7 (2,900 XP)

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

### ACTIONS

**Multiattack.** The grick makes two attacks: one with its tail and one with its tentacles. If it hits with its tentacles, the grick can make one beak attack against the same target.

**Tail.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

**Tentacles.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 22 (4d8 + 4) slashing damage.

**Beak.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

## GRICK

The wormlike grick waits unseen, blending in with the rock of the caves and caverns it haunts. Only when prey comes near does it rear up, its four barbed tentacles unfurling to reveal its hungry, snapping beak.

**Passive Predators.** Gricks rarely hunt. Instead, they drag their rubbery bodies to places where creatures regularly pass, lurking out of sight amid rocky rubble and debris, squeezing into burrows, holes, or crevices, climbing up to ledges, or coiling around stalactites to drop on unwary prey. A grick consumes virtually anything that moves except for other gricks. It targets the nearest prey, grabbing a fallen creature with its tentacles and dragging it off to eat alone.

**Roving Ambushers.** Gricks remain in an area until the food supply dwindles, often because sentient creatures become aware of their presence and plot alternate routes around their lairs. When prey is scarce in the Underdark, gricks venture aboveground to hunt in the wilderness, lurking in trees or on cliff-side ledges. A grick pack is often led by a single well-fed, oversized alpha around which the others congregate.

**Spoils of Slaughter.** Over time, grick lairs accumulate the cast-off possessions of intelligent prey, and expert guides know to look out for these telltale signs. Underdark explorers sometimes seal off the routes leading to and from a grick lair to starve them, then claim the wealth of the foul creatures' victims.





## GRIFFON

Griffons are ferocious avian carnivores with the muscular bodies of lions and the head, forelegs, and wings of eagles. When they attack, griffons are as swift and deadly as eagles, even as they strike with a lion's savage might and grace.

**Horse Eaters.** Griffons hunt in small prides, flying high over plains and forests near their rocky cliff-side aeries. Herd animals and horses are the prey they crave above all others, though they also hunt and kill hippogriffs. When it spots horses, a griffon screeches to alert its pride mates, which descend quickly toward their prey.

Those riding or herding horses dread the griffon's piercing cry, preparing themselves for the bloody fight that inevitably follows. A griffon ignores a horse's rider when possible, and a rider that abandons its mount, or a herder that releases one or two horses, can escape unharmed while the griffon targets its chosen prey. Riders who attempt to protect their horses attract the full fury of an attacking griffon.

**Sky Dwellers.** Griffons lair in high rocky cliff-top aeries, building their nests from sticks, leaves, and the bones of their prey. Once griffons establish a territory, they remain in that area until the food supply has been exhausted.

Aggressive and territorial, griffons engage in brutal aerial combat to defend their aeries, tearing and shredding the wings of flying intruders to send them spiraling to the ground. Creatures that climb to a griffon's lair are plucked from the cliffs and eaten, or are knocked from the heights to go tumbling to their deaths.

**Trained Mounts.** A griffon raised from an egg can be trained to serve as a mount. However, such training is time consuming, expensive (mostly for the ample food the creature requires), and dangerous. Expert trainers well versed in the griffon's legendary ferocity are typically the only ones able to raise these creatures safely.

Once trained, a griffon is a fierce and loyal steed. It bonds with one master for life, fighting to the death to protect that rider. A griffon mount retains its ravenous appetite for horseflesh, and a wise master ensures that a griffon remains satiated with other prey when passing through civilized lands.

### GRIFFON

*Large monstrosity, unaligned*

Armor Class 12

Hit Points 59 (7d10 + 21)

Speed 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	2 (-4)	13 (+1)	8 (-1)

Skills Perception +5

Senses darkvision 60 ft., passive Perception 15

Languages —

Challenge 2 (450 XP)

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

#### ACTIONS

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

**Beak.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.  
*Hit:* 8 (1d8 + 4) piercing damage.

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