

## GRIMLOCK

The degenerate subterranean grimlocks were once human, but their worship of the mind flayers over generations of prowling the Underdark transformed them into blind, monstrous cannibals long ago.

**Debased Cultists.** The empire of the mind flayers once spread across many worlds, enslaving countless races. Among those were human cultures whose high priests the mind flayers subverted using their insidious powers of thought control. Those leaders gradually turned the faiths of their followers toward the illithids, which they worshiped as blasphemous deities.

Over time, the rituals of these enslaved humans created fervent cannibal cults that regarded the brain eating of the mind flayers as a holy sacrament. The illithids commanded their worshipers to abduct other sentient creatures to be sacrificed. After the victims' brains had been consumed, the mind flayers gave the lifeless bodies to the cultists.

**Blind Hunters.** When the rule of the mind flayers crumbled, their cults faced constant warfare from their enemies, the same creatures that had once been their victims. The cults fled into the Underdark domains of their illithid gods. Over generations in that lightless realm, the cultists learned to rely on their other senses for survival. In time, their eyes withered away and eyelids sealed, leaving only covered eye sockets behind.

A grimlock's ears prick up at the faintest footfall or whisper echoing down stone passageways. It can speak in tones too low for most other humanoids to hear. The odors of sweat, flesh, and blood awaken its hunger, and it can track by such scents like a bloodhound. To enhance their senses, grimlocks leave trails of blood, piles of dung, or the viscera of slain prey in places far from their lairs. When intruders pass through those areas, they carry the foul scents with them, warning the grimlocks of their approach.

For most creatures, blindness is an enormous hindrance. For a grimlock with its other heightened senses, sightlessness is a boon. A grimlock isn't fooled by visual illusions or misperceptions. It is fearless as it stalks prey.

**Endless War.** Grimlocks still venerate the mind flayers, serving them whenever possible. Grimlocks also recall the war in which they were driven underground. To them, it has never ended. They continue to return to the surface world to abduct captives for their illithid masters.

## GRIMLOCK

Medium humanoid (grimlock), neutral evil

Armor Class 11

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	12 (+1)	9 (-1)	8 (-1)	6 (-2)

**Skills** Athletics +5, Perception +3, Stealth +3

**Condition Immunities** blinded

**Senses** blindsight 30 ft. or 10 ft. while deafened (blind beyond this radius), passive Perception 13

**Languages** Undercommon

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

**Blind Senses.** The grimlock can't use its blindsight while deafened and unable to smell.

**Keen Hearing and Smell.** The grimlock has advantage on Wisdom (Perception) checks that rely on hearing or smell.

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

### ACTIONS

**Spiked Bone Club.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage plus 2 (1d4) piercing damage.





## HAGS

Hags represent all that is evil and cruel. Though they resemble withered crones, there is nothing mortal about these monstrous creatures, whose forms reflect only the wickedness in their hearts.

**Faces of Evil.** Ancient beings with origins in the Feywild, hags are cankers on the mortal world. Their withered faces are framed by long, frayed hair, horrid moles and warts dot their blotchy skin, and their long, skinny fingers are tipped by claws that can slice open flesh with a touch. Their simple clothes are always tattered and filthy.

All hags possess magical powers, and some have an affinity for spellcasting. They can alter their forms or curse their foes, and their arrogance inspires them to view their magic as a challenge to the magic of the gods, whom they blaspheme at every opportunity.

### HAG COVENS

When hags must work together, they form covens, in spite of their selfish natures. A coven is made up of hags of any type, all of whom are equals within the group. However, each of the hags continues to desire more personal power.

A coven consists of three hags so that any arguments between two hags can be settled by the third. If more than three hags ever come together, as might happen if two covens come into conflict, the result is usually chaos.

**Shared Spellcasting.** While all three members of a hag coven are within 30 feet of one another, they can each cast the following spells from the wizard's spell list but must share the spell slots among themselves:

- 1st level (4 slots): *identify, ray of sickness*
- 2nd level (3 slots): *hold person, locate object*
- 3rd level (3 slots): *bestow curse, counterspell, lightning bolt*
- 4th level (3 slots): *phantasmal killer, polymorph*
- 5th level (2 slots): *contact other plane, scrying*
- 6th level (1 slot): *eyebite*

For casting these spells, each hag is a 12th-level spellcaster that uses Intelligence as her spellcasting ability. The spell save DC is 12 + the hag's Intelligence modifier, and the spell attack bonus is 4 + the hag's Intelligence modifier.

**Hag Eye.** A hag coven can craft a magic item called a *hag eye*, which is made from a real eye coated in varnish and often fitted to a pendant or other wearable item. The *hag eye* is usually entrusted to a minion for safekeeping and transport. A hag in the coven can take an action to see what the *hag eye* sees if the *hag eye* is on the same plane of existence. A *hag eye* has AC 10, 1 hit point, and darkvision with a radius of 60 feet. If it is destroyed, each coven member takes 3d10 psychic damage and is blinded for 24 hours.

A hag coven can have only one *hag eye* at a time, and creating a new one requires all three members of the coven to perform a ritual. The ritual takes 1 hour, and the hags can't perform it while blinded. During the ritual, if the hags take any action other than performing the ritual, they must start over.

Hags name themselves in darkly whimsical ways, claiming monikers such as Black Morwen, Peggy Pigknuckle, Grandmother Titchwillow, Nanna Shug, Rotten Ethel, or Auntie Wormtooth.

**Monstrous Motherhood.** Hags propagate by snatching and devouring human infants. After stealing a baby from its cradle or its mother's womb, the hag consumes the poor child. A week later, the hag gives birth to a daughter who looks human until her thirteenth birthday, whereupon the child transforms into the spitting image of her hag mother.

Hags sometimes raise the daughters they spawn, creating covens. A hag might also return the child to its grieving parents, only to watch from the shadows as the child grows up to become a horror.

**Dark Bargains.** Arrogant to a fault, hags believe themselves to be the most cunning of creatures, and they treat all others as inferior. Even so, a hag is open to dealing with mortals as long as those mortals show the proper respect and deference. Over their long lives, hags accumulate much knowledge of local lore, dark creatures, and magic, which they are pleased to sell.

Hags enjoy watching mortals bring about their own downfall, and a bargain with a hag is always dangerous. The terms of such bargains typically involve demands to compromise principles or give up something dear—especially if the thing lost diminishes or negates the knowledge gained through the bargain.

**A Foul Nature.** Hags love the macabre and festoon their garb with dead things and accentuate their appearance with bones, bits of flesh, and filth. They nurture blemishes and pick at wounds to produce weeping, suppurating flesh. Attractive creatures evoke disgust in a hag, which might “help” such creatures by disfiguring or transforming them.

This embrace of the disturbing and unpleasant extends to all aspects of a hag's life. A hag might fly in a magical giant's skull, landing it on a tree shaped to resemble an enormous headless body. Another might travel with a menagerie of monsters and slaves kept in cages, and disguised by illusions to lure unwary creatures close. Hags sharpen their teeth on millstones and spin cloth from the intestines of their victims, reacting with glee to the horror their actions invoke.

**Dark Sorority.** Hags maintain contact with each other and share knowledge. Through such contacts, it is likely that any given hag knows of every other hag in existence. Hags don't like each other, but they abide by an ageless code of conduct. Hags announce their presence before crossing into another hag's territory, bring gifts when entering another hag's dwelling, and break no oaths given to other hags—as long as the oath isn't given with the fingers crossed.



Some humanoids make the mistake of thinking that the hags' rules of conduct apply to all creatures. When confronted by such an individual, a hag might find it amusing to string the fool along for a while before teaching it a permanent lesson.

**Dark Lairs.** Hags dwell in dark and twisted woods, bleak moors, storm-lashed seacoasts, and gloomy swamps. In time, the landscape around a hag's lair reflects the creature's noxiousness, such that the land itself can attack and kill trespassers. Trees twisted by darkness attack passersby, while vines snake through the undergrowth to snare and drag off creatures one at a time. Foul stinking fogs turn the air to poison, and conceal pools of quicksand and sinkholes that consume unwary wanderers.

## GREEN HAG

The wretched and hateful green hags dwell in dying forests, lonely swamps, and misty moors, making their homes in caves. Green hags love to manipulate other creatures into doing their bidding, masking their intentions behind layers of deception. They lure victims to them by mimicking voices calling out for help, or drive unwanted visitors away by imitating the cries of fierce beasts.

**Obsession with Tragedy.** Green hags revel in the failings and tragedies of other creatures. They derive joy from bringing people low and seeing hope turn into despair, not just for individuals but also for whole nations.

**Covens.** A green hag that is part of a coven (see the "Hag Covens" sidebar) has a challenge rating of 5 (1,800 XP).



## GREEN HAG

Medium fey, neutral evil

Armor Class 17 (natural armor)

Hit Points 82 (11d8 + 33)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	13 (+1)	14 (+2)	14 (+2)

Skills Arcana +3, Deception +4, Perception +4, Stealth +3

Senses darkvision 60 ft., passive Perception 14

Languages Common, Draconic, Sylvan

Challenge 3 (700 XP)

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

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

At will: *dancing lights*, *minor illusion*, *vicious mockery*

**Mimicry.** The hag can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

## ACTIONS

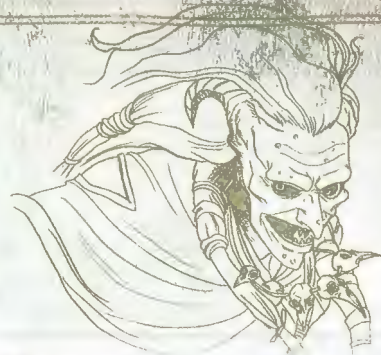
**Claws.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

**Illusory Appearance.** The hag covers herself and anything she is wearing or carrying with a magical illusion that makes her look like another creature of her general size and humanoid shape. The illusion ends if the hag takes a bonus action to end it or if she dies.

The changes wrought by this effect fail to hold up to physical inspection. For example, the hag could appear to have smooth skin, but someone touching her would feel her rough flesh. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 20 Intelligence (Investigation) check to discern that the hag is disguised.

**Invisible Passage.** The hag magically turns invisible until she attacks or casts a spell, or until her concentration ends (as if concentrating on a spell). While invisible, she leaves no physical evidence of her passage, so she can be tracked only by magic. Any equipment she wears or carries is invisible with her.





## NIGHT HAG

Sly and subversive, night hags want to see the virtuous turn to villainy: love turned into obsession, kindness turned to hate, devotion to disregard, and generosity to selfishness. Night hags take perverse joy in corrupting mortals.

Night hags were once creatures of the Feywild, but their foulness saw them exiled to Hades long ago, where they degenerated into fiends. The night hags have long since spread across the Lower Planes.

**Soulmongers.** While a humanoid sleeps, a night hag can straddle the person ethereally and intrude upon its dreams. Any creature with truesight can see the hag's spectral form straddling its prey. The ethereal hag fills her victim's head with doubts and fears, in the hope of tricking it into performing evil acts in the waking world. The hag continues her nightly visitations until the victim finally expires in its sleep. If the hag has driven her victim to commit evil deeds, she traps its corrupted soul in her *soul bag* (see the "Night Hag Items" sidebar) for transport to Hades.

**Covens.** A night hag that is part of a coven (see the "Hag Covens" sidebar) has a challenge rating of 7 (2,900 XP).

## NIGHT HAG

Medium fiend, neutral evil

**Armor Class** 17 (natural armor)

**Hit Points** 112 (15d8 + 45)

**Speed** 30 ft.

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

**Skills** Deception +7, Insight +6, Perception +6, Stealth +6

**Damage Resistances** cold, fire; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

**Condition Immunities** charmed

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

**Languages** Abyssal, Common, Infernal, Primordial

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

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

At will: *detect magic*, *magic missile*

2/day each: *plane shift* (self only), *ray of enfeeblement*, *sleep*

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

## ACTIONS

**Claws (Hag Form Only).** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

**Change Shape.** The hag magically polymorphs into a Small or Medium female humanoid, or back into her true form. Her statistics are the same in each form. Any equipment she is wearing or carrying isn't transformed. She reverts to her true form if she dies.

**Etherealness.** The hag magically enters the Ethereal Plane from the Material Plane, or vice versa. To do so, the hag must have a *heartstone* in her possession.

**Nightmare Haunting (1/Day).** While on the Ethereal Plane, the hag magically touches a sleeping humanoid on the Material Plane. A *protection from evil and good* spell cast on the target prevents this contact, as does a *magic circle*. As long as the contact persists, the target has dreadful visions. If these visions last for at least 1 hour, the target gains no benefit from its rest, and its hit point maximum is reduced by 5 (1d10). If this effect reduces the target's hit point maximum to 0, the target dies, and if the target was evil, its soul is trapped in the hag's *soul bag*. The reduction to the target's hit point maximum lasts until removed by the *greater restoration* spell or similar magic.



### NIGHT HAG ITEMS

A night hag carries two very rare magic items that she must craft for herself. If either object is lost, the night hag will go to great lengths to retrieve it, as creating a new tool takes time and effort.

**Heartstone.** This lustrous black gem allows a night hag to become ethereal while it is in her possession. The touch of a *heartstone* also cures any disease. Crafting a *heartstone* takes 30 days.

**Soul Bag.** When an evil humanoid dies as a result of a night hag's Nightmare Haunting, the hag catches the soul in this black sack made of stitched flesh. A *soul bag* can hold only one evil soul at a time, and only the night hag who crafted the bag can catch a soul with it. Crafting a *soul bag* takes 7 days and a humanoid sacrifice (whose flesh is used to make the bag).

### SEA HAG

Sea hags live in dismal and polluted underwater lairs, surrounded by merrow and other aquatic monsters.

Beauty drives a sea hag to fits of anger. When confronted with something beautiful, the hag might simply attack it or deface it. If something beautiful gives hope, a sea hag wants it to cause despair. If it inspires courage, the sea hag wants it to cause fear.

**Ugly Inside and Out.** Sea hags are by far the ugliest of all hags, with slimy scales covering their pallid skin. A sea hag's hair resembles seaweed and covers her emaciated body, and her glassy eyes seem as lifeless as a doll's. Although a sea hag can hide her true form under a veil of illusion, the hag is cursed to forever appear ugly. Her illusory form appears haggard at best.

**Covens.** A sea hag that is part of a coven (see the "Hag Covens" sidebar) has a challenge rating of 4 (1,100 XP).



### SEA HAG

*Medium fey, chaotic evil*

**Armor Class** 14 (natural armor)

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

**Speed** 30 ft., swim 40 ft.

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

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

**Languages** Aquan, Common, Giant

**Challenge** 2 (450 XP)

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

**Horrific Appearance.** Any humanoid that starts its turn within 30 feet of the hag and can see the hag's true form must make a DC 11 Wisdom saving throw. On a failed save, the creature is frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if the hag is within line of sight, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the hag's Horrific Appearance for the next 24 hours.

Unless the target is surprised or the revelation of the hag's true form is sudden, the target can avert its eyes and avoid making the initial saving throw. Until the start of its next turn, a creature that averts its eyes has disadvantage on attack rolls against the hag.

### ACTIONS

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

**Death Glare.** The hag targets one frightened creature she can see within 30 feet of her. If the target can see the hag, it must succeed on a DC 11 Wisdom saving throw against this magic or drop to 0 hit points.

**Illusory Appearance.** The hag covers herself and anything she is wearing or carrying with a magical illusion that makes her look like an ugly creature of her general size and humanoid shape. The effect ends if the hag takes a bonus action to end it or if she dies.

The changes wrought by this effect fail to hold up to physical inspection. For example, the hag could appear to have no claws, but someone touching her hand might feel the claws. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 16 Intelligence (Investigation) check to discern that the hag is disguised.





## HALF-RED DRAGON VETERAN

Medium humanoid (human), any alignment

**Armor Class** 18 (plate)  
**Hit Points** 65 (10d8 + 20)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

**Saving Throws** Str +5, Con +4  
**Skills** Athletics +5, Perception +2  
**Damage Resistances** fire  
**Senses** blindsight 10 ft., darkvision 60 ft., passive Perception 12  
**Languages** Common, Draconic  
**Challenge** 5 (1,800 XP)

### ACTIONS

**Multiattack.** The veteran makes two longsword attacks. If it has a shortsword drawn, it can also make a shortsword attack.

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

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

**Heavy Crossbow.** *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.

**Fire Breath (Recharge 5–6).** The veteran exhales fire in a 15-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 24 (7d6) fire damage on a failed save, or half as much damage on a successful one.

### REACTIONS

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

## HALF-DRAGON

When a dragon in polymorphed form mates with another creature, the union sometimes produces half-dragon offspring. A creature might also transform into a half-dragon as a result of a mad wizard's spell or a ritual bath in dragon's blood. In all these cases, the result is a creature that combines the essence of a dragon with the form of its original race. Regardless of their origins, all half-dragons have similar features and appearance, gaining special senses, resistance to destructive energy, and a breath weapon.

**Draconic Nature.** Half-dragons are incapable of having natural born offspring. Those that wish to propagate must find other ways to do so, almost always involving magic. By way of compensation, half-dragons are blessed with long life. Barring unforeseen misfortune, a typical half-dragon's life expectancy is twice that of its nondraconic line, so that a half-dragon human might live more than a century and a half.

Half-dragons inherit personality traits common to their draconic heritage, so that half-gold dragons are often shy and secretive, while half-copper dragons are impish and playful. Half-green dragons are deceitful, while half-white dragons are often dim-witted brutes. These traits are tempered by a half-dragon's other lineage, but greed, arrogance, and paranoia are qualities that even good-aligned half-dragons often possess.

## HALF-DRAGON TEMPLATE

A beast, humanoid, giant, or monstrosity can become a half-dragon. When a creature becomes a half-dragon, it retains all its statistics except as noted below.

**Senses.** The half-dragon gains blindsight with a radius of 10 feet and darkvision with a radius of 60 feet.

**Resistances.** The half-dragon gains resistance to a type of damage based on its color.

Color	Damage Resistance
Black or copper	Acid
Blue or bronze	Lightning
Brass, gold, or red	Fire
Green	Poison
Silver or white	Cold

**Languages.** The half-dragon speaks Draconic in addition to any other languages it knows.

**New Action: Breath Weapon.** The half-dragon has the breath weapon of its dragon half. The half-dragon's size determines how this action functions.

Size	Breath Weapon
Large or smaller	As a wyrmling
Huge	As a young dragon
Gargantuan	As an adult dragon

## SAMPLE HALF-DRAGON

Here the half-dragon template has been applied to a human veteran to create a half-red dragon veteran. Splint armor has been replaced with plate.



# HARPY

Taking glee in suffering and death, the sadistic harpy is always on the hunt for prey. Its sweet song has lured countless adventurers to their deaths, drawing them in close for the harpy to kill and then consume.

A harpy combines the body, legs, and wings of a vulture with the torso, arms, and head of a human. Its wicked talons and bone club make it a formidable threat in combat, and its eyes reflect the absolute evil of its soul.

**Divine Curse.** Long ago, an elf wandering a forest heard birdsong so pure and wholesome that she was moved to tears. Following the music, she came upon a clearing where stood a handsome elf youth who had also paused to hear the bird's song. This was Fenmarel Mestarine, a reclusive elf god. His divine presence stole her heart as he fled, vanishing into the woods as if he was never there.

Though the elf searched the woods and called for her stranger, she found no sign of his passage. Driven to despair by her longing, she begged the gods to help her. Aerdrie Faenya, elf goddess of the sky, heard the elf's cries and was moved to her aid. She appeared as the bird whose song had entranced the outcast god, then taught that song of beauty and seduction to the elf.

When her singing failed to draw Fenmarel Mestarine to her side, the elf cursed the gods, invoking a dreadful power and transforming her into the first harpy. The curse worked its magic on the elf's spirit as well as her body, turning her desire for love into a hunger for flesh, even as her beautiful song continued to draw creatures to her deadly embrace.

**Harpy Song.** To hear a harpy's song is to hear music more beautiful than anything else in the world. A traveler that succumbs to the entrancing effect of that singing is compelled to blunder toward its source. A harpy sometimes charms victims before it attacks, but a more effective use of its song is to lure prey over cliffs, into bogs and quicksand, or into deadly pits. Creatures trapped or incapacitated then become easy targets for the harpy's wrath.

**Sadistic Cowards.** Harpies haunt bleak coastal cliffs and other places hazardous to non-flying creatures. Harpies have no interest in a fair fight, and they never attack unless they have a clear advantage. If a fight turns against a harpy, it lacks the cunning to adapt and will flee and go hungry rather than risk straight-up combat.

When they attack, harpies play with their food, delighting in the "music" their victims make as they scream. A harpy takes its time dismembering a helpless foe and can spend days torturing a victim before the merciful end.

**Gruesome Collectors.** Harpies take shiny baubles, valuable objects, and other trophies from their victims, sometimes fighting with each other for the right to claim the choicest prizes. When no valuable objects can be found, a harpy takes hair, bones, or body parts to line its nest. A harpy's lair is usually hidden in remote ruins, where adventurers can discover valuable treasure and magic hidden beneath foul piles of offal.



## HARPY

Medium monstrosity, chaotic evil

Armor Class 11

Hit Points 38 (7d8 + 7)

Speed 20 ft., fly 40 ft.

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

Senses passive Perception 10

Languages Common

Challenge 1 (200 XP)

### ACTIONS

**Multiattack.** The harpy makes two attacks: one with its claws and one with its club.

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

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

**Luring Song.** The harpy sings a magical melody. Every humanoid and giant within 300 feet of the harpy that can hear the song must succeed on a DC 11 Wisdom saving throw or be charmed until the song ends. The harpy must take a bonus action on its subsequent turns to continue singing. It can stop singing at any time. The song ends if the harpy is incapacitated.

While charmed by the harpy, a target is incapacitated and ignores the songs of other harpies. If the charmed target is more than 5 feet away from the harpy, the target can take the Dash action on its turn to move toward the harpy by the most direct route. It doesn't avoid opportunity attacks, but before moving into damaging terrain, such as lava or a pit, and whenever it takes damage from a source other than the harpy, a target can repeat the saving throw. A creature can also repeat the saving throw at the end of each of its turns. If a creature's saving throw is successful, the effect ends on it.

A target that successfully saves is immune to this harpy's song for the next 24 hours.





## HELL HOUND

Monstrous, fire-breathing fiends that take the form of powerful dogs, hell hounds are found on the battlefields of Acheron and throughout the Lower Planes. On the Material Plane, hell hounds are most commonly seen in service to devils, fire giants, and other evil creatures that use them as guard animals and companions.

**Burning Hunger.** Hell hounds hunt in packs, feeding on any creature that appears edible. They avoid potentially dangerous foes in favor of targeting the weakest prey with their savage bite and fiery breath, demonstrating a relentless determination as they pursue that prey to the bitter end.

When hell hounds feed, the flesh they consume stokes the infernal fires that burn within them. When a hell hound dies, that fire consumes the creature's remains in a billowing eruption of smoke and blazing embers, leaving nothing behind but scorched tufts of black fur.

**Evil to the Core.** Hell hounds are smarter than mundane beasts, and their lawful nature makes them good at following orders. However, a hell hound's evil disposition means that the creature can't be trained to be anything other than a ruthless killer. If a hell hound isn't allowed to indulge its malevolent hunger, it quickly abandons or turns against its master.

### HELL HOUND

*Medium fiend, lawful evil*

**Armor Class** 15 (natural armor)

**Hit Points** 45 (7d8 + 14)

**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	14 (+2)	6 (-2)	13 (+1)	6 (-2)

**Skills** Perception +5

**Damage Immunities** fire

**Senses** darkvision 60 ft., passive Perception 15

**Languages** understands Infernal but can't speak it

**Challenge** 3 (700 XP)

**Keen Hearing and Smell.** The hound has advantage on Wisdom (Perception) checks that rely on hearing or smell.

**Pack Tactics.** The hound has advantage on an attack roll against a creature if at least one of the hound's allies is within 5 feet of the creature and the ally isn't incapacitated.

#### ACTIONS

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.  
*Hit:* 7 (1d8 + 3) piercing damage plus 7 (2d6) fire damage.

**Fire Breath (Recharge 5–6).** The hound exhales fire in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.



## HELMED HORROR

This construct possesses intelligence, the ability to reason and adjust its tactics, and an unswerving devotion to its maker that persists even after its maker's demise. Resembling an animated suit of empty plate armor, a helmed horror serves without ambition or emotion.

**Magical Purpose.** Though it takes more magical resources to create a helmed horror than a lesser suit of animated armor, the helmed horror requires less direction and maintenance as it carries out its appointed tasks. A helmed horror follows its orders with complete loyalty, and is intelligent enough to understand the difference between an order's intent and its exact wording. Unlike many constructs, it seeks to fulfill the former rather than slavishly follow the latter.

**Tactical Cunning.** A helmed horror fights with the cunning of a skilled warrior, taking to the air as it attacks weaker characters and spellcasters first. However, a helmed horror lacks the insight to change its environment, fortify it, or otherwise take active measures to improve its defensive position.

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



### HELMED HORROR

Medium construct, neutral

Armor Class 20 (plate, shield)

Hit Points 60 (8d8 + 24)

Speed 30 ft., fly 30 ft.

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

**Skills** Perception +4

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

**Damage Immunities** force, necrotic, poison

**Condition Immunities** blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned

**Senses** blindsight 60 ft. (blind beyond this radius), passive Perception 14

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

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

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

**Spell Immunity.** The helmed horror is immune to three spells chosen by its creator. Typical immunities include *fireball*, *heat metal*, and *lightning bolt*.

#### ACTIONS

**Multiattack.** The helmed horror makes two longsword attacks.

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





## HIPPOGRIFF

A beast whose magical origins are lost to history, a hippogriff possesses the wings and forelimbs of an eagle, the hindquarters of a horse, and a head that combines the features of both animals.

Reclusive and omnivorous, hippogriffs mate for life and seldom venture more than a few miles from their nest. When defending its mate or its young, a hippogriff fights to the death. Hippogriffs don't lay eggs but give birth to live young.

Dragons, griffons, and wyverns have a taste for hippogriff meat and frequently prey on these creatures.

**Flying Mounts.** A hippogriff raised in captivity can be trained to be a faithful companion and mount. Of all the creatures that can serve as flying mounts, hippogriffs are among the easiest to train and the most loyal once trained properly.

### HIPPOGRIFF

*Large monstrosity, unaligned*

Armor Class 11

Hit Points 19 (3d10 + 3)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	13 (+1)	2 (-4)	12 (+1)	8 (-1)

Skills Perception +5

Senses passive Perception 15

Languages —

Challenge 1 (200 XP)

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

#### ACTIONS

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

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

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



## HOBGOBLINS

War horns sound, stones fly from catapults, and the thunder of a thousand booted feet echoes across the land as hobgoblins march to battle. Across the borderlands of civilization, settlements and settlers must contend with these aggressive humanoids, whose thirst for conquest is never satisfied.

Hobgoblins have dark orange or red-orange skin, and hair ranging from dark red-brown to dark gray. Yellow or dark brown eyes peer out beneath their beetling brows, and their wide mouths sport sharp and yellowed teeth. A male hobgoblin might have a large blue or red nose, which symbolizes virility and power among goblinkin. Hobgoblins can live as long as humans, though their love of warfare and battle means that few do.

**Goblinoids.** Hobgoblins belong to a family of creatures called goblinoids. They are often found lording over their cousins, the smaller goblins and the ferocious bugbears.

**Martial Might.** A hobgoblin measures virtue by physical strength and martial prowess, caring about nothing except the opportunity to demonstrate skill and cunning in battle. Hobgoblins of high military rank attain their positions by force, then hold those positions by imposing their authority through draconian measures.

Hobgoblins train to fight with a variety of weapons, and have great skill at crafting arms, armor, siege engines, and other military devices. Organized and disciplined, they take exceptional care of their weapons, armor, and personal possessions. They favor the bold colors associated with their tribes, and trim their often-elaborate uniforms with blood-red piping and leather dyed black.

**Military Legions.** Hobgoblins organize themselves into tribal bands known as legions. In their martial society, every hobgoblin has a rank, from the powerful leaders and champions, to the rank-and-file foot soldiers, to the goblins that find themselves driven into the front lines at spear point. A legion is headed by a warlord with several captains serving under its command. A hobgoblin warlord is a ruthless tyrant more interested in strategy, victory, glory, reputation, and dominion than leading troops into battle.

As loyal and disciplined as hobgoblins are in their own legion, rival legions compete constantly for reputation and status. Meetings between legions erupt in violence if troops aren't restrained, and only exceptionally powerful leaders can force legions to cooperate on the battlefield.

**Strategic Thinkers.** Hobgoblins have a strong grasp of tactics and discipline, and can carry out sophisticated battle plans under the direction of a strategically minded leader. However, they hate elves and attack them first in battle over any other opponents, even if doing so would be a tactical error.

Legions often supplement their ranks with less reliable and more expendable troops, including goblins, bugbears, orcs, evil humans, ogres, and giants.





**Beast Trainers.** Hobgoblins have a long history of training animals to service. Like the more civilized races, they use oxen and horses to transport goods and weaponry over long distances. They communicate with each other using trained ravens, and keep vicious hawks to guard prisoners and protect hobgoblin camps. Hobgoblin cavalry use trained worgs as steeds, in the same way that goblins ride wolves. Some tribes even keep carnivorous apes as fighting beasts.

**Conquer and Control.** Hobgoblins claim lands with abundant resources, and they can be found in forests and mountains, near mines and humanoid settlements, and anywhere else that wood, metal, and potential slaves can be found. They build and conquer

strongholds in strategically advantageous locations, which they then use as staging areas to expand their territory.

Hobgoblin warlords never tire of combat, but they don't take up arms lightly. Before they attack, hobgoblins conduct thorough reconnaissance to gauge the strengths and weaknesses of their foes. When assaulting a stronghold, they surround it first to cut off escape routes and supply lines, then slowly starve their enemies out.

Hobgoblins fortify their own holdings, bolstering existing defenses with innovations of their own. Whether they lair in cavern complexes, dungeons, ruins, or forests, they protect their strongholds with ditches, fences, gates, guard towers, pit traps, and crude catapults or ballistas.

**Legion of Maglubiyet.** Hobgoblins worship Maglubiyet the Mighty One, the greater god of goblinoids. As terrifying as this figure is, hobgoblins don't fear death, believing that when they die in battle, their spirits join the honored ranks of Maglubiyet's army on the plane of Acheron.



THEY BREAK BEFORE OUR SHIELDS,  
THEY FALL BENEATH OUR BLADES;  
THEIR HOME IS OURS TO CONQUER,  
THEIR CHILDREN OUR SLAVES.  
ACHERON! ACHERON!  
VICTORY IS OURS!

—TRANSLATION OF A  
HOBGOBLIN WAR CHANT

## HOBGOBLIN

Medium humanoid (goblinoid), lawful evil

**Armor Class** 18 (chain mail, shield)  
**Hit Points** 11 (2d8 + 2)  
**Speed** 30 ft.

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

**Senses** darkvision 60 ft., passive Perception 10  
**Languages** Common, Goblin  
**Challenge** 1/2 (100 XP)

**Martial Advantage.** Once per turn, the hobgoblin can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin that isn't incapacitated.

### ACTIONS

**Longsword.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) slashing damage, or 6 (1d10 + 1) slashing damage if used with two hands.

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

## HOBGOBLIN CAPTAIN

Medium humanoid (goblinoid), lawful evil

**Armor Class** 17 (half plate)  
**Hit Points** 39 (6d8 + 12)  
**Speed** 30 ft.

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

**Senses** darkvision 60 ft., passive Perception 10  
**Languages** Common, Goblin  
**Challenge** 3 (700 XP)

**Martial Advantage.** Once per turn, the hobgoblin can deal an extra 10 (3d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin that isn't incapacitated.

### ACTIONS

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

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

**Leadership (Recharges after a Short or Long Rest).** For 1 minute, the hobgoblin can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the hobgoblin. A creature can benefit from only one Leadership die at a time. This effect ends if the hobgoblin is incapacitated.





## HOBGOBLIN WARLORD

Medium humanoid (goblinoid), lawful evil

**Armor Class** 20 (plate, shield)

**Hit Points** 97 (13d8 + 39)

**Speed** 30 ft.

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

**Saving Throws** Int +5, Wis +3, Cha +5

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

**Languages** Common, Goblin

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

**Martial Advantage.** Once per turn, the hobgoblin can deal an extra 14 (4d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin that isn't incapacitated.

### ACTIONS

**Multiattack.** The hobgoblin makes three melee attacks. Alternatively, it can make two ranged attacks with its javelins.

**Longsword.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

**Shield Bash.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) bludgeoning damage. If the target is Large or smaller, it must succeed on a DC 14 Strength saving throw or be knocked prone.

**Javelin.** *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

**Leadership (Recharges after a Short or Long Rest).** For 1 minute, the hobgoblin can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the hobgoblin. A creature can benefit from only one Leadership die at a time. This effect ends if the hobgoblin is incapacitated.

### REACTIONS

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





## HOMUNCULUS

Shaping a mixture of clay, ash, mandrake root, and blood, one can channel rare ritual magic to create a faithful, squirrel-sized companion.

A homunculus is a construct that acts as an extension of its creator, with the two sharing thoughts, senses, and language through a mystical bond. A master can have only one homunculus at a time (attempts to create another one always fail), and when its master dies, the homunculus also dies.

**Shared Mind.** A homunculus knows everything its creator knows, including all the languages the creator can speak and read. Likewise, everything the construct senses is known to its master, even over great distances, provided both are on the same plane. Functioning as a spy, a scout, an emissary, or a messenger, a homunculus is an invaluable servant for a spellcaster engaged in secret experimentation or adventuring.

## HOMUNCULUS

*Tiny construct, neutral*

**Armor Class** 13 (natural armor)

**Hit Points** 5 (2d4)

**Speed** 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	15 (+2)	11 (+0)	10 (+0)	10 (+0)	7 (-2)

**Damage Immunities** poison

**Condition Immunities** charmed, poisoned

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

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

**Challenge** 0 (10 XP)

**Telepathic Bond.** While the homunculus is on the same plane of existence as its master, it can magically convey what it senses to its master, and the two can communicate telepathically.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature.

*Hit:* 1 piercing damage, and the target must succeed on a DC 10 Constitution saving throw or be poisoned for 1 minute. If the saving throw fails by 5 or more, the target is instead poisoned for 5 (1d10) minutes and unconscious while poisoned in this way.





## HOOK HORROR

A fierce predator of the Underdark, the hook horror aggressively defends its hunting grounds. The subterranean caverns where these creatures dwell echo with the constant clacking and scraping of their hooks as they wend their way up cliffs and along cavern walls.

The monstrous hook horror has a head resembling a vulture's and the torso of an enormous beetle, with an exoskeleton studded by sharp, bony protuberances. It gains its name from its long, powerfully built arms and legs, which end in wickedly curved hooked claws.

**Echoes in the Dark.** Hook horrors communicate by striking their hooks against their exoskeletons or the stone surfaces around them. What sounds to others like random clacking noise is actually a complex language that only hook horrors understand, and which carries for miles through the echoing Underdark.

**Pack Predators.** The omnivorous hook horrors eat lichens, fungi, plants, and any creature they can catch. A hook horror's hooked limbs give it excellent purchase on rock surfaces, and these creatures use their climbing skills to ambush prey from above. They hunt in packs, working together against the largest and most dangerous opponents. If a battle goes poorly, a hook horror quickly climbs a cavern wall to flee.

**Dedicated Clans.** Hook horrors live in extended family groups or clans. Each clan is ruled by the eldest female, who typically places her mate in charge of the clan's hunters. Hook horrors lay eggs, which are clustered in a central, well-defended area of a clan's home caverns.

### HOOK HORROR

*Large monstrosity, neutral*

**Armor Class** 15 (natural armor)

**Hit Points** 75 (10d10 + 20)

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

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	15 (+2)	6 (-2)	12 (+1)	7 (-2)

**Skills** Perception +3

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

**Languages** Hook Horror

**Challenge** 3 (700 XP)

**Echolocation.** The hook horror can't use its blindsight while deafened.

**Keen Hearing.** The hook horror has advantage on Wisdom (Perception) checks that rely on hearing.

#### ACTIONS

**Multiattack.** The hook horror makes two hook attacks.

**Hook.** *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target.  
*Hit:* 11 (2d6 + 4) piercing damage.



# HYDRA

The hydra is a reptilian horror with a crocodilian body and multiple heads on long, serpentine necks. Although its heads can be severed, the hydra magically regrows them in short order. A typical specimen has five heads.

At the dawn of time, Tiamat, the Queen of Evil Dragons, slew a rival dragon god named Lernaean and cast her blood across the multiverse. Each drop that fell upon a world spawned a multi-headed hydra consumed by a hunger as great as the fallen god's hatred. Great champions are known to test their mettle against these fearsome creatures.

**Everlasting Hunger.** A rapacious and gluttonous monster, a hydra snatches and tears apart its prey in a frenzy of feeding. When a hydra has cleared a territory of food and driven off any creatures smart enough to avoid it, it moves on to seek its meals elsewhere. A hydra's hunger is so great that if it can't feed, it might turn against itself, its heads attacking each other as the creature eats itself alive.

**Hardy Water Dwellers.** Hydras are natural swimmers, dwelling in rivers, along lakeshores, in ocean shallows, and in wetland bogs. A hydra rarely requires shelter from the elements, so it doesn't normally have a lair. Only in colder climes are hydres drawn to the protection of sheltered caverns and ruins.

When a hydra sleeps, at least one of its heads remains awake and alert, making the creature difficult to catch by surprise.



## HYDRA

*Huge monstrosity, unaligned*

**Armor Class** 15 (natural armor)

**Hit Points** 172 (15d12 + 75)

**Speed** 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	2 (-4)	10 (+0)	7 (-2)

**Skills** Perception +6

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

**Languages** —

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

**Hold Breath.** The hydra can hold its breath for 1 hour.

**Multiple Heads.** The hydra has five heads. While it has more than one head, the hydra has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Whenever the hydra takes 25 or more damage in a single turn, one of its heads dies. If all its heads die, the hydra dies.

At the end of its turn, it grows two heads for each of its heads that died since its last turn, unless it has taken fire damage since its last turn. The hydra regains 10 hit points for each head regrown in this way.

**Reactive Heads.** For each head the hydra has beyond one, it gets an extra reaction that can be used only for opportunity attacks.

**Wakeful.** While the hydra sleeps, at least one of its heads is awake.

### ACTIONS

**Multiattack.** The hydra makes as many bite attacks as it has heads.

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



"DON'T CRY. WE HAVE NO INTENTION OF  
EATING YOUR BRAIN. IN FACT, YOUR BRAIN  
IS GOING ON A WONDERFUL JOURNEY!"  
—QORIK EL-SLURRK, MIND FLAYER



## INTELLECT DEVOURER

An intellect devourer resembles a walking brain protected by a crusty covering and set on bestial clawed legs. This foul aberration feeds on the intelligence of sentient creatures, taking over a victim's body on behalf of its mind flayer masters.

**Illithid Creations.** Mind flayers breed intellect devourers to serve as roaming hunters of the Underdark, creating an intellect devourer by taking the brain of a thrall and subjecting it to a horrible ritual. As it sprouts legs, the brain becomes an intelligent predator as twisted and evil as its masters.

**Deadly Puppet Masters.** An intellect devourer consumes a creature's mind and memories, then turns the host body into a puppet under its control. An intellect devourer typically uses its puppet host to lure others into the domain of the mind flayers to be enthralled or consumed.



### INTELLECT DEVOURER

*Tiny aberration, lawful evil*

**Armor Class** 12

**Hit Points** 21 (6d4 + 6)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	13 (+1)	12 (+1)	11 (+0)	10 (+0)

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

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

**Condition Immunities** blinded

**Senses** blindsight 60 ft. (blind beyond this radius), passive Perception 12

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

**Challenge** 2 (450 XP)

**Detect Sentience.** The intellect devourer can sense the presence and location of any creature within 300 feet of it that has an Intelligence of 3 or higher, regardless of interposing barriers, unless the creature is protected by a *mind blank* spell.

#### ACTIONS

**Multiattack.** The intellect devourer makes one attack with its claws and uses Devour Intellect.

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

**Devour Intellect.** The intellect devourer targets one creature it can see within 10 feet of it that has a brain. The target must succeed on a DC 12 Intelligence saving throw against this magic or take 11 (2d10) psychic damage. Also on a failure, roll 3d6: If the total equals or exceeds the target's Intelligence score, that score is reduced to 0. The target is stunned until it regains at least one point of Intelligence.

**Body Thief.** The intellect devourer initiates an Intelligence contest with an incapacitated humanoid within 5 feet of it. If it wins the contest, the intellect devourer magically consumes the target's brain, teleports into the target's skull, and takes control of the target's body. While inside a creature, the intellect devourer has total cover against attacks and other effects originating outside its host. The intellect devourer retains its Intelligence, Wisdom, and Charisma scores, as well as its understanding of Deep Speech, its telepathy, and its traits. It otherwise adopts the target's statistics. It knows everything the creature knew, including spells and languages.

If the host body drops to 0 hit points, the intellect devourer must leave it. A *protection from evil and good* spell cast on the body drives the intellect devourer out. The intellect devourer is also forced out if the target regains its devoured brain by means of a *wish*. By spending 5 feet of its movement, the intellect devourer can voluntarily leave the body, teleporting to the nearest unoccupied space within 5 feet of it. The body then dies, unless its brain is restored within 1 round.





## INVISIBLE STALKER

Medium elemental, neutral

Armor Class 14

Hit Points 104 (16d8 + 32)

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

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+4)	14 (+2)	10 (+0)	15 (+2)	11 (+0)

**Skills** Perception +8, Stealth +10

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

**Damage Immunities** poison

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

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

**Languages** Auran, understands Common but doesn't speak it  
**Challenge** 6 (2,300 XP)

**Invisibility.** The stalker is invisible.

**Faultless Tracker.** The stalker is given a quarry by its summoner. The stalker knows the direction and distance to its quarry as long as the two of them are on the same plane of existence. The stalker also knows the location of its summoner.

### ACTIONS

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

**Slam.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.  
*Hit:* 10 (2d6 + 3) bludgeoning damage.

## INVISIBLE STALKER

An invisible stalker is an air elemental that has been summoned from its native plane and transformed by powerful magic. Its sole purpose is to hunt down creatures and retrieve objects for its summoner. When it is defeated or the magic that binds it expires, an invisible stalker vanishes in a gust of wind.

**Directed Hunter.** When an invisible stalker is created, it stays at its summoner's side until it is given a task to perform. If an assignment doesn't involve hunting down and slaying a specific creature or recovering an object, the magic that created the invisible stalker ends and the elemental is released. Otherwise, it completes the task, then returns to its summoner for more commands, forced to serve until the magic that binds it expires. If its summoner dies in the interim, the invisible stalker vanishes after completing its task.

An invisible stalker is an unwilling servant at best. It resents any undertaking assigned to it. A mission that requires significant time might drive the invisible stalker to pervert the intent of a command unless it is worded carefully.

**Unseen Threat.** Invisible stalkers are composed of air and are naturally invisible. A creature might hear and feel an invisible stalker in passing, but the elemental remains invisible even when it attacks. A spell that allows someone to see the invisible reveals only the invisible stalker's vague outline.

**Elemental Nature.** An invisible stalker requires no air, food, drink, or sleep.



# J



## JACKALWERE

Ordinary jackals tainted by demonic power, jackalweres haunt roads and trails, waylaying and murdering those they meet.

A jackalwere has three physical forms that it shifts between. In its true form, it is indistinguishable from a normal jackal. It can take human form, often appearing gaunt and affecting a wretched demeanor to beg goodwill from strangers. When travelers welcome a jackalwere into their midst, the monster adopts its human-sized hybrid form, with the fur and head of a jackal but standing on two legs as it attacks.

**Beguilers and Cowards.** The demon lord Graz'zt created jackalweres to serve his devoted servants, the lamias. Reaching out from the Abyss, he bestowed jackals with the gift of speech and the ability to assume humanoid forms. A jackalwere is born to lie, and perceptive creatures might notice it wincing in pain when it speaks the truth.

A jackalwere prefers to fight alongside jackals and others of its kind. Under the direction of jackalweres, jackals are fierce and loyal companions.

**Supernatural Servants.** Jackalweres kidnap humanoids for their lamia masters, condemning victims to a lifetime of slavery or an agonizing death. A jackalwere's magical gaze renders a foe unconscious, allowing the monster to bind a creature or drag it away. A jackalwere might also use its gaze to incapacitate a deadly enemy long enough to make good its escape.

## JACKALWERE

Medium humanoid (shapechanger), chaotic evil

Armor Class 12  
Hit Points 18 (4d8)  
Speed 40 ft.

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

**Skills** Deception +4, Perception +2, Stealth +4  
**Immunities** bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered  
**Senses** passive Perception 12  
**Languages** Common (can't speak in jackal form)  
**Challenge** 1/2 (100 XP)

**Shapechanger.** The jackalwere can use its action to polymorph into a specific Medium human or a jackal-humanoid hybrid, or back into its true form (that of a Small jackal). Other than its size, its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

**Keen Hearing and Smell.** The jackalwere has advantage on Wisdom (Perception) checks that rely on hearing or smell.

**Pack Tactics.** The jackalwere has advantage on an attack roll against a creature if at least one of the jackalwere's allies is within 5 feet of the creature and the ally isn't incapacitated.

### ACTIONS

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

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

**Sleep Gaze.** The jackalwere gazes at one creature it can see within 30 feet of it. The target must make a DC 10 Wisdom saving throw. On a failed save, the target succumbs to a magical slumber, falling unconscious for 10 minutes or until someone uses an action to shake the target awake. A creature that successfully saves against the effect is immune to this jackalwere's gaze for the next 24 hours. Undead and creatures immune to being charmed aren't affected by it.



# K



## KENKU

Kenku are feathered humanoids that wander the world as vagabonds, driven by greed. They can perfectly imitate any sound they hear.

**Fallen Flocks.** Kenku wear ill-fitting cloaks, robes, and rags. These garments cover the soft, sleek feathers of their bodies, shrouding their bare arms and legs. They tread lightly when they walk, on talons made for grasping the branches of trees and seizing prey from the lofty skies. Soft as the wind they move, so as not to draw attention to their shameful forms.

Once, the kenku held the wind in their wings, embracing the gusty sky and singing the sweet language of birdsong. Serving a master whose identity is now lost to their memory, the kenku coveted the glittering baubles of his household, and longed to speak so that they could cajole and swindle others out of such treasures. Stealing the secret of speech from a volume in their master's library, they disguised themselves in rags to beg for pretty things. When their master learned of their greed, he stripped away their wings as punishment, forcing them to beg forever.

**Speech in Pantomime.** Kenku can mimic the sound of anything they hear. A kenku asking for money might make the sound of coins clinking together, and a kenku referring to a busy marketplace can reproduce the cacophony of hawking vendors, barking dogs, bleating sheep, and the cries of street urchins. When mimicking voices, they can only repeat words and phrases they have heard, not create new sentences. To converse with a kenku is to witness a performance of imitated sounds and almost nonsensical verse.

Kenku speak to one another in much the same way. Because they are adept at interpreting one another's glances and gestures, the sounds they make to communicate complex ideas or emotions can be succinct. Groups of kenku also develop secret codes. For example, a cat's meow might be the secret code for "Prepare to attack!" or "Flee for your lives!"

Their talent for mimicry extends to handwriting, and criminal organizations often employ kenku to forge documents. When a kenku commits a crime, it might forge evidence to implicate another creature.

**The Wistful Wingless.** All kenku pine for the ability to fly, and thus the punishments they mete out to one another often involve false wings, such as heavy wings of wood borne as a mark of shame. As a final, tragic reminder of the wings they once had, kenku carry out executions by hurling their condemned from tall buildings or cliffs.

### KENKU

Medium humanoid (kenku), chaotic neutral

Armor Class 13  
Hit Points 13 (3d8)  
Speed 30 ft.

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

**Skills** Deception +4, Perception +2, Stealth +5  
**Senses** passive Perception 12  
**Languages** understands Auran and Common but speaks only through the use of its Mimicry trait  
**Challenge** 1/4 (50 XP)

**Ambusher.** The kenku has advantage on attack rolls against any creature it has surprised.

**Mimicry.** The kenku can mimic any sounds it has heard, including voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

#### ACTIONS

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

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

"IF YOU HEAR A BABY CRYING IN  
AN ALLEY, WALK THE OTHER WAY.  
THAT'S MY ADVICE TO YOU."  
—ENDROTH KNAG, CITY WATCH  
CORPORAL IN WATERDEEP



## KOBOLDS

Kobolds are craven reptilian humanoids that worship evil dragons as demigods and serve them as minions and toadies. Kobolds inhabit dragons' lairs when they can but more commonly infest dungeons, gathering treasures and trinkets to add to their own tiny hoards.

**Strength in Numbers.** Kobolds are egg-laying creatures. They mature quickly and can live to be "great wyrms" more than a century old. However, many kobolds perish before they reach the end of their first decade. Physically weak, they are easy prey for predators. This vulnerability forces them to band together. Their superior numbers can win battles against powerful adversaries, but often with massive casualties on the kobold side.

**Tunnelers and Builders.** Kobolds make up for their physical ineptitude with a cleverness for trap making and tunneling. Their lairs consist of low tunnels through which they move easily but which hinder larger humanoids. Kobolds also riddle their lairs with traps. The most insidious kobold traps make use of natural hazards and other creatures. A trip wire might connect to a spring-loaded trap that hurls clay pots of flesh-eating green slime or flings crates of venomous giant centipedes at intruders.

**The Lost God.** In addition to the dragons they revere, kobolds worship a lesser god named Kurtulmak. Legends speak of how Kurtulmak served as Tiamat's vassal in the Nine Hells until Garl Glittergold, the god of gnomes, stole a trinket from the Dragon Queen's hoard. Tiamat sent Kurtulmak to retrieve the trinket,

but Garl Glittergold played a trick on him, collapsing the earth and trapping the kobold god in an underground maze for eternity. For this reason, kobolds hate gnomes and pranks of any kind. Kurtulmak's most devoted worshipers dedicate themselves to finding and releasing their lost god from his prison-maze.

**Winged Kobolds.** A few kobolds are born with leathery wings and can fly. Known as *urds*, they like to lurk on high ledges and drop rocks on passersby. Although the urds' wings are seen as gifts from Tiamat, the Dragon Queen, wingless kobolds are envious of those gifts and don't get along with the urds.



### WINGED KOBOLD

Small humanoid (kobold), lawful evil

Armor Class 13

Hit Points 7 (3d6 - 3)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	9 (-1)	8 (-1)	7 (-2)	8 (-1)

**Senses** darkvision 60 ft., passive Perception 8

**Languages** Common, Draconic

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

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

**Pack Tactics.** The kobold has advantage on an attack roll against a creature if at least one of the kobold's allies is within 5 feet of the creature and the ally isn't incapacitated.

#### ACTIONS

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

**Dropped Rock.** *Ranged Weapon Attack:* +5 to hit, one target directly below the kobold. *Hit:* 6 (1d6 + 3) bludgeoning damage.

### KOBOLD

Small humanoid (kobold), lawful evil

Armor Class 12

Hit Points 5 (2d6 - 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	9 (-1)	8 (-1)	7 (-2)	8 (-1)

**Senses** darkvision 60 ft., passive Perception 8

**Languages** Common, Draconic

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

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

**Pack Tactics.** The kobold has advantage on an attack roll against a creature if at least one of the kobold's allies is within 5 feet of the creature and the ally isn't incapacitated.

#### ACTIONS

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

**Sling.** *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.





## KRAKEN

Beneath the waves, the kraken sleeps for untold ages, awaiting some fell sign or calling. Land-born mortals who sail the open sea forget the reasons their ancestors dreaded the ocean, even as the races of the deep ignore strange gaps in their histories when their civilizations nearly vanished after the appearance of the tentacled horror.

**Leviathans of Legend.** At the beginning of time, krakens served as fierce warriors of the gods. When the gods' wars ended, the krakens shrugged free of their servitude, never again to be bound by other beings.

Whole nations quake in fear when the kraken emerges from its dark demesne, and even in the middle of the deepest oceans, storms rise or abate according to its will. The kraken is a primeval force that obliterates the greatest achievements of civilization as if they were castles in the sand. Its devastating attacks can destroy ocean trade and halt communication between coastal cities.

An ominous darkness presages a kraken's attack, and a cloud of inky poison colors the water around it. Galleons and warships vanish when its tentacles uncoil from the deep, the kraken breaking their masts like kindling before drawing down ships and crew.

Not even landlocked surface dwellers are safe from a kraken's wrath. Krakens can breathe air as easily as water, and some crawl up rivers to nest in freshwater lakes, destroying cities and towns along the way. Adventurers tell of these monsters lairing in the ruins of lakeside citadels, their tentacles twined around leaning towers of disintegrating stone.

**Mortal Foes.** Some krakens are virtual gods, with cults and minions spread across sea and land. Others are allied with Olhydra, the evil Princess of Elemental Water, and use her cultists to enforce their will on land and sea. A kraken pleased with its worshipers can becalm rough seas and bring a bounteous harvest of fish to the faithful. However, the devious mind of a kraken is ancient beyond reckoning, and is ultimately bent to the ruination of all things.

### A KRAKEN'S LAIR

A kraken lives in dark depths, usually a sunken rift or a cavern filled with detritus, treasure, and wrecked ships.

#### LAIR ACTIONS

On initiative count 20 (losing initiative ties), the kraken takes a lair action to cause one of the following magical effects:

- A strong current moves through the kraken's lair. Each creature within 60 feet of the kraken must succeed on a DC 23 Strength saving throw or be pushed up to 60 feet away from the kraken. On a success, the creature is pushed 10 feet away from the kraken.
- Creatures in the water within 60 feet of the kraken have vulnerability to lightning damage until initiative count 20 on the next round.
- The water in the kraken's lair becomes electrically charged. All creatures within 120 feet of the kraken must succeed on a DC 23 Constitution saving throw,



taking 10 (3d6) lightning damage on a failed save, or half as much damage on a successful one.

## REGIONAL EFFECTS

The region containing a kraken's lair is warped by the creature's blasphemous presence, creating the following magical effects:

- The kraken can alter the weather at will in a 6-mile radius centered on its lair. The effect is identical to the *control weather* spell.
- Water elementals coalesce within 6 miles of the lair. These elementals can't leave the water and have Intelligence and Charisma scores of 1 (-5).
- Aquatic creatures within 6 miles of the lair that have an Intelligence score of 2 or lower are charmed by the kraken and aggressive toward intruders in the area.

When the kraken dies, all of these regional effects fade immediately.



"A KRAKEN DREAMS OF CASTING ITS TENTACLES INTO THE HEAVENS AND STRANGLING THAT WHICH BIRTHED IT, AND WHEN ITS DREAM EXCEEDS ITS REACH, IT SETTLES FOR THE OCCASIONAL PASSING SHIP."  
— FROM NIGHT OF THE KRAKEN CULT  
BY MALFEORE SERRANG, PIRATE-MAGE OF TETHYR

## KRAKEN

*Gargantuan monstrosity (titan), chaotic evil*

**Armor Class** 18 (natural armor)

**Hit Points** 472 (27d20 + 189)

**Speed** 20 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	11 (+0)	25 (+7)	22 (+6)	18 (+4)	20 (+5)

**Saving Throws** Str +18, Dex +8, Con +15, Int +14, Wis +12

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

**Condition Immunities** frightened, paralyzed

**Senses** truesight 120 ft., passive Perception 14

**Languages** understands Abyssal, Celestial, Infernal, and Primordial but can't speak, telepathy 120 ft.

**Challenge** 23 (50,000 XP)

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

**Freedom of Movement.** The kraken ignores difficult terrain, and magical effects can't reduce its speed or cause it to be restrained. It can spend 5 feet of movement to escape from nonmagical restraints or being grappled.

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

## ACTIONS

**Multiattack.** The kraken makes three tentacle attacks, each of which it can replace with one use of Fling.

**Bite.** *Melee Weapon Attack:* +18 to hit, reach 5 ft., one target. *Hit:* 23 (3d8 + 10) piercing damage. If the target is a Large or smaller creature grappled by the kraken, that creature is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the kraken, and it takes 42 (12d6) acid damage at the start of each of the kraken's turns.

If the kraken takes 50 damage or more on a single turn from a creature inside it, the kraken must succeed on a DC 25

Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the kraken. If the kraken dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone.

**Tentacle.** *Melee Weapon Attack:* +18 to hit, reach 30 ft., one target. *Hit:* 20 (3d6 + 10) bludgeoning damage, and the target is grappled (escape DC 18). Until this grapple ends, the target is restrained. The kraken has ten tentacles, each of which can grapple one target.

**Fling.** One Large or smaller object held or creature grappled by the kraken is thrown up to 60 feet in a random direction and knocked prone. If a thrown target strikes a solid surface, 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 18 Dexterity saving throw or take the same damage and be knocked prone.

**Lightning Storm.** The kraken magically creates three bolts of lightning, each of which can strike a target the kraken can see within 120 feet of it. A target must make a DC 23 Dexterity saving throw, taking 22 (4d10) lightning damage on a failed save, or half as much damage on a successful one.

## LEGENDARY ACTIONS


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

**Tentacle Attack or Fling.** The kraken makes one tentacle attack or uses its Fling.

**Lightning Storm (Costs 2 Actions).** The kraken uses Lightning Storm.

**Ink Cloud (Costs 3 Actions).** While underwater, the kraken expels an ink cloud in a 60-foot radius. The cloud spreads around corners, and that area is heavily obscured to creatures other than the kraken. Each creature other than the kraken that ends its turn there must succeed on a DC 23 Constitution saving throw, taking 16 (3d10) poison damage on a failed save, or half as much damage on a successful one. A strong current disperses the cloud, which otherwise disappears at the end of the kraken's next turn.





## KUO-TOA

Kuo-toa are degenerate fishlike humanoids that once inhabited the shores and islands of the surface world. Long ago humans and their ilk drove the kuo-toa underground, where they dwell in madness and everlasting night. Kuo-toa can no longer abide daylight.

**Mad Slaves.** At the height of the illithid empire, the mind flayers captured kuo-toa by the thousands and forced them into bondage. The kuo-toa were simple creatures, never meant to endure the oppressive mental force the illithids unleashed against them. By the time the mind flayers abandoned them, the prolonged psychic subjugation endured by the kuo-toa had driven them mad.

Their minds shattered beyond repair, the kuo-toa adopted a religious fervor, inventing gods to protect them against threats. Most notable of these threats are the drow, which have slain the kuo-toa on sight since the days when the two races first met.

**God Makers.** Kuo-toa worship gods of their own insane creation, but if enough kuo-toa believe that a god is real, the energy of their collective subconscious can cause that god to manifest as a physical entity. The form a kuo-toa god takes depends on the inspiration for its divine image, and is usually random or nonsensical.

One of the most revered gods of the kuo-toa is Blibdoolpoolp the Sea Mother, who takes the form of a female human with a crayfish head, a crayfish's claws, and an articulated shell covering her shoulders. Blibdoolpoolp was likely invented by a kuo-toa that improved on a broken human statue by adding the limbs and head of a crustacean. In sudden awe of its handiwork, it then named the resulting form a god.

Kuo-toa that cross paths with an aboleth often find themselves worshiping it as a god, their madness blinding them to the fact that the aboleth is merely using them for its own nefarious ends.

**Theocratic Rulers.** Kuo-toa archpriests are surrounded by fanatical devotees of their faith. The archpriest of a kuo-toa domain demands that all its subjects worship a specific god. An archpriest's mad belief in its god is so fervent that it manifests the powers of a high cleric. The archpriest can also bestow spells to devout underlings called whips. One or more of

### VARIANT: KUO-TOA MONITOR

A kuo-toa monitor has a challenge rating of 3 (700 XP). It has the same statistics as a kuo-toa whip except that it adds its Wisdom modifier to its Armor Class (AC 13), loses the Spellcaster trait, and replaces the whip's action options with the following action options.

**Multiattack.** The kuo-toa makes one bite attack and two unarmed strikes.

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

**Unarmed Strike.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage plus 3 (1d6) lightning damage, and the target can't take reactions until the end of the kuo-toa's next turn.



these whips are also the archpriest's children, and their primary role in kuo-toan society is to fight to the death to claim the throne when the archpriest dies. If a whip displeases the archpriest, the archpriest can strip it of its spellcasting ability, if not its life.

The archpriest's decrees are enforced by monitors, devout kuo-toa that act as the archpriest's eyes and ears. Monitors are deadly hand-to-hand combatants, and lesser kuo-toa live in fear of them.

**Kuo-toa Gear.** Many weapons of the kuo-toa are designed to capture rather than kill. Nets are common, though some carry pincer staffs (also called mancatchers) designed to trap and immobilize foes. Kuo-toa warriors also treat their shields with a sticky goo that catches incoming weapons.

In general, kuo-toa don't like the weight of armor on their slippery bodies and rely on their natural rubbery hides for protection. However, they like to wear jewelry made from scavenged bones, shells, pearls, gems, and carapace fragments.



"THEY INVENT THEIR OWN GODS ... THE VERY DEFINITION OF INSANITY."  
—SABAL MIZZRYM OF MENZOBERRANZIAN



## KUO-TOA

Medium humanoid (kuo-toa), neutral evil

**Armor Class** 13 (natural armor, shield)

**Hit Points** 18 (4d8)

**Speed** 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	11 (+0)	11 (+0)	10 (+0)	8 (-1)

**Skills** Perception +4

**Senses** darkvision 120 ft., passive Perception 14

**Languages** Undercommon

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

**Amphibious.** The kuo-toa can breathe air and water.

**Otherworldly Perception.** The kuo-toa can sense the presence of any creature within 30 feet of it that is invisible or on the Ethereal Plane. It can pinpoint such a creature that is moving.

**Slippery.** The kuo-toa has advantage on ability checks and saving throws made to escape a grapple.

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

## ACTIONS

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

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

**Net.** *Ranged Weapon Attack:* +3 to hit, range 5/15 ft., one Large or smaller creature. *Hit:* The target is restrained. A creature can use its action to make a DC 10 Strength check to free itself or another creature in a net, ending the effect on a success. Dealing 5 slashing damage to the net (AC 10) frees the target without harming it and destroys the net.

## REACTIONS

**Sticky Shield.** When a creature misses the kuo-toa with a melee weapon attack, the kuo-toa uses its sticky shield to catch the weapon. The attacker must succeed on a DC 11 Strength saving throw, or the weapon becomes stuck to the kuo-toa's shield. If the weapon's wielder can't or won't let go of the weapon, the wielder is grappled while the weapon is stuck. While stuck, the weapon can't be used. A creature can pull the weapon free by taking an action to make a DC 11 Strength check and succeeding.





## KUO-TOA ARCHPRIEST

Medium humanoid (kuo-toa), neutral evil

Armor Class 13 (natural armor)

Hit Points 97 (13d8 + 39)

Speed 30 ft., swim 30 ft.

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

Skills Perception +9, Religion +6

Senses darkvision 120 ft., passive Perception 19

Languages Undercommon

Challenge 6 (2,300 XP)

**Amphibious.** The kuo-toa can breathe air and water.

**Otherworldly Perception.** The kuo-toa can sense the presence of any creature within 30 feet of it that is invisible or on the Ethereal Plane. It can pinpoint such a creature that is moving.

**Slippery.** The kuo-toa has advantage on ability checks and saving throws made to escape a grapple.

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

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

Cantrips (at will): *guidance*, *sacred flame*, *thaumaturgy*  
1st level (4 slots): *detect magic*, *sanctuary*, *shield of faith*  
2nd level (3 slots): *hold person*, *spiritual weapon*  
3rd level (3 slots): *spirit guardians*, *tongues*  
4th level (3 slots): *control water*, *divination*  
5th level (2 slots): *mass cure wounds*, *scrying*

### ACTIONS

**Multiattack.** The kuo-toa makes two melee attacks.

**Scepter.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage plus 14 (4d6) lightning damage.

**Unarmed Strike.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.



## KUO-TOA WHIP

Medium humanoid (kuo-toa), neutral evil

Armor Class 11 (natural armor)

Hit Points 65 (10d8 + 20)

Speed 30 ft., swim 30 ft.

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

Skills Perception +6, Religion +4

Senses darkvision 120 ft., passive Perception 16

Languages Undercommon

Challenge 1 (200 XP)

**Amphibious.** The kuo-toa can breathe air and water.

**Otherworldly Perception.** The kuo-toa can sense the presence of any creature within 30 feet of it that is invisible or on the Ethereal Plane. It can pinpoint such a creature that is moving.

**Slippery.** The kuo-toa has advantage on ability checks and saving throws made to escape a grapple.

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

**Spellcasting.** The kuo-toa is a 2nd-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The kuo-toa has the following cleric spells prepared:

Cantrips (at will): *sacred flame*, *thaumaturgy*  
1st level (3 slots): *bane*, *shield of faith*

### ACTIONS

**Multiattack.** The kuo-toa makes two attacks: one with its bite and one with its pincer staff.

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

**Pincer Staff.** *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 14). Until this grapple ends, the kuo-toa can't use its pincer staff on another target.



## LAMIA

Ruined desert cities and the tombs of forgotten monarchs make perfect lairs for the wicked lamias. These decadent monsters take what has been forgotten and make it the seat of their hedonistic rule, surrounding themselves with sycophants. Lamias rely on jackalweres to perform various tasks, sending them across the wastes to capture slaves or steal treasures from caravans, encampments, or villages, concealed by the lamia's magic as they attack.

A lamia has a beautiful humanoid upper body that merges into a powerful four-legged leonine form. Its vicious black claws speak to its predatory nature, as does its hunger for torture and humanoid flesh.

**Tyrants of Pleasure.** Lamias adorn their crumbling havens with finery stolen from passing caravans, then use magic to further accentuate their lairs, masking decay with illusion. A lair's breathtaking gardens, finely decorated apartments, and numerous slaves seem at odds with its remoteness and state of ruin.

Using its intoxicating touch, a lamia weakens the minds of its enemies, making them more susceptible to its enchantment spells and turning them into its slaves. Those it beguiles with *geas* spells are pitted against each other in elaborate contests for the lamia's amusement.

**Vain Predators.** Always anxious to gain more wealth and slaves, a lamia uses a pool of water or a mirror in conjunction with a *scrying* spell to view its domain. A lamia uses this power to watch over trade routes and nearby settlements, or to seek out objects and creatures it fancies.

Lamias are particularly fond of seeking out adventurers with pure hearts to seduce and corrupt to evil, savoring the destruction of their virtue. They use their magic to lure potential victims to their lairs, relying on illusion and their thralls to capture hapless foes. Lamias prize beauty and strength above all else, however. Any prisoner that falls short of their esteem becomes the main course in a horrible feast, or is set free to die while wandering the wastes.

As long as they have slaves to face their enemies, lamias fight from the fringes, beguiling foes with magic if they can. A lamia pressed into melee never stays there for long, shredding flesh with claw and dagger before springing away to safety.

**Minions of Graz'zt.** The demon lord Graz'zt creates lamias from his mortal servants, granting them immortality in return for monstrous power and an oath of fealty. Graz'zt sometimes tasks lamias with guarding locations important to him, but lamias in his service remain free to spread their evil as they see fit.



### LAMIA

Large monstrosity, chaotic evil

Armor Class 13 (natural armor)

Hit Points 97 (13d10 + 26)

Speed 30 ft.

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

Skills Deception +7, Insight +4, Stealth +3

Senses darkvision 60 ft., passive Perception 12

Languages Abyssal, Common

Challenge 4 (1,100 XP)

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

At will: *disguise self* (any humanoid form), *major image*  
3/day each: *charm person*, *mirror image*, *scrying*, *suggestion*  
1/day: *geas*

### ACTIONS

**Multiattack.** The lamia makes two attacks: one with its claws and one with its dagger or Intoxicating Touch.

**Claws.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.  
*Hit:* 14 (2d10 + 3) slashing damage.

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

**Intoxicating Touch.** *Melee Spell Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* The target is magically cursed for 1 hour. Until the curse ends, the target has disadvantage on Wisdom saving throws and all ability checks.





## LICH

Medium undead, any evil alignment

**Armor Class** 17 (natural armor)  
**Hit Points** 135 (18d8 + 54)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	16 (+3)	20 (+5)	14 (+2)	16 (+3)

**Saving Throws** Con +10, Int +12, Wis +9  
**Skills** Arcana +18, History +12, Insight +9, Perception +9  
**Damage Resistances** cold, lightning, necrotic  
**Damage Immunities** poison; bludgeoning, piercing, and slashing from nonmagical weapons  
**Condition Immunities** charmed, exhaustion, frightened, paralyzed, poisoned  
**Senses** truesight 120 ft., passive Perception 19  
**Languages** Common plus up to five other languages  
**Challenge** 21 (33,000 XP)

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

**Rejuvenation.** If it has a phylactery, a destroyed lich gains a new body in 1d10 days, regaining all its hit points and becoming active again. The new body appears within 5 feet of the phylactery.

**Spellcasting.** The lich is an 18th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 20, +12 to hit with spell attacks). The lich has the following wizard spells prepared:

**Cantrips (at will):** *mage hand, prestidigitation, ray of frost*  
**1st level (4 slots):** *detect magic, magic missile, shield, thunderwave*  
**2nd level (3 slots):** *detect thoughts, invisibility, Melf's acid arrow, mirror image*  
**3rd level (3 slots):** *animate dead, counterspell, dispel magic, fireball*  
**4th level (3 slots):** *blight, dimension door*  
**5th level (3 slots):** *cloudkill, scrying*  
**6th level (1 slot):** *disintegrate, globe of invulnerability*  
**7th level (1 slot):** *finger of death, plane shift*  
**8th level (1 slot):** *dominate monster, power word stun*  
**9th level (1 slot):** *power word kill*

**Turn Resistance.** The lich has advantage on saving throws against any effect that turns undead.

## ACTIONS

**Paralyzing Touch.** **Melee Spell Attack:** +12 to hit, reach 5 ft., one creature. **Hit:** 10 (3d6) cold damage. The target must succeed on a DC 18 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.

## LEGENDARY ACTIONS

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

**Cantrip.** The lich casts a cantrip.

**Paralyzing Touch (Costs 2 Actions).** The lich uses its Paralyzing Touch.

**Frightening Gaze (Costs 2 Actions).** The lich fixes its gaze on one creature it can see within 10 feet of it. The target must succeed on a DC 18 Wisdom saving throw against this magic or become frightened for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the lich's gaze for the next 24 hours.

**Disrupt Life (Costs 3 Actions).** Each living creature within 20 feet of the lich must make a DC 18 Constitution saving throw against this magic, taking 21 (6d6) necrotic damage on a failed save, or half as much damage on a successful one.



# LICH

Liches are the remains of great wizards who embrace undeath as a means of preserving themselves. They further their own power at any cost, having no interest in the affairs of the living except where those affairs interfere with their own. Scheming and insane, they hunger for long-forgotten knowledge and the most terrible secrets. Because the shadow of death doesn't hang over them, they can conceive plans that take years, decades, or centuries to come to fruition.

A lich is a gaunt and skeletal humanoid with withered flesh stretched tight across its bones. Its eyes succumbed to decay long ago, but points of light burn in its empty sockets. It is often garbed in the moldering remains of fine clothing and jewelry worn and dulled by the passage of time.

**Secrets of Undeath.** No wizard takes up the path to lichdom on a whim, and the process of becoming a lich is a well-guarded secret. Wizards that seek lichdom must make bargains with fiends, evil gods, or other foul entities. Many turn to Orcus, Demon Prince of Undeath, whose power has created countless liches. However, those that control the power of lichdom always demand fealty and service for their knowledge.

A lich is created by an arcane ritual that traps the wizard's soul within a phylactery. Doing so binds the soul to the mortal world, preventing it from traveling to the Outer Planes after death. A phylactery is traditionally an amulet in the shape of a small box, but it can take the form of any item possessing an interior space into which arcane sigils of naming, binding, immortality, and dark magic are scribed in silver.

With its phylactery prepared, the future lich drinks a potion of transformation—a vile concoction of poison mixed with the blood of a sentient creature whose soul is sacrificed to the phylactery. The wizard falls dead, then rises as a lich as its soul is drawn into the phylactery, where it forever remains.

**Soul Sacrifices.** A lich must periodically feed souls to its phylactery to sustain the magic preserving its body and consciousness. It does this using the *imprisonment* spell. Instead of choosing one of the normal options of the spell, the lich uses the spell to magically trap the target's body and soul inside its phylactery. The phylactery must be on the same plane as the lich for the spell to work. A lich's phylactery can hold only one creature at a time, and a *dispel magic* cast as a 9th-level spell upon the phylactery releases any creature imprisoned within it. A creature imprisoned in the phylactery for 24 hours is consumed and destroyed utterly, whereupon nothing short of divine intervention can restore it to life.

A lich that fails or forgets to maintain its body with sacrificed souls begins to physically fall apart, and might eventually become a demilich.

**Death and Restoration.** When a lich's body is broken by accident or assault, the will and mind of the lich drains from it, leaving only a lifeless corpse behind. Within days, a new body reforms next to the lich's phylactery, coalescing out of glowing smoke that issues from the device. Because the destruction of

its phylactery means the possibility of eternal death, a lich usually keeps its phylactery in a hidden, well-guarded location.

Destroying a lich's phylactery is no easy task and often requires a special ritual, item, or weapon. Every phylactery is unique, and discovering the key to its destruction can be a quest in and of itself.

**Lonely Existence.** From time to time, a lich might be stirred from its single-minded pursuit of power to take an interest in the world around it, most often when some great event reminds it of the life it once led. It otherwise lives in isolation, engaging only with those creatures whose service helps secure its lair.

Few liches call themselves by their former names, instead adopting monikers such as the Black Hand or the Forgotten King.

**Magic Collectors.** Liches collect spells and magic items. In addition to its spell repertoire, a lich has ready access to potions, scrolls, libraries of spellbooks, one or more wands, and perhaps a staff or two. It has no qualms about putting these treasures to use whenever its lair comes under attack.

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

## A LICH'S LAIR

A lich often haunts the abode it favored in life, such as a lonely tower, a haunted ruin, or an academy of black magic. Alternatively, some liches construct secret tombs filled with powerful guardians and traps.

Everything about a lich's lair reflects its keen mind and wicked cunning, including the magic and mundane traps that secure it. Undead, constructs, and bound demons lurk in shadowy recesses, emerging to destroy those who dare to disturb the lich's work.

A lich encountered in its lair has a challenge rating of 22 (41,000 XP).

## LAIR ACTIONS

On initiative count 20 (losing initiative ties), the lich can take a lair action to cause one of the following magical effects; the lich can't use the same effect two rounds in a row:

- The lich rolls a d8 and regains a spell slot of that level or lower. If it has no spent spell slots of that level or lower, nothing happens.
- The lich targets one creature it can see within 30 feet of it. A crackling cord of negative energy tethers the lich to the target. Whenever the lich takes damage, the target must make a DC 18 Constitution saving throw. On a failed save, the lich takes half the damage (rounded down), and the target takes the remaining damage. This tether lasts until initiative count 20 on the next round or until the lich or the target is no longer in the lich's lair.
- The lich calls forth the spirits of creatures that died in its lair. These apparitions materialize and attack one creature that the lich can see within 60 feet of it. The target must succeed on a DC 18 Constitution saving throw, taking 52 (15d6) necrotic damage on a failed save, or half as much damage on a success. The apparitions then disappear.



## LIZARDFOLK

Lizardfolk are primitive reptilian humanoids that lurk in the swamps and jungles of the world. Their hut villages thrive in forbidding grottos, half-sunken ruins, and watery caverns.

**Territorial Xenophobes.** Lizardfolk deal and trade with other races only rarely. Fiercely territorial, they use camouflaged scouts to guard the perimeter of their domain. When unwelcome visitors are detected, a tribe sends a hunting band to harass or drive the trespassers off, or tricks them into blundering into the lairs of crocodiles and other dangerous creatures.

Lizardfolk have no notion of traditional morality, and they find the concepts of good and evil utterly alien. Truly neutral creatures, they kill when it is expedient and do whatever it takes to survive.

Lizardfolk rarely stray beyond their claimed hunting grounds. Any creature that enters their territory is fair game to be stalked, killed, and devoured. They make no distinction between humanoids, beasts, and monsters. Similarly, lizardfolk don't like reaching too far beyond their borders, where they could easily become the hunted instead of the hunters.

Occasions might arise when lizardfolk will form alliances with their neighbors. These lizardfolk usually learn firsthand that humans, dwarves, halflings, and elves can sometimes prove helpful or trustworthy. Once lizardfolk forge ties with outsiders, they are steadfast and fierce allies.

**Great Feasts and Sacrifices.** Lizardfolk are omnivorous, but they have a taste for humanoid flesh. Prisoners are often taken back to their camps to become the centerpieces of great feasts and rites involving dancing, storytelling, and ritual combat. Victims are either cooked and eaten by the tribe, or are sacrificed to Semuanya, the lizardfolk god.

**Canny Crafters.** Though they aren't skilled artisans, lizardfolk craft tools and ornamental jewelry out of the bones of their kills, and they use the hides and shells of dead monsters to create shields.

**Lizardfolk Leaders.** Lizardfolk respect and fear magic with a religious awe. Lizardfolk shamans lead their tribes, overseeing rites and ceremonies performed to honor Semuanya. From time to time, however, a lizardfolk tribe produces a powerful figure touched not by Semuanya but by Sess'inek—a reptilian demon lord who seeks to corrupt and control the lizardfolk.

Lizardfolk born in Sess'inek's image are larger and more cunning than other lizardfolk, and are thoroughly evil. These lizard kings and queens dominate lizardfolk tribes, usurping a shaman's authority and inspiring uncharacteristic aggression among their subjects.

**Dragon Worshipers.** Lizardfolk speak Draconic, which they are thought to have learned from dragons in ancient times. A tribe that wanders into the territory of a dragon will offer it tribute to win its favor. An evil dragon might exploit lizardfolk for its own vile ends, turning them into raiders and plunderers.



### LIZARDFOLK

Medium humanoid (lizardfolk), neutral

Armor Class 15 (natural armor, shield)

Hit Points 22 (4d8 + 4)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	7 (-2)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +4, Survival +5

Senses passive Perception 13

Languages Draconic

Challenge 1/2 (100 XP)

**Hold Breath.** The lizardfolk can hold its breath for 15 minutes.

#### ACTIONS

**Multiattack.** The lizardfolk makes two melee attacks, each one with a different weapon.

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

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

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



## LIZARDFOLK SHAMAN

Medium humanoid (lizardfolk), neutral

**Armor Class** 13 (natural armor)

**Hit Points** 27 (5d8 + 5)

**Speed** 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	10 (+0)	15 (+2)	8 (-1)

**Skills** Perception +4, Stealth +4, Survival +6

**Senses** passive Perception 14

**Languages** Draconic

**Challenge** 2 (450 XP)

**Hold Breath.** The lizardfolk can hold its breath for 15 minutes.

**Spellcasting (Lizardfolk Form Only).** The lizardfolk is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The lizardfolk has the following druid spells prepared:

Cantrips (at will): *druidcraft*, *produce flame*, *thorn whip*

1st Level (4 slots): *entangle*, *fog cloud*

2nd Level (3 slots): *heat metal*, *spike growth*

3rd Level (2 slots): *conjure animals* (reptiles only), *plant growth*

### ACTIONS

**Multiattack (Lizardfolk Form Only).** The lizardfolk 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, or 7 (1d10 + 2) piercing damage in crocodile form. If the lizardfolk is in crocodile form and the target is a Large or smaller creature, the target is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the lizardfolk can't bite another target. If the lizardfolk reverts to its true form, the grapple ends.

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

**Change Shape (Recharges after a Short or Long Rest).** The lizardfolk magically polymorphs into a crocodile, remaining in that form for up to 1 hour. It can revert to its true form as a bonus action. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

"IN ALL MY DEALINGS WITH THE LIZARDFOLK, I WAS NEVER ABLE TO TELL WHAT THEY WERE THINKING. THEIR REPTILIAN EYES BELIED NO HINT OF THEIR INTENTIONS. I GAVE THEM SUPPLIES. THEY GAVE ME THE WILLIES."

—A MERCHANT'S ACCOUNT OF HIS EXPERIENCE WITH THE LIZARDFOLK TRIBES OF THE LIZARD MARSH

## LIZARD KING/QUEEN

Medium humanoid (lizardfolk), chaotic evil

**Armor Class** 15 (natural armor)

**Hit Points** 78 (12d8 + 24)

**Speed** 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	11 (+0)	11 (+0)	15 (+2)

**Saving Throws** Con +4, Wis +2

**Skills** Perception +4, Stealth +5, Survival +4

**Condition Immunities** frightened

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

**Languages** Abyssal, Draconic

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

**Hold Breath.** The lizardfolk can hold its breath for 15 minutes.

**Skewer.** Once per turn, when the lizardfolk makes a melee attack with its trident and hits, the target takes an extra 10 (3d6) damage, and the lizardfolk gains temporary hit points equal to the extra damage dealt.

### ACTIONS

**Multiattack.** The lizardfolk makes two attacks: one with its bite and one with its claws or trident or two melee attacks with its trident.

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

*Hit:* 6 (1d6 + 3) piercing damage.

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

*Hit:* 5 (1d4 + 3) slashing damage.

**Trident.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, or 7 (1d8 + 3) piercing damage if used with two hands to make a melee attack.





## LYCANTHROPES

One of the most ancient and feared of all curses, lycanthropy can transform the most civilized humanoid into a ravaging beast. In its natural humanoid form, a creature cursed by lycanthropy appears as its normal self. Over time, however, many lycanthropes acquire features suggestive of their animal form. In that animal form, a lycanthrope resembles a powerful version of a normal animal. On close inspection, its eyes show a faint spark of unnatural intelligence and might glow red in the dark.

Evil lycanthropes hide among normal folk, emerging in animal form at night to spread terror and bloodshed, especially under a full moon. Good lycanthropes are reclusive and uncomfortable around other civilized creatures, often living alone in wilderness areas far from villages and towns.

**Curse of Lycanthropy.** A humanoid creature can be afflicted with the curse of lycanthropy after being wounded by a lycanthrope, or if one or both of its parents are lycanthropes. A *remove curse* spell can rid an afflicted lycanthrope of the curse, but a natural born lycanthrope can be freed of the curse only with a *wish*.

A lycanthrope can either resist its curse or embrace it. By resisting the curse, a lycanthrope retains its normal alignment and personality while in humanoid form. It lives its life as it always has, burying deep the bestial urges raging inside it. However, when the full moon rises, the curse becomes too strong to resist, transforming the individual into its beast form—or into a horrible hybrid form that combines animal and humanoid traits. When the moon wanes, the beast within can be controlled once again. Especially if the cursed creature is unaware of its condition, it might not remember the events of its transformation, though those memories often haunt a lycanthrope as bloody dreams.

Some individuals see little point in fighting the curse and accept what they are. With time and experience, they learn to master their shapechanging ability and can assume beast form or hybrid form at will. Most lycanthropes that embrace their bestial natures succumb to bloodlust, becoming evil, opportunistic creatures that prey on the weak.

### WEREBEAR

Werebears are powerful lycanthropes with the ability to temper their monstrous natures and reject their violent impulses. In humanoid form, they are large, muscular, and covered in hair matching the color of their ursine form's fur. A werebear is a loner by nature, fearing what might happen to innocent creatures around it when its bestial nature takes over.

#### VARIANT: NONHUMAN LYCANTHROPES

The statistics presented in this section assume a base creature of human. However, you can also use the statistics to represent nonhuman lycanthropes, adding verisimilitude by allowing a nonhuman lycanthrope to retain one or more of its humanoid racial traits. For example, an elf werewolf might have the Fey Ancestry trait.



When a werebear transforms, it grows to enormous size, lashing out with weapons or claws. It fights with the ferocity of a bear, though even in its bestial forms, it avoids biting so as to not pass on its curse. Typically, a werebear passes on its lycanthropy only to chosen companions or apprentices, spending the time that follows helping the new lycanthrope accept the curse in order to control it.

Solitary creatures, werebears act as wardens over their territory, protecting flora and fauna alike from humanoid or monstrous intrusion. Though most werebears are of good alignment, some are every bit as evil as other lycanthropes.

## WEREBOAR

Wereboars are ill-tempered and vulgar brutes. As humanoids, they are stocky and muscular, with short, stiff hair. In their humanoid and hybrid forms, they use heavy weapons, while in hybrid or animal form, they gain a devastating goring attack through which their curse is spread. A wereboar infects other creatures indiscriminately, relishing the fact that the more its victims resist the curse, the more savage and bestial they become.

Wereboars live in small family groups in remote forest areas, building ramshackle huts or dwelling in caves. They are suspicious of strangers but sometimes ally themselves with orcs.

## WERERAT

Wererats are cunning lycanthropes with sly, avaricious personalities. They are wiry and twitchy in humanoid form, with thin hair and darting eyes. In their humanoid and hybrid forms, wererats prefer light weapons and use ambush tactics rather than fighting as a pack. Although a wererat can deliver a nasty bite in its rat form, it favors that form for stealthy infiltration and escape rather than combat.

A wererat clan operates much like a thieves' guild, with wererats transmitting their curse only to creatures they want to induct into the clan. Wererats that are accidentally cursed or break loose from the clan's control are quickly hunted down and killed.

Wererat clans are found throughout urban civilization, often dwelling in cellars and catacombs. These creatures are common in the sewers beneath major cities, viewing those subterranean areas as their hunting grounds. Rats and giant rats are commonly found living among wererats.

## WERETIGER

Weretigers are ferocious hunters and warriors with a haughty and fastidious nature. Lithe and sleekly muscular in humanoid form, they are taller than average and meticulously groomed. Weretigers grow to enormous size in animal and hybrid form, but they fight in their more refined humanoid form when they can. They don't like to pass on their curse, because every new weretiger means competition for territory and prey.

Weretigers live in jungles on the fringes of humanoid civilization, traveling to isolated settlements to trade or revel. They live and hunt alone or in small family groups.

## WEREWOLF

A werewolf is a savage predator. In its humanoid form, a werewolf has heightened senses, a fiery temper, and a tendency to eat rare meat. Its wolf form is a fearsome predator, but its hybrid form is more terrifying by far—a furred and well-muscled humanoid body topped by a ravening wolf's head. A werewolf can wield weapons in hybrid form, though it prefers to tear foes apart with its powerful claws and bite.

Most werewolves flee civilized lands not long after becoming afflicted. Those that reject the curse fear what will happen if they remain among their friends and family. Those that embrace the curse fear discovery and the consequences of their murderous acts. In the wild, werewolves form packs that also include wolves and dire wolves.

### PLAYER CHARACTERS AS LYCANTHROPE

A character who becomes a lycanthrope retains his or her statistics except as specified by lycanthrope type. The character gains the lycanthrope's speeds in nonhumanoid form, damage immunities, traits, and actions that don't involve equipment. The character is proficient with the lycanthrope's natural attacks, such as its bite or claws, which deal damage as shown in the lycanthrope's statistics. The character can't speak while in animal form.

A humanoid hit by an attack that carries the curse of lycanthropy must succeed on a Constitution saving throw (DC 8 + the lycanthrope's proficiency bonus + the lycanthrope's Constitution modifier) or be cursed. If the character embraces the curse, his or her alignment becomes the one defined for the lycanthrope. The DM is free to decide that a change in alignment places the character under DM control until the curse of lycanthropy is removed.

The following information applies to specific lycanthropes.

**Werebear.** The character gains a Strength of 19 if his or her score isn't already higher, and a +1 bonus to AC while in bear or hybrid form (from natural armor). Attack and damage rolls for the natural weapons are based on Strength.

**Wereboar.** The character gains a Strength of 17 if his or her score isn't already higher, and a +1 bonus to AC while in boar or hybrid form (from natural armor). Attack and damage rolls for the tusks are based on Strength. For the Charge trait, the DC is 8 + the character's proficiency bonus + Strength modifier.

**Wererat.** The character gains a Dexterity of 15 if his or her score isn't already higher. Attack and damage rolls for the bite are based on whichever is higher of the character's Strength and Dexterity.

**Weretiger.** The character gains a Strength of 17 if his or her score isn't already higher. Attack and damage rolls for the natural weapons are based on Strength. For the Pounce trait, the DC is 8 + the character's proficiency bonus + Strength modifier.

**Werewolf.** The character gains a Strength of 15 if his or her score isn't already higher, and a +1 bonus to AC while in wolf or hybrid form (from natural armor). Attack and damage rolls for the natural weapons are based on Strength.





## WEREBEAR

Medium humanoid (human, shapeshifter), neutral good

**Armor Class** 10 in humanoid form, 11 (natural armor) in bear and hybrid form

**Hit Points** 135 (18d8 + 54)

**Speed** 30 ft. (40 ft., climb 30 ft. in bear or hybrid form)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	17 (+3)	11 (+0)	12 (+1)	12 (+1)

**Skills** Perception +7

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

**Senses** passive Perception 17

**Languages** Common (can't speak in bear form)

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

**Shapeshifter.** The werewolf can use its action to polymorph into a Large bear-humanoid hybrid or into a Large bear, or back into its true form, which is humanoid. Its statistics, other than

its size and AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

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

### ACTIONS

**Multiattack.** In bear form, the werewolf makes two claw attacks. In humanoid form, it makes two greataxe attacks. In hybrid form, it can attack like a bear or a humanoid.

**Bite (Bear or Hybrid Form Only).** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage. If the target is a humanoid, it must succeed on a DC 14 Constitution saving throw or be cursed with werewolf lycanthropy.

**Claw (Bear or Hybrid Form Only).** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

**Greataxe (Humanoid or Hybrid Form Only).** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) slashing damage.





## WEREBOAR

Medium humanoid (human, shapechanger), neutral evil

**Armor Class** 10 in humanoid form, 11 (natural armor) in boar or hybrid form

**Hit Points** 78 (12d8 + 24)

**Speed** 30 ft. (40 ft. in boar form)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	15 (+2)	10 (+0)	11 (+0)	8 (-1)

**Skills** Perception +2

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

**Senses** passive Perception 12

**Languages** Common (can't speak in boar form)

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

**Shapechanger.** The wereboar can use its action to polymorph into a boar-humanoid hybrid or into a boar, or back into its true form, which is humanoid. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

**Charge (Boar or Hybrid Form Only).** If the wereboar moves at least 15 feet straight toward a target and then hits it with its tusks on the same turn, the target takes an extra 7 (2d6) slashing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

**Relentless (Recharges after a Short or Long Rest).** If the wereboar takes 14 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

### ACTIONS

**Multiattack (Humanoid or Hybrid Form Only).** The wereboar makes two attacks, only one of which can be with its tusks.

**Maul (Humanoid or Hybrid Form Only).** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

**Tusks (Boar or Hybrid Form Only).** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage. If the target is a humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with wereboar lycanthropy.



## WERERAT

Medium humanoid (human, shapechanger), lawful evil

**Armor Class** 12

**Hit Points** 33 (6d8 + 6)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	11 (+0)	10 (+0)	8 (-1)

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

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

**Senses** darkvision 60 ft. (rat form only), passive Perception 12

**Languages** Common (can't speak in rat form)

**Challenge** 2 (450 XP)

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

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

### ACTIONS

**Multiattack (Humanoid or Hybrid Form Only).** The wererat makes two attacks, only one of which can be a bite.

**Bite (Rat or Hybrid Form Only).** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage. If the target is a humanoid, it must succeed on a DC 11 Constitution saving throw or be cursed with wererat lycanthropy.

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

**Hand Crossbow (Humanoid or Hybrid Form Only).** *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.





## WERETIGER

Medium humanoid (human, shapèchanger), neutral

Armor Class 12

Hit Points 120 (16d8 + 48)

Speed 30 ft. (40 ft. in tiger form)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	16 (+3)	10 (+0)	13 (+1)	11 (+0)

**Skills** Perception +5, Stealth +4

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

**Senses** darkvision 60 ft., passive Perception 15

**Languages** Common (can't speak in tiger form)

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

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

**Keen Hearing and Smell.** The weretiger has advantage on Wisdom (Perception) checks that rely on hearing or smell.

**Pounce (Tiger or Hybrid Form Only).** If the weretiger moves at least 15 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the weretiger can make one bite attack against it as a bonus action.

### ACTIONS

**Multiattack (Humanoid or Hybrid Form Only).** In humanoid form, the weretiger makes two scimitar attacks or two longbow attacks. In hybrid form, it can attack like a humanoid or make two claw attacks.

**Bite (Tiger or Hybrid Form Only).** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage. If the target is a humanoid, it must succeed on a DC 13 Constitution saving throw or be cursed with weretiger lycanthropy.

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

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

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





"THE COMPANY OF THE BLACK MOON—THEY USED TO BE ADVENTURERS LOYAL TO THE REALM. NOW THEY ROAM THE WOODS AS A PACK OF WEREWOLVES. THE KING HAS PROMISED ESTATES, TITLES, AND GOLD TO ANYONE WHO CAN UNDO THE CURSE AFFLICTING THEM. I, FOR ONE, HAVE NO INTEREST IN SUCH REWARDS."

—THORNSTAFF, ELF DRUID

## WEREWOLF

Medium humanoid (human, shapechanger), chaotic evil

**Armor Class** 11 in humanoid form, 12 (natural armor) in wolf or hybrid form

**Hit Points** 58 (9d8 + 18)

**Speed** 30 ft. (40 ft. in wolf form)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

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

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

**Senses** passive Perception 14

**Languages** Common (can't speak in wolf form)

**Challenge** 3 (700 XP)

**Shapechanger.** The werewolf can use its action to polymorph into a wolf-humanoid hybrid or into a wolf, or back into its true form, which is humanoid. Its statistics, other than its AC, are

the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

**Keen Hearing and Smell.** The werewolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

### ACTIONS

**Multiattack (Humanoid or Hybrid Form Only).** The werewolf makes two attacks: one with its bite and one with its claws or spear.

**Bite (Wolf or Hybrid Form Only).** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage. If the target is a humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with werewolf lycanthropy.

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

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



# M



## MAGMIN

A grinning, mischievous magmin resembles a stumpy humanoid sculpted from a black shell of magma. Even when it isn't ablaze and radiating heat like a bonfire, small jets of flame erupt from its porous skin.

**Summoned Pyromaniacs.** Magmins are fire elemental spirits bound into physical forms by magic, and they appear in the Material Plane only when summoned. They view flammable objects as kindling for a grand conflagration, and only the magical control exerted by their summoners keeps them from setting everything they touch ablaze. Their propensity for fire and havoc makes them ideal for spreading chaos and destruction. A mob of magmins summoned inside a castle can reduce it to a burning shell within minutes.

**Fiery Destruction.** Although its flame is potent, the magmin's hard magma shell prevents it from instantly igniting everything it comes into contact with. However, like the fires inside them, magmins are capricious and unpredictable. Moreover, as simple elemental creations, they are oblivious to the harm their native element causes creatures of the Material Plane.

If it has the opportunity while in service to its master, a magmin seeks out areas of great heat, such as forest fires or the bubbling magma of an active volcano. At other times, a magmin compulsively loses fire from its fingertips, delighting in setting objects ablaze.

## MAGMIN

*Small elemental, chaotic neutral*

**Armor Class** 14 (natural armor)  
**Hit Points** 9 (2d6 + 2)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	12 (+1)	8 (-1)	11 (+0)	10 (+0)

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

**Damage Immunities** fire

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

**Languages** Ignan

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

**Death Burst.** When the magmin dies, it explodes in a burst of fire and magma. Each creature within 10 feet of it must make a DC 11 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one. Flammable objects that aren't being worn or carried in that area are ignited.

**Ignited Illumination.** As a bonus action, the magmin can set itself ablaze or extinguish its flames. While ablaze, the magmin sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

## ACTIONS

**Touch.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d6) 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 creature takes 3 (1d6) fire damage at the end of each of its turns.





"MANTICORES LOVE THE TASTE OF HUMAN FLESH. THAT'S WHY, ON TRIPS THROUGH THE MOUNTAINS, I ALWAYS TRAVEL WITH HUMAN GUARDS."  
—MARTHOK ULDARR,  
DWARF COPPER MERCHANT

## MANTICORE

Large monstrosity, lawful evil

**Armor Class** 14 (natural armor)

**Hit Points** 68 (8d10 + 24)

**Speed** 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	17 (+3)	7 (-2)	12 (+1)	8 (-1)

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

**Languages** Common

**Challenge** 3 (700 XP)

**Tail Spike Regrowth.** The manticore has twenty-four tail spikes. Used spikes regrow when the manticore finishes a long rest.

### ACTIONS

**Multiattack.** The manticore makes three attacks: one with its bite and two with its claws or three with its tail spikes.

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

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

**Tail Spike.** *Ranged Weapon Attack:* +5 to hit, range 100/200 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

## MANTICORE

A monster in every sense of the word, a manticore has a vaguely humanoid head, the body of a lion, and the wings of a dragon. A bristling mane stretches down the creature's back, and its long tail ends in a cluster of deadly spikes that can impale prey at impressive range.

**Evil Predators.** Manticores are fierce killers that hunt far and wide for prey. They work together to take down particularly large or dangerous creatures, sharing the meal once a kill is made. A manticore begins its attack with a volley of tail spikes, then lands and uses its claws and bite. When outdoors and outnumbered, it uses its wings to stay aloft, attacking from a distance until its spikes are depleted.

A manticore isn't particularly bright, but it possesses a malevolent nature and the ability to converse. In the course of attacking, it denigrates its foes and offers to kill them swiftly if they beg for their lives. If a manticore sees an advantage to be gained by sparing a creature's life, it does so, asking for a tribute or sacrifice equal to its loss of food.

**Monstrous Relationships.** Manticores serve wicked masters that treat them well and provide regular prey. A manticore might provide aerial support for an orc horde or a hobgoblin army. Another could serve as a hunting companion for a hill giant chief, or guard the entrance to a lamia's lair.

The manticores' greatest territorial rivals include chimeras, griffons, perytons, and wyverns. Manticores hunting as a pack often have the advantage of greater numbers. In addition to these creatures, manticores fear dragons and avoid them.





## MEDUSA

As deadly as they are ravishing, the serpent-haired medusas suffer an immortal curse brought on by their vanity. They lurk in quiet exile among the tumbled ruins of their former lives, surrounded by the petrified remains of past admirers and would-be heroes.

**Immortal Splendor.** Men and women who desire eternal youth, beauty, and adoration might pray to malicious gods, beg dragons for ancient magic, or seek out powerful archmages to fulfill their wishes. Others make sacrifices to demon lords or archdevils, offering all in exchange for this gift, oblivious to the curse that accompanies it. Those who strike such bargains gain physical beauty, restored youth, immortality, and the adoration of all who behold them, granting them the influence and power they so desire. However, after years of the living like a demigod among mortals, the price for their vanity and hubris is exacted, and they are forever transformed into medusas. A medusa's hair turns into a nest of venomous serpents, and all who gaze upon the medusa are petrified, becoming stone monuments to its corruption.

**Medusa Lairs.** Medusas live forever in seclusion, alienated from the world around them by their monstrous form and caprice. Their homes gradually fall into disrepair until they are little more than shadowy ruins covered with thorns and creepers, riddled with obstructions and hiding places. Foolhardy looters and adventurers who enter are often unaware of the medusa's presence until the creature is among them.

A medusa is subject to its own curse. By looking vainly on its reflection, it turns to stone as surely as any living mortal. As a result, a medusa destroys or removes any mirrors or reflective surfaces in its lair.

### MEDUSA

*Medium monstrosity, lawful evil*

**Armor Class** 15 (natural armor)

**Hit Points** 127 (17d8 + 51)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	16 (+3)	12 (+1)	13 (+1)	15 (+2)

**Skills** Deception +5, Insight +4, Perception +4, Stealth +5

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

**Languages** Common

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

**Petrifying Gaze.** When a creature that can see the medusa's eyes starts its turn within 30 feet of the medusa, the medusa can force it to make a DC 14 Constitution saving throw if the medusa isn't incapacitated and can see the creature. If the saving throw fails by 5 or more, the creature is instantly petrified. Otherwise, a creature that fails the save begins to turn to stone and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the creature is freed by the *greater restoration* spell or other magic.

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

If the medusa sees itself reflected on a polished surface within 30 feet of it and in an area of bright light, the medusa is, due to its curse, affected by its own gaze.

### ACTIONS

**Multiattack.** The medusa makes either three melee attacks—one with its snake hair and two with its shortsword—or two ranged attacks with its longbow.

**Snake Hair. Melee Weapon Attack:** +5 to hit, reach 5 ft., one creature. **Hit:** 4 (1d4 + 2) piercing damage plus 14 (4d6) poison damage.

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

**Longbow. Ranged Weapon Attack:** +5 to hit, range 150/600 ft., one target. **Hit:** 6 (1d8 + 2) piercing damage plus 7 (2d6) poison damage.



## MEPHITS

Mephits are capricious, imp-like creatures native to the elemental planes. They come in six varieties, each one representing the mixture of two elements.

Ageless tricksters, mephits gather in large numbers on the Elemental Planes and in the Elemental Chaos. They also find their way to the Material Plane, where they prefer to dwell in places where their base elements are abundant. For example, a magma mephit is composed of earth and fire, and it favors volcanic lairs, while an ice mephit, which is composed of air and water, favors frigid locales.

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

### DUST MEPHIT

Composed of earth and air, dust mephits are drawn to catacombs and find death morbidly fascinating.

### ICE MEPHIT

Comprising frigid air and water, ice mephits are aloof and cold, surpassing all other mephits in pitiless cruelty.



ICE MEPHIT

### DUST MEPHIT

*Small elemental, neutral evil*

**Armor Class** 12  
**Hit Points** 17 (5d6)  
**Speed** 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	14 (+2)	10 (+0)	9 (-1)	11 (+0)	10 (+0)

**Skills** Perception +2, Stealth +4  
**Damage Vulnerabilities** fire  
**Damage Immunities** poison  
**Condition Immunities** poisoned  
**Senses** darkvision 60 ft., passive Perception 12  
**Languages** Auran, Terran  
**Challenge** 1/2 (100 XP)

**Death Burst.** When the mephit dies, it explodes in a burst of dust. Each creature within 5 feet of it must then succeed on a DC 10 Constitution saving throw or be blinded for 1 minute. A blinded creature can repeat the saving throw on each of its turns, ending the effect on itself on a success.

**Innate Spellcasting (1/Day).** The mephit can innately cast *sleep*, requiring no material components. Its innate spellcasting ability is Charisma.

#### ACTIONS

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

**Blinding Breath (Recharge 6).** The mephit exhales a 15-foot cone of blinding dust. Each creature in that area must succeed on a DC 10 Dexterity saving throw or be blinded for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

### ICE MEPHIT

*Small elemental, neutral evil*

**Armor Class** 11  
**Hit Points** 21 (6d6)  
**Speed** 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	9 (-1)	11 (+0)	12 (+1)

**Skills** Perception +2, Stealth +3  
**Damage Vulnerabilities** bludgeoning, fire  
**Damage Immunities** cold, poison  
**Condition Immunities** poisoned  
**Senses** darkvision 60 ft., passive Perception 12  
**Languages** Aquan, Auran  
**Challenge** 1/2 (100 XP)

**Death Burst.** When the mephit dies, it explodes in a burst of jagged ice. Each creature within 5 feet of it must make a DC 10 Dexterity saving throw, taking 4 (1d8) slashing damage on a failed save, or half as much damage on a successful one.

**False Appearance.** While the mephit remains motionless, it is indistinguishable from an ordinary shard of ice.

**Innate Spellcasting (1/Day).** The mephit can innately cast *fog cloud*, requiring no material components. Its innate spellcasting ability is Charisma.

#### ACTIONS

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

**Frost Breath (Recharge 6).** The mephit exhales a 15-foot cone of cold air. Each creature in that area must succeed on a DC 10 Dexterity saving throw, taking 5 (2d4) cold damage on a failed save, or half as much damage on a successful one.



MAGMA MEPHIT

## MAGMA MEPHIT

Composed of earth and fire, magma mephits glow a dull red color as they perspire beads of molten lava. They are slow to comprehend the meaning of others' words and actions.

## MUD MEPHIT

Mud mephits are slow, unctuous creatures of earth and water. They drone their complaints to all who will listen, and beg incessantly for attention and treasure.

### MAGMA MEPHIT

*Small elemental, neutral evil*

Armor Class 11

Hit Points 22 (5d6 + 5)

Speed 30 ft., fly 30 ft.

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

Skills Stealth +3

Damage Vulnerabilities cold

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Ignan, Terran

Challenge 1/2 (100 XP)

**Death Burst.** When the mephit dies, it explodes in a burst of lava. Each creature within 5 feet of it must make a DC 11 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

**False Appearance.** While the mephit remains motionless, it is indistinguishable from an ordinary mound of magma.

**Innate Spellcasting (1/Day).** The mephit can innately cast *heat metal* (spell save DC 10), requiring no material components. Its innate spellcasting ability is Charisma.

### ACTIONS

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

**Fire Breath (Recharge 6).** The mephit exhales a 15-foot cone of fire. Each creature in that area must make a DC 11 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.



MUD MEPHIT

### MUD MEPHIT

*Small elemental, neutral evil*

Armor Class 11

Hit Points 27 (6d6 + 6)

Speed 20 ft., fly 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	12 (+1)	9 (-1)	11 (+0)	7 (-2)

Skills Stealth +3

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Aquan, Terran

Challenge 1/4 (50 XP)

**Death Burst.** When the mephit dies, it explodes in a burst of sticky mud. Each Medium or smaller creature within 5 feet of it must succeed on a DC 11 Dexterity saving throw or be restrained until the end of the creature's next turn.

**False Appearance.** While the mephit remains motionless, it is indistinguishable from an ordinary mound of mud.

### ACTIONS

**Fists.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 4 (1d6 + 1) bludgeoning damage.

**Mud Breath (Recharge 6).** The mephit belches viscid mud onto one creature within 5 feet of it. If the target is Medium or smaller, it must succeed on a DC 11 Dexterity saving throw or be restrained for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



## SMOKE MEPHIT

Smoke mephits are crude, lazy creatures of air and fire that billow smoke constantly. They rarely speak the truth and love to mock and mislead other creatures.

## STEAM MEPHIT

Composed of fire and water, steam mephits leave trails of hot water wherever they go, and they hiss with tendrils of steam. Bossy and hypersensitive, they are the self-appointed overlords of all mephits.

### VARIANT: MEPHIT SUMMONING

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

**Summon Mephits (1/Day).** The mephit has a 25 percent chance of summoning 1d4 mephits of its kind. A summoned mephit appears in an unoccupied space within 60 feet of its summoner, acts as an ally of its summoner, and can't summon other mephits. It remains for 1 minute, until it or its summoner dies, or until its summoner dismisses it as an action.

## SMOKE MEPHIT

*Small elemental, neutral evil*

Armor Class 12

Hit Points 22 (5d6 + 5)

Speed 30 ft., fly 30 ft.

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

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

**Damage Immunities** fire, poison

**Condition Immunities** poisoned

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

**Languages** Auran, Ignan

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

**Death Burst.** When the mephit dies, it leaves behind a cloud of smoke that fills a 5-foot-radius sphere centered on its space. The sphere is heavily obscured. Wind disperses the cloud, which otherwise lasts for 1 minute.

**Innate Spellcasting (1/Day).** The mephit can innately cast *dancing lights*, requiring no material components. Its innate spellcasting ability is Charisma.

### ACTIONS

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

**Cinder Breath (Recharge 6).** The mephit exhales a 15-foot cone of smoldering ash. Each creature in that area must succeed on a DC 10 Dexterity saving throw or be blinded until the end of the mephit's next turn.

SMOKE MEPHIT

STEAM MEPHIT

## STEAM MEPHIT

*Small elemental, neutral evil*

Armor Class 10

Hit Points 21 (6d6)

Speed 30 ft., fly 30 ft.

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

**Damage Immunities** fire, poison

**Condition Immunities** poisoned

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

**Languages** Aquan, Ignan

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

**Death Burst.** When the mephit dies, it explodes in a cloud of steam. Each creature within 5 feet of the mephit must succeed on a DC 10 Dexterity saving throw or take 4 (1d8) fire damage.

**Innate Spellcasting (1/Day).** The mephit can innately cast *blur*, requiring no material components. Its innate spellcasting ability is Charisma.

### ACTIONS

**Claws.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 2 (1d4) slashing damage plus 2 (1d4) fire damage.

**Steam Breath (Recharge 6).** The mephit exhales a 15-foot cone of scalding steam. Each creature in that area must succeed on a DC 10 Dexterity saving throw, taking 4 (1d8) fire damage on a failed save, or half as much damage on a successful one.





## MERFOLK

Aquatic humanoids with the upper body of a human and the lower body of a fish, merfolk adorn their skin and scales with shell decorations.

Merfolk tribes and kingdoms span the world, and their people are as varied in color, culture, and outlook as the human races of the surface. Land folk and merfolk rarely meet except by chance, though star-eyed mariners tell tales of romance with these creatures along the shoals of faraway islands.

Merfolk lack the materials and practical means to forge weapons beneath the waves, to write books and keep lore, or to shape stone to raise buildings and cities. As a result, most live in small hunter-gatherer tribes, each of which holds unique values and creeds. Only occasionally do merfolk unite under the rule of a single leader. They do so to face a common threat or to complete a conquest. Such unifications can be the beginning of undersea kingdoms with dynasties lasting hundreds of years.

**Merfolk Settlements.** Merfolk build their settlements in vast undersea caverns, mazes of coral, the ruins of sunken cities, or structures they carve from the rocky seabed. They live in water shallow enough that the passage of time can be marked by the gleam and fade of sunlight through the water. In the reefs and trenches near their settlements, merfolk harvest coral and farm the seabed, shepherding schools of fish as land-based farmers tend sheep. Only rarely do merfolk venture into the darkest depths of the ocean. In such depths and in their undersea caverns, merfolk rely on the light of bioluminescent flora and fauna, such as jellyfish, whose slow pulsing movements lend merfolk settlements an otherworldly aesthetic.

Merfolk defend their communities with spears crafted from whatever materials they can salvage from shipwrecks, beaches, and dead undersea creatures.

### MERFOLK

*Medium humanoid (merfolk), neutral*

**Armor Class** 11

**Hit Points** 11 (2d8 + 2)

**Speed** 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	12 (+1)	11 (+0)	11 (+0)	12 (+1)

**Skills** Perception +2

**Senses** passive Perception 12

**Languages** Aquan, Common

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

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

### ACTIONS

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



# MERROW

Merrow haunt coastal waters, preying on fisherfolk, merfolk, and any other edible creature that crosses their path. These savage monsters snatch and devour unwary prey, hauling drowned corpses back to their underwater grottoes to feed.

**Transformed Merfolk.** Long ago, a tribe of merfolk found an idol of Demogorgon at the bottom of the sea. Not knowing what it was, they brought the artifact to their king. Everyone who touched the idol became afflicted with madness, including the king, who decreed that a sacrificial ritual be performed to open a gateway to the Abyss. The ocean turned red with the blood of slaughtered merfolk, but the ritual worked, and the king led the survivors through the underwater gate to Demogorgon's layer of the Abyss. The merfolk remained there for generations, fighting for their lives as the Abyss warped them completely, transforming them into hulking, evil monstrosities. Thus, the first merrow were born.

**Coastal Bullies.** Whenever an opportunity presents itself, the Prince of Demons sends merrow back to the Material Plane to wreak havoc in the oceans. The merrow are bullies, attacking all creatures smaller and weaker than themselves.

Merrow dwell in undersea caves filled with treasures and trophies, taken from their victims and sunken ships. They tie the rotting corpses of dead enemies and drowned sailors to strands of kelp to mark the borders of their territory.



## MERROW

Large monstrosity, chaotic evil

**Armor Class** 13 (natural armor)

**Hit Points** 45 (6d10 + 12)

**Speed** 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	15 (+2)	8 (-1)	10 (+0)	9 (-1)

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

**Languages** Abyssal, Aquan

**Challenge** 2 (450 XP)

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

### ACTIONS

**Multiattack.** The merrow makes two attacks: one with its bite and one with its claws or harpoon.

**Bite.** *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:* 9 (2d4 + 4) slashing damage.

**Harpoon.** *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage. If the target is a Huge or smaller creature, it must succeed on a Strength contest against the merrow or be pulled up to 20 feet toward the merrow.





## MIMIC

Medium monstrosity (shapeshifter), neutral

**Armor Class** 12 (natural armor)

**Hit Points** 58 (9d8 + 18)

**Speed** 15 ft.

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

**Skills** Stealth +5

**Damage Immunities** acid

**Condition Immunities** prone

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

**Languages** —

**Challenge** 2 (450 XP)

**Shapechanger.** The mimic can use its action to polymorph into an object or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

**Adhesive (Object Form Only).** The mimic adheres to anything that touches it. A Huge or smaller creature adhered to the mimic is also grappled by it (escape DC 13). Ability checks made to escape this grapple have disadvantage.

**False Appearance (Object Form Only).** While the mimic remains motionless, it is indistinguishable from an ordinary object.

**Grappler.** The mimic has advantage on attack rolls against any creature grappled by it.

### ACTIONS

**Pseudopod.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage. If the mimic is in object form, the target is subjected to its Adhesive trait.

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 4 (1d8) acid damage.

## MIMIC

Mimics are shapeshifting predators able to take on the form of inanimate objects to lure creatures to their doom. In dungeons, these cunning creatures most often take the form of doors and chests, having learned that such forms attract a steady stream of prey.

**Imitative Predators.** Mimics can alter their outward texture to resemble wood, stone, and other basic materials, and they have evolved to assume the appearance of objects that other creatures are likely to come into contact with. A mimic in its altered form is nearly unrecognizable until potential prey blunders into its reach, whereupon the monster sprouts pseudopods and attacks.

When it changes shape, a mimic excretes an adhesive that helps it seize prey and weapons that touch it. The adhesive is absorbed when the mimic assumes its amorphous form and on parts the mimic uses to move itself.

**Cunning Hunters.** Mimics live and hunt alone, though they occasionally share their feeding grounds with other creatures. Although most mimics have only predatory intelligence, a rare few evolve greater cunning and the ability to carry on simple conversations in Common or Undercommon. Such mimics might allow safe passage through their domains or provide useful information in exchange for food.

"SOMETIMES A CHEST IS JUST A CHEST, BUT DON'T BET ON IT."  
—X THE MYSTIC'S 3RD RULE OF DUNGEON-SURVIVAL



## MIND FLAYER

Mind flayers, also called illithids, are the scourge of sentient creatures across countless worlds. Psionic tyrants, slavers, and interdimensional voyagers, they are insidious masterminds that harvest entire races for their own twisted ends. Four tentacles snake from their octopus-like heads, flexing in hungry anticipation when sentient creatures come near.

In eons past, illithids controlled empires that spanned many worlds. They subjugated and consequently warped whole races of humanoid slaves, including the githyanki and githzerai, the grimlocks, and the kuo-toa. Conjoined by a collective consciousness, the illithids hatch plots as far-reaching and evil as their fathomless minds can conceive.

Since the fall of their empires, illithid collectives on the Material Plane have resided in the Underdark.

**Psionic Commanders.** Mind flayers possess psionic powers that enable them to control the minds of creatures such as troglodytes, grimlocks, quaggoths, and ogres. Illithids prefer to communicate via telepathy and use their telepathy when issuing commands to their thralls.

When an illithid meets strong resistance, it avoids initial combat as it orders its thralls to attack. Like physical extensions of the illithid's thoughts, these thralls interpose themselves between the mind flayer and its foes, sacrificing their lives so that their master can escape.

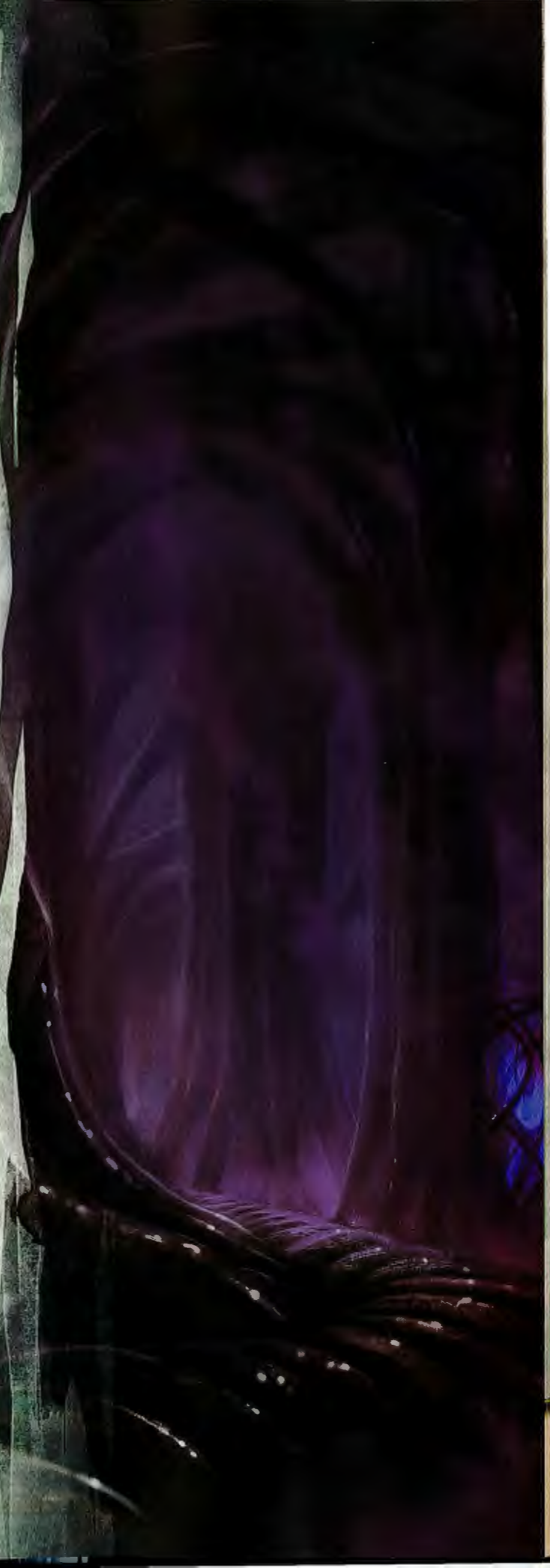
**Hive Mind Colonies.** Solitary mind flayers are likely rogues and outcasts. Most illithids belong to a colony of sibling mind flayers devoted to an elder brain—a massive brain-like being that resides in a briny pool near the center of a mind flayer community. From its pool, an elder brain telepathically dictates its desires to each individual mind flayer within 5 miles of it, for it is able to hold multiple mental conversations at once.

**Hunger of the Mind.** Illithids subsist on the brains of humanoids. The brains provide enzymes, hormones, and psychic energy necessary for their survival. An illithid healthy from a brain-rich diet secretes a thin glaze of mucus that coats its mauve skin.

An illithid experiences euphoria as it devours the brain of a humanoid, along with its memories, personality, and innermost fears. Mind flayers will sometimes harvest a brain rather than devour it, using it as part of some alien experiment or transforming it into an intellect devourer.

### QUALITH

On the rare occasion that mind flayers need to write something down, they do so in Qualith. This system of tactile writing (similar to braille) is read by an illithid's tentacles. Qualith is written in four-line stanzas and is so alien in construction that non-illithids must resort to magic to discern its meaning. Though Qualith can be used to keep records, illithids most often use it to mark portals or other surfaces with warnings or instructions.







## MIND FLAYER

Medium aberration, lawful evil

**Armor Class** 15 (breastplate)

**Hit Points** 71 (13d8 + 13)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	12 (+1)	19 (+4)	17 (+3)	17 (+3)

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

**Skills** Arcana +7, Deception +6, Insight +6, Perception +6, Persuasion +6, Stealth +4

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

**Languages** Deep Speech, Undercommon, telepathy 120 ft.

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

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

**Innate Spellcasting (Psionics).** The mind flayer's innate spellcasting ability is Intelligence (spell save DC 15). It can innately cast the following spells, requiring no components:

At will: *detect thoughts*, *levitate*

1/day each: *dominate monster*, *plane shift* (self only)

### ACTIONS

**Tentacles.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 15 (2d10 + 4) psychic damage. If the target is Medium or smaller, it is grappled (escape DC 15) and must succeed on a DC 15 Intelligence saving throw or be stunned until this grapple ends.

**Extract Brain.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one incapacitated humanoid grappled by the mind flayer. *Hit:* The target takes 55 (10d10) piercing damage. If this damage reduces the target to 0 hit points, the mind flayer kills the target by extracting and devouring its brain.

**Mind Blast (Recharge 5–6).** The mind flayer magically emits psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 15 Intelligence saving throw or take 22 (4d8 + 4) psychic damage and be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

### VARIANT: MIND FLAYER ARCANIST

A few mind flayers supplement their psionic power with arcane spells. However, they are regarded as deviants by their illithid peers and usually shunned. A mind flayer arcanist has a challenge rating of 8 (3,900 XP) and the following trait.

**Spellcasting.** The mind flayer is a 10th-level spellcaster. Its spellcasting ability is Intelligence (save DC 15, +7 to hit with spell attacks). The mind flayer has the following wizard spells prepared:

Cantrips (at will): *blade ward*, *dancing lights*, *mage hand*, *shocking grasp*

1st level (4 slots): *detect magic*, *disguise self*, *shield*, *sleep*

2nd level (3 slots): *blur*, *invisibility*, *ray of enfeeblement*

3rd level (3 slots): *clairvoyance*, *lightning bolt*, *sending*

4th level (3 slots): *confusion*, *hallucinatory terrain*

5th level (2 slots): *telekinesis*, *wall of force*



# MINOTAUR

A minotaur's roar is a savage battle cry that most civilized creatures fear. Born into the mortal realm by demonic rites, minotaurs are savage conquerors and carnivores that live for the hunt. Their brown or black fur is stained with the blood of fallen foes, and they carry the stench of death.

**The Beast Within.** Most minotaurs are solitary carnivores that roam labyrinthine dungeons, twisting caves, primeval woods, and the maze-like streets and passages of desolate ruins. A minotaur can visualize every route it might take to close the distance to its prey.

The scent of blood, the tearing of flesh, and the cracking of bones spur a minotaur's lust for carnage, overwhelming all thought and reason. In a blood rage, a minotaur charges anything it sees, butting and goring like a battering ram, then chopping the fallen in twain.

Apart from ambushing creatures that wander into its labyrinth, a minotaur cares little for strategy or tactics. Minotaurs seldom organize, they don't respect authority or hierarchy, and they are notoriously difficult to enslave, let alone control.

**Cults of the Horned King.** Minotaurs are the dark descendants of humanoids transformed by the rituals of cults that reject the oppression of authority by returning to nature. Inductees often mistake these cults for druidic circles or totemic religions whose ceremonies involve entering a labyrinth while wearing a ceremonial animal mask.

Within these bounded environments, cultists hunt, kill, and eat wild beasts, indulging their basest primal urges. In the end, however, sacrificial animals are exchanged for humanoid sacrifice—sometimes an inductee that tried to escape the cult after learning its secrets. These labyrinths become blood-soaked halls of slaughter, echoing to the cultists' savagery.

Unknown to all but their highest-ranking leaders, these mystery cults are creations of the demon lord Baphomet, the Horned King, whose layer of the Abyss is a gigantic labyrinth. Some of his followers are fervent supplicants that plead for strength and power. Others come to the cult seeking a life free from authority's chains—and are liberated of their humanity instead as Baphomet transforms them into the minotaurs that echo his own savage form.

Although they begin as creations of the Horned King, minotaurs can breed true with one another, giving rise to an independent race of Baphomet's savage children in the world.



## MINOTAUR

*Large monstrosity, chaotic evil*

**Armor Class** 14 (natural armor)

**Hit Points** 76 (9d10 + 27)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	16 (+3)	6 (-2)	16 (+3)	9 (-1)

**Skills** Perception +7

**Senses** darkvision 60 ft., passive Perception 17

**Languages** Abyssal

**Challenge** 3 (700 XP)

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

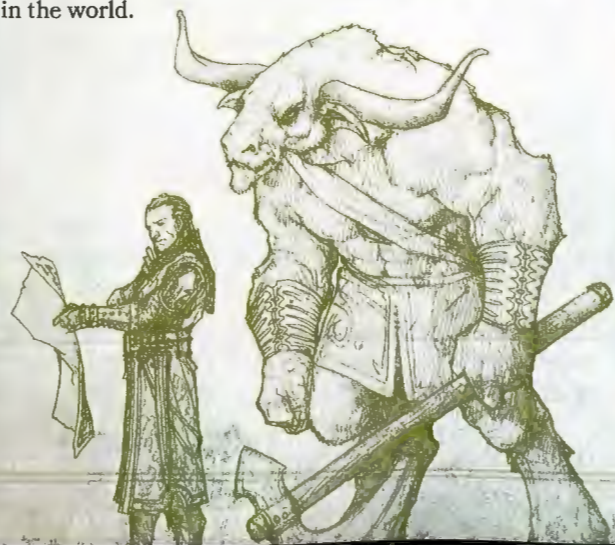
**Labyrinthine Recall.** The minotaur can perfectly recall any path it has traveled.

**Reckless.** At the start of its turn, the minotaur can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

## ACTIONS

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

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





# MODRONS

Modrons are beings of absolute law that adhere to a hive-like hierarchy. They inhabit the plane of Mechanus and tend its eternally revolving gears, their existence a clockwork routine of perfect order.

**Absolute Law and Order.** Under the direction of their leader, Primus, modrons increase order in the multiverse in accordance with laws beyond the comprehension of mortal minds. Their own minds are networked in a hierarchal pyramid, in which each modron receives commands from superiors and delegates orders to underlings. A modron carries out commands with total obedience, utmost efficiency, and an absence of morality or ego.

Modrons have no sense of self beyond what is necessary to fulfill their duties. They exist as a unified collective, divided by ranks, yet they always refer to themselves collectively. To a modron, there is no "I," but only "we" or "us."

**Absolute Hierarchy.** Modrons communicate only with their own rank and the ranks immediately above and below them. Modrons more than one rank away are either too advanced or too simple to understand.

**Cogs of the Great Machine.** If a modron is destroyed, its remains disintegrate. A replacement from the next lowest rank then transforms in a flash of light, gaining the physical form of its new rank. The promoted modron is replaced by one of its underlings in the same manner, all the way to the lowest levels of the hierarchy. There, a new modron is created by Primus, with a steady stream of monodrones leaving the Great Modron Cathedral on Mechanus as a result.

**The Great Modron March.** When the gears of Mechanus complete seventeen cycles once every 289 years, Primus sends a vast army of modrons across the Outer Planes, ostensibly on a reconnaissance mission. The march is long and dangerous, and only a small number of modrons returns to Mechanus.

## MONODRONE

A monodrone can perform one simple task at a time and can relay a single message of up to forty-eight words.

## DUODRONE

The blocky duodrones supervise units of monodrones and can perform up to two tasks at a time.

## TRIDRONE

Tridrones are shaped like inverted pyramids. They lead lesser modrons in battle.

## QUADRONE

Astute combatants, quadrones serve as artillery and field officers in the regiments of modron armies.

## PENTADRONE

Pentadrones oversee Mechanus's worker populace and can improvise in response to new situations.



### VARIANT: ROGUE MODRONS

A modron unit sometimes becomes defective, either through natural decay or exposure to chaotic forces. Rogue modrons don't act in accordance with Primus's wishes and directives, breaking laws, disobeying orders, and even engaging in violence. Other modrons hunt down such rogues.

A rogue modron loses the Axiomatic Mind trait and can have any alignment other than lawful neutral. Otherwise, it has the same statistics as a regular modron of its rank.

## MONODRONE

Medium construct, lawful neutral

**Armor Class** 15 (natural armor)

**Hit Points** 5 (1d8 + 1)

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

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

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

**Languages** Modron

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

**Axiomatic Mind.** The monodrone can't be compelled to act in a manner contrary to its nature or its instructions.

**Disintegration.** If the monodrone dies, its body disintegrates into dust, leaving behind its weapons and anything else it was carrying.

### ACTIONS

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

**Javelin.** *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.



"EVERY 289 YEARS, THE ENTIRE MULTIVERSE  
GOES MAD. LIKE CLOCKWORK."  
— KWINT STORMBELLOW,  
ROCK GNOME ADVENTURER.



## DUODRONE

Medium construct, lawful neutral

**Armor Class** 15 (natural armor)

**Hit Points** 11 (2d8 + 2)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	12 (+1)	6 (-2)	10 (+0)	7 (-2)

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

**Languages** Modron

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

**Axiomatic Mind.** The duodrone can't be compelled to act in a manner contrary to its nature or its instructions.

**Disintegration.** If the duodrone dies, its body disintegrates into dust, leaving behind its weapons and anything else it was carrying.

### ACTIONS

**Multiattack.** The duodrone makes two fist attacks or two javelin attacks.

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

**Javelin.** *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.



## TRIDRONE

Medium construct, lawful neutral

**Armor Class** 15 (natural armor)

**Hit Points** 16 (3d8 + 3)

**Speed** 30 ft.

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

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

**Languages** Modron

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

**Axiomatic Mind.** The tridrone can't be compelled to act in a manner contrary to its nature or its instructions.

**Disintegration.** If the tridrone dies, its body disintegrates into dust, leaving behind its weapons and anything else it was carrying.

### ACTIONS

**Multiattack.** The tridrone makes three fist attacks or three javelin attacks.

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

**Javelin.** *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.





## QUADRONE

Medium construct, lawful neutral

**Armor Class** 16 (natural armor)

**Hit Points** 22 (4d8 + 4)

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

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

**Skills** Perception +2

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

**Languages** Modron

**Challenge** 1 (200 XP)

**Axiomatic Mind.** The quadrone can't be compelled to act in a manner contrary to its nature or its instructions.

**Disintegration.** If the quadrone dies, its body disintegrates into dust, leaving behind its weapons and anything else it was carrying.

### ACTIONS

**Multiattack.** The quadrone makes two fist attacks or four shortbow attacks.

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

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

## PENTADRONE

Large construct, lawful neutral

**Armor Class** 16 (natural armor)

**Hit Points** 32 (5d10 + 5)

**Speed** 40 ft.

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

**Skills** Perception +4

**Senses** truesight 120 ft., passive Perception 14

**Languages** Modron

**Challenge** 2 (450 XP)

**Axiomatic Mind.** The pentadrone can't be compelled to act in a manner contrary to its nature or its instructions.

**Disintegration.** If the pentadrone dies, its body disintegrates into dust, leaving behind its weapons and anything else it was carrying.

### ACTIONS

**Multiattack.** The pentadrone makes five arm attacks.

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

**Paralysis Gas (Recharge 5–6).** The pentadrone exhales a 30-foot cone of gas. Each creature in that area must succeed on a DC 11 Constitution saving throw or be paralyzed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



## MUMMIES

Raised by dark funerary rituals, a mummy shambles from the shrouded stillness of a time-lost temple or tomb. Having been awoken from its rest, it punishes transgressors with the power of its unholy curse.

**Preserved Wrath.** The long burial rituals that accompany a mummy's entombment help protect its body from rot. In the embalming process, the newly dead creature's organs are removed and placed in special jars, and its corpse is treated with preserving oils, herbs, and wrappings. After the body has been prepared, the corpse is typically wrapped in linen bandages.

**The Will of Dark Gods.** An undead mummy is created when the priest of a death god or other dark deity ritually imbues a prepared corpse with necromantic magic. The mummy's linen wrappings are inscribed with necromantic markings before the burial ritual concludes with an invocation to darkness. As a mummy endures in undeath, it animates in response to conditions specified by the ritual. Most commonly, a transgression against its tomb, treasures, lands, or former loved ones will cause a mummy to rise.

**The Punished.** Once deceased, an individual has no say in whether or not its body is made into a mummy. Some mummies were powerful individuals who displeased a high priest or pharaoh, or who committed crimes of treason, adultery, or murder. As punishment, they were cursed with eternal undeath, embalmed, mummified, and sealed away. Other times, mummies acting as tomb guardians are created from slaves put to death specifically to serve a greater purpose.

**Creature of Ritual.** A mummy obeys the conditions and parameters laid down by the rituals that created it, driven only to punish transgressors. The overwhelming terror that foreshadows a mummy's attack can leave the intended victim paralyzed with fright. In the days following a mummy's touch, a victim's body rots from the outside in, until nothing but dust remains.

**Ending a Mummy's Curse.** Rare magic can undo or dispel the ritual that gave rise to a mummy, allowing it to truly die. More commonly, a mummy can be sent back to its endless rest by undoing the transgression that caused it to rise. A sacred idol might be replaced in its niche, a stolen treasure could be returned to its tomb, or a temple might be purified of despoiling bloodshed.

More ephemeral or permanent offenses, such as revealing a secret the mummy wished kept or killing an individual the mummy loved, can't be so easily remedied. In such cases, a mummy might slaughter all the creatures responsible and still not sate its wrath.

**Undead Archives.** Though they seldom bother to do so, mummies can speak. As a result, some serve as undead repositories of lost lore, and can be consulted by the descendants of those who created them. Powerful individuals sometimes intentionally sequester mummies away for occasional consultation.

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

## MUMMY LORD

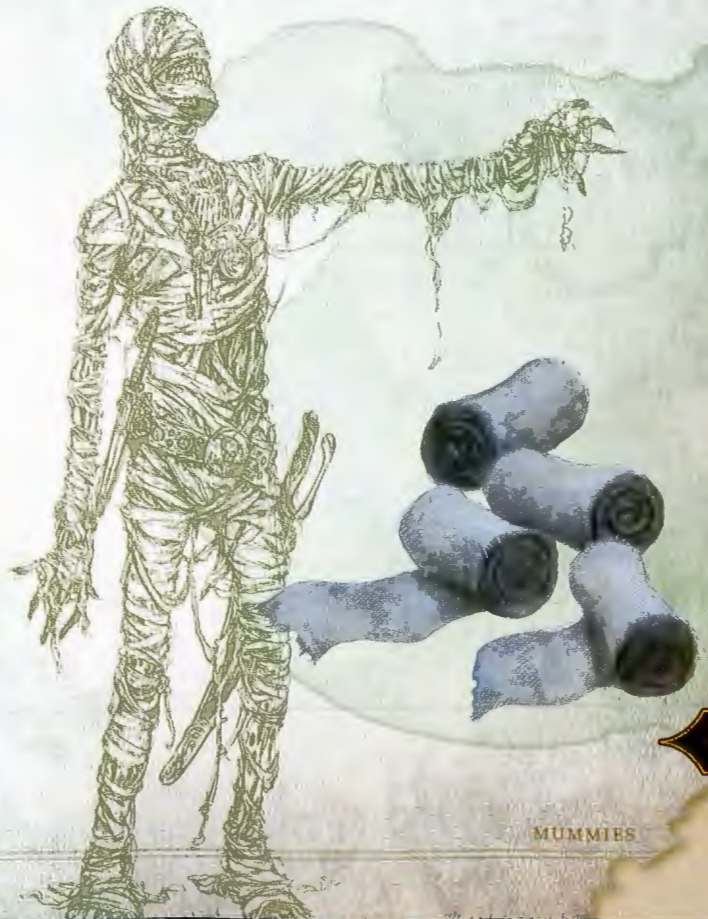
In the tombs of the ancients, tyrannical monarchs and the high priests of dark gods lie in dreamless rest, waiting for the time when they might reclaim their thrones and reforge their ancient empires. The regalia of their terrible rule still adorns their linen-wrapped bodies, their moldering robes stitched with evil symbols and bronze armor etched with devices of dynasties that fell a thousand years before.

Under the direction of the most powerful priests, the ritual that creates a mummy can be increased in potency. The mummy lord that rises from such a ritual retains the memories and personality of its former life, and is gifted with supernatural resilience. Dead emperors wield the same infamous rune-marked blades that they did in legend. Sorcerer lords work the forbidden magic that once controlled a terrified populace, and the dark gods reward dead priest-kings' prayers by imparting divine spells.

**Heart of the Mummy Lord.** As part of the ritual that creates a mummy lord, the creature's heart and viscera are removed from the corpse and placed in canopic jars. These jars are usually carved from limestone or made of pottery, etched or painted with religious hieroglyphs.

As long as its shriveled heart remains intact, a mummy lord can't be permanently destroyed. When it drops to 0 hit points, the mummy lord turns to dust and re-forms at full strength 24 hours later, rising out of dust in close proximity to the canopic jar containing its heart. A mummy lord can be destroyed or prevented from re-forming by burning its heart to ashes. For this reason, a mummy lord usually keeps its heart and viscera in a hidden tomb or vault.

The mummy lord's heart has AC 5, 25 hit points, and immunity to all damage except fire.







## A MUMMY LORD'S LAIR

A mummy lord watches over an ancient temple or tomb that is protected by lesser undead and rigged with traps. Hidden in this temple is the sarcophagus where a mummy lord keeps its greatest treasures.

A mummy lord encountered in its lair has a challenge rating of 16 (15,000 XP).

### LAIR ACTIONS

On initiative count 20 (losing initiative ties), the mummy lord takes a lair action to cause one of the following effects; the mummy lord can't use the same effect two rounds in a row.

- Each undead creature in the lair can pinpoint the location of each living creature within 120 feet of it until initiative count 20 on the next round.

## MUMMY

*Medium undead, lawful evil*

**Armor Class** 11 (natural armor)

**Hit Points** 58 (9d8 + 18)

**Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	15 (+2)	6 (-2)	10 (+0)	12 (+1)

**Saving Throws** Wis +2

**Damage Vulnerabilities** fire

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

**Damage Immunities** necrotic, poison

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

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

**Languages** the languages it knew in life

**Challenge** 3 (700 XP)

### ACTIONS

**Multiattack.** The mummy can use its Dreadful Glare and makes one attack with its rotting fist.

**Rotting Fist.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage plus 10 (3d6) necrotic damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw or be cursed with mummy rot. The cursed target can't regain hit points, and its hit point maximum decreases by 10 (3d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by the *remove curse* spell or other magic.

**Dreadful Glare.** The mummy targets one creature it can see within 60 feet of it. If the target can see the mummy, it must succeed on a DC 11 Wisdom saving throw against this magic or become frightened until the end of the mummy's next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration. A target that succeeds on the saving throw is immune to the Dreadful Glare of all mummies (but not mummy lords) for the next 24 hours.

"BEFORE OPENING A SARCOPHAGUS, LIGHT A TORCH."

—X THE MYSTIC'S 5TH RULE OF DUNGEON SURVIVAL



- Each undead in the lair has advantage on saving throws against effects that turn undead until initiative count 20 on the next round.
- Until initiative count 20 on the next round, any non-undead creature that tries to cast a spell of 4th level or lower in the mummy lord's lair is wracked with pain. The creature can choose another action, but if it tries to cast the spell, it must make a DC 16 Constitution saving throw. On a failed save, it takes 1d6 necrotic damage per level of the spell, and the spell has no effect and is wasted.

### REGIONAL EFFECTS

A mummy lord's temple or tomb is warped in any of the following ways by the creature's dark presence:

- Food instantly molders and water instantly evaporates when brought into the lair. Other nonmagical drinks are spoiled—wine turning to vinegar, for instance.
- Divination spells cast within the lair by creatures other than the mummy lord have a 25 percent chance to provide misleading results, as determined by the DM. If a divination spell already has a chance to fail or become unreliable when cast multiple times, that chance increases by 25 percent.
- A creature that takes treasure from the lair is cursed until the treasure is returned. The cursed target has disadvantage on all saving throws. The curse lasts until removed by a *remove curse* spell or other magic.

If the mummy lord is destroyed, these regional effects end immediately.

## MUMMY LORD

Medium undead, lawful evil

**Armor Class** 17 (natural armor)

**Hit Points** 97 (13d8 + 39)

**Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	17 (+3)	11 (+0)	18 (+4)	16 (+3)

**Saving Throws** Con +8, Int +5, Wis +9, Cha +8

**Skills** History +5, Religion +5

**Damage Vulnerabilities** fire

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

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

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

**Languages** the languages it knew in life

**Challenge** 15 (13,000 XP)

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

**Rejuvenation.** A destroyed mummy lord gains a new body in 24 hours if its heart is intact, regaining all its hit points and becoming active again. The new body appears within 5 feet of the mummy lord's heart.

**Spellcasting.** The mummy lord is a 10th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). The mummy lord has the following cleric spells prepared:

Cantrips (at will): *sacred flame*, *thaumaturgy*  
 1st level (4 slots): *command*, *guiding bolt*, *shield of faith*  
 2nd level (3 slots): *hold person*, *silence*, *spiritual weapon*  
 3rd level (3 slots): *animate dead*, *dispel magic*  
 4th level (3 slots): *divination*, *guardian of faith*  
 5th level (2 slots): *contagion*, *insect plague*  
 6th level (1 slot): *harm*

### ACTIONS

**Multiattack.** The mummy can use its Dreadful Glare and makes one attack with its rotting fist.

**Rotting Fist.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) bludgeoning damage plus 21 (6d6)

necrotic damage. If the target is a creature, it must succeed on a DC 16 Constitution saving throw or be cursed with mummy rot. The cursed target can't regain hit points, and its hit point maximum decreases by 10 (3d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by the *remove curse* spell or other magic.

**Dreadful Glare.** The mummy lord targets one creature it can see within 60 feet of it. If the target can see the mummy lord, it must succeed on a DC 16 Wisdom saving throw against this magic or become frightened until the end of the mummy's next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration. A target that succeeds on the saving throw is immune to the Dreadful Glare of all mummies and mummy lords for the next 24 hours.

### LEGENDARY ACTIONS

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

**Attack.** The mummy lord makes one attack with its rotting fist or uses its Dreadful Glare.

**Blinding Dust.** Blinding dust and sand swirls magically around the mummy lord. Each creature within 5 feet of the mummy lord must succeed on a DC 16 Constitution saving throw or be blinded until the end of the creature's next turn.

**Blasphemous Word (Costs 2 Actions).** The mummy lord utters a blasphemous word. Each non-undead creature within 10 feet of the mummy lord that can hear the magical utterance must succeed on a DC 16 Constitution saving throw or be stunned until the end of the mummy lord's next turn.

**Channel Negative Energy (Costs 2 Actions).** The mummy lord magically unleashes negative energy. Creatures within 60 feet of the mummy lord, including ones behind barriers and around corners, can't regain hit points until the end of the mummy lord's next turn.

**Whirlwind of Sand (Costs 2 Actions).** The mummy lord magically transforms into a whirlwind of sand, moves up to 60 feet, and reverts to its normal form. While in whirlwind form, the mummy lord is immune to all damage, and it can't be grappled, petrified, knocked prone, restrained, or stunned. Equipment worn or carried by the mummy lord remain in its possession.



## MYCONIDS

Myconids are intelligent, ambulatory fungi that live in the Underdark, seek enlightenment, and deplore violence. If approached peacefully, myconids gladly provide shelter or allow safe passage through their colonies.

**Circles and Melds.** The largest myconid in a colony is its sovereign, which presides over one or more social groups called circles. A circle consists of twenty or more myconids that work, live, and meld together.

A meld is a form of communal meditation that allows myconids to transcend their dull subterranean existence. The myconids' rapport spores bind the participants into a group consciousness. Hallucination spores then induce a shared dream that provides entertainment and social interaction. Myconids consider melding to be the purpose of their existence. They use it in the pursuit of higher consciousness, collective union, and spiritual apotheosis. Myconids also use their rapport spores to communicate telepathically with other sentient creatures.

**Myconid Reproduction.** Like other fungi, myconids reproduce by mundane sporing. They carefully control their spores' release to avoid overpopulation.

### SPORE SERVANT TEMPLATE

A spore servant is any Large or smaller creature brought back to life by the animating spores of a myconid sovereign. A creature that was never flesh and blood

#### MYCONID SPROUT

*Small plant, lawful neutral*

Armor Class 10  
Hit Points 7 (2d6)  
Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	10 (+0)	10 (+0)	8 (-1)	11 (+0)	5 (-3)

Senses darkvision 120 ft., passive Perception 10  
Languages —  
Challenge 0 (10 XP)

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

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

#### ACTIONS

**Fist.** *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 1 (1d4 - 1) bludgeoning damage plus 2 (1d4) poison damage.

**Rapport Spores (3/Day).** A 10-foot radius of spores extends from the myconid. These spores can go around corners and affect only creatures with an Intelligence of 2 or higher that aren't undead, constructs, or elementals. Affected creatures can communicate telepathically with one another while they are within 30 feet of each other. The effect lasts for 1 hour.

to begin with (such as a construct, elemental, ooze, plant, or undead) can't be turned into a spore servant. The following characteristics change or are added to a creature that becomes a spore servant.

**Retained Characteristics.** The servant retains its Armor Class, hit points, Hit Dice, Strength, Dexterity, Constitution, vulnerabilities, resistances, and immunities.

**Lost Characteristics.** The servant loses its original saving throw and skill bonuses, special senses, and special traits. It loses any action that isn't Multiattack or a melee weapon attack that deals bludgeoning, piercing, or slashing damage. If it has an action or a melee weapon attack that deals some other type of damage, it loses the ability to deal damage of that type, unless the damage comes from a piece of equipment, such as a magic item.

**Type.** The servant's type is plant, and it loses any tags.

**Alignment.** The servant is unaligned.

**Speed.** Reduce all the servant's speeds by 10 feet, to a minimum of 5 feet.

**Ability Scores.** The servant's ability scores change as follows: Int 2 (-4), Wis 6 (-2), Cha 1 (-5).

**Senses.** The servant has blindsight with a radius of 30 feet, and it is blind beyond this radius.

**Condition Immunities.** The servant can't be blinded, charmed, frightened, or paralyzed.

**Languages.** The servant loses all known languages, but it responds to orders given to it by myconids using rapport spores. The servant gives highest priority to orders received from the most powerful myconid.

**Attacks.** If the servant has no other means of dealing damage, it can use its fists or limbs to make unarmed strikes. On a hit, an unarmed strike deals bludgeoning damage equal to 1d4 + the servant's Strength modifier, or, if the servant is Large, 2d4 + its Strength modifier.

#### SAMPLE SPORE SERVANT

This spore servant statistics presented here use a quaggoth as the base creature.

#### QUAGGOTH SPORE SERVANT

*Medium plant, unaligned*

Armor Class 13 (natural armor)  
Hit Points 45 (6d8 + 18)  
Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	16 (+3)	2 (-4)	6 (-2)	1 (-5)

**Damage Immunities** poison

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

**Senses** blindsight 30 ft. (blind beyond this radius), passive Perception 8

**Languages** —

**Challenge** 1 (200 XP)

#### ACTIONS

**Multiattack.** The spore servant makes two claw attacks.

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



