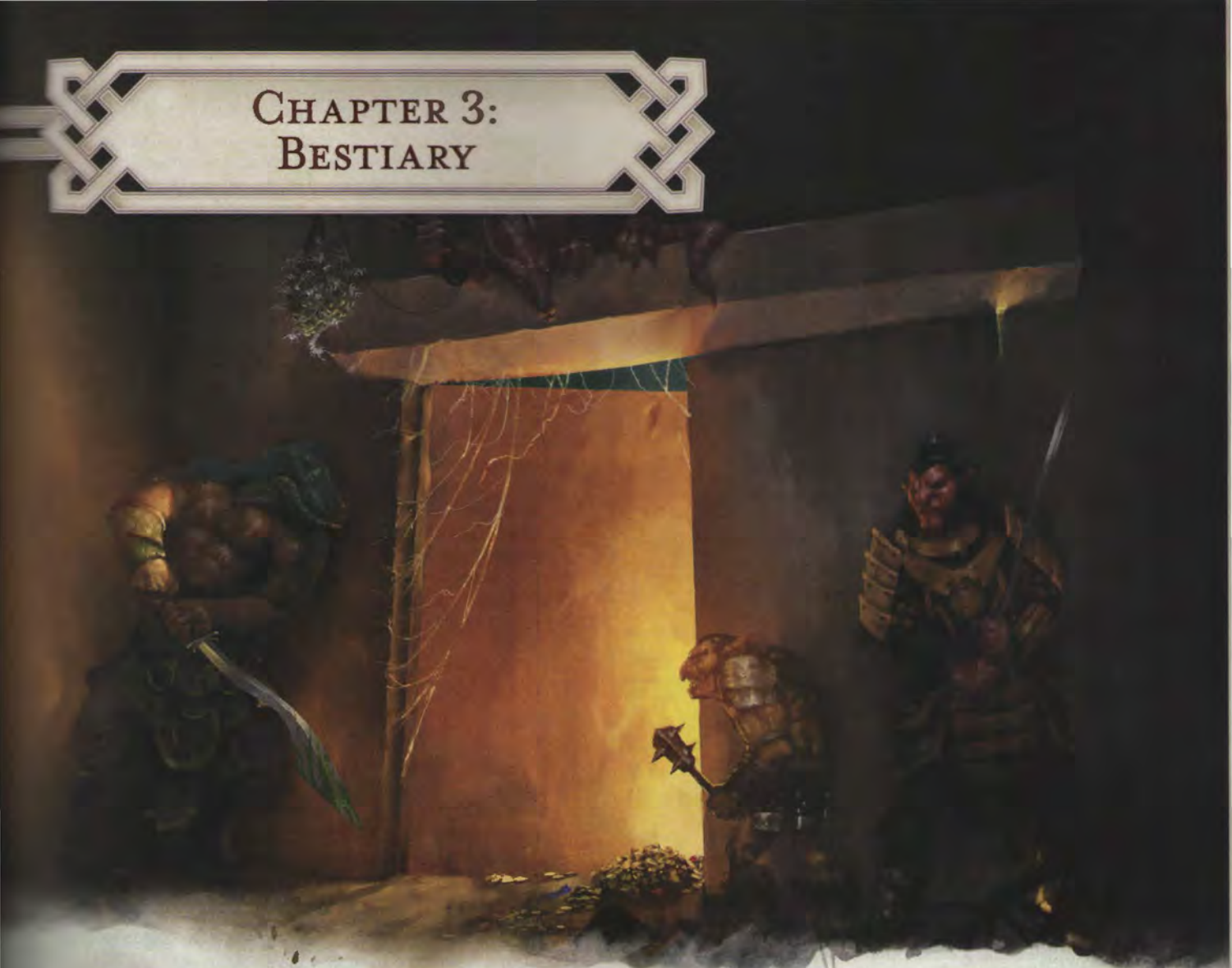


CHAPTER 3: BESTIARY



WITHIN THIS BESTIARY, YOU WILL FIND game statistics and lore for nearly one hundred monsters suitable for any D&D campaign. Many of these monsters, such as the frogemoth and the morkoth, have been around since the earliest editions of the game. Others, such as the banderhobb and the vargouille, came later but are equally beloved. Some of the new creatures found herein are variants of the monsters discussed in chapter 1.

This chapter is a continuation of the *Monster Manual* and adopts a similar presentation. If you are unfamiliar with the monster stat block format, read the introduction of the *Monster Manual* before proceeding further. It explains stat block terminology and gives rules for various monster traits—information that isn't repeated here.

As with the monsters in the *Monster Manual*, we've tried to capture the essence of each creature and focus on those traits that make it unique or that encourage DMs to use it. You can do what you will with these monsters and change their lore to suit your game. Nothing we say here is meant to curtail your creativity.

The creatures in this bestiary are organized alphabetically. A few are grouped under a banner heading; for example, the "Orcs" section contains stat blocks for various kinds of orcs, including tanarukks (demonic orcs). Immediately following this chapter are two appendices that contain additional stat blocks. Appendix A gathers a handful of beasts that don't warrant longer entries. Appendix B provides generic NPCs whose statistics can be customized to serve your campaign.

This chapter and appendices A and B are meant to be used in conjunction with the rest of this book. Appendix C contains lists of creatures by type, challenge rating, and environment. These lists can help you find monsters that are appropriate for your adventure or campaign. If you're looking for ways to use the variant beholders, giants, gnolls, goblinoids, hags, kobolds, mind flayers, orcs, and yuan-ti described in this chapter, the lore and maps in chapter 1 might inspire you. Similarly, the racial traits in chapter 2 can be applied to the stat blocks in appendix B to create such memorable NPCs as goliath champions, kenku master thieves, and tabaxi bards.



BANDERHOBB

A banderhobb is a hybrid of shadow and flesh. Through dark magic, these components take on an enormous and vile humanoid shape, resembling a bipedal toad. In this form, a banderhobb temporarily serves its creator as a thug, a thief, and a kidnapper.

Birthed by Hags. In the earliest days of the world, a coven of night hags devised a ritual that led to the creation of the first banderhobb. A hag that knows the ritual might be willing to teach it for the right price. Some other dark fey and powerful fiends also know of the process, as do a few mortal mages. Instructions might also be found in a tome devoted to debased wizardry.

Silent and Deadly. When the ritual to create a banderhobb is complete, flesh, spirit, and shadow combine to produce a creature as big as an ogre. The newly formed monstrosity has spindly limbs that belie great strength. Its broad maw holds a long tongue and rows of fangs, both of which it uses to grab and swallow a creature or perhaps an object the banderhobb intends to steal. Despite its size, a banderhobb makes little noise, moving as silently as the shadows that infuse it. A banderhobb isn't capable of speech, but it can understand orders given to it by its creator and communicates with nearby banderhobbs in a psychic manner.

Agents of Evil. During its brief existence, a banderhobb attempts to carry out the bidding of the one who birthed it. It accomplishes its mission with no concern for the harm it suffers or creates. Its only desire is to serve and succeed. A banderhobb that is assigned to track down a target is particularly dangerous when it is provided with a lock of hair, a personal belonging, or

other object connected to the target. Possession of such an item allows it to sense the creature's location from as far as a mile away.

A banderhobb fulfills its duties until its existence ends. When it expires, usually several days after its birth, it leaves behind only tarry goo and wisps of shadow. Legends tell of a dark tower in the Shadowfell where the shadows sometimes reform, and banderhobbs roam.

BANDERHOBB

Large monstrosity, neutral evil

Armor Class 15 (natural armor)

Hit Points 84 (8d10 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	11 (+0)	14 (+2)	8 (-1)

Skills Athletics +8, Stealth +7

Condition Immunities charmed, frightened

Senses darkvision 120 ft., passive Perception 12

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

Challenge 5 (1,800 XP)

Resonant Connection. If the banderhobb has even a tiny piece of a creature or an object in its possession, such as a lock of hair or a splinter of wood, it knows the most direct route to that creature or object if it is within 1 mile of the banderhobb.

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

ACTIONS

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 22 (5d6 + 5) piercing damage, and the target is grappled (escape DC 15) if it is a Large or smaller creature. Until this grapple ends, the target is restrained, and the banderhobb can't use its bite attack or tongue attack on another target.

Tongue. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one creature. *Hit:* 10 (3d6) necrotic damage, and the target must make a DC 15 Strength saving throw. On a failed save, the target is pulled to a space within 5 feet of the banderhobb, which can use a bonus action to make a bite attack against the target.

Swallow. The banderhobb makes a bite attack against a Medium or smaller creature it is grappling. If the attack hits, the creature is swallowed, and the grapple ends. The swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the banderhobb, and it takes 10 (3d6) necrotic damage at the start of each of the banderhobb's turns. A creature reduced to 0 hit points in this way stops taking the necrotic damage and becomes stable.

The banderhobb can have only one creature swallowed at a time. While the banderhobb isn't incapacitated, it can regurgitate the creature at any time (no action required) in a space within 5 feet of it. The creature exits prone. If the banderhobb dies, it likewise regurgitates a swallowed creature.

Shadow Step. The banderhobb magically teleports up to 30 feet to an unoccupied space of dim light or darkness that it can see. Before or after teleporting, it can make a bite or tongue attack.

BARGHEST

Long ago, Maglubiyet, master of the goblinoid gods, bargained with the General of Gehenna for aid. The General provided yugoloths that died to serve the cause of the goblin god. Yet when the time came to honor his part of the compact, Maglubiyet reneged on the deal. As an act of vengeance, the General of Gehenna created the soul-devouring barghests to devour goblinoid souls and deprive Maglubiyet of troops for his army in the afterlife.

Consumers of Souls. A barghest is born to goblin parents just as normal offspring are. The creature emerges in the form of a goblin, then develops the ability to assume its true form: that of a large, fiendish canine.

The mission of every barghest, implanted in it by the General of Gehenna, is to consume seventeen goblinoid souls by devouring the bodies of those it kills. Souls consumed in this way are prevented from joining Maglubiyet's forces in Acheron. Why seventeen? Because the oaths Maglubiyet broke in his compact with the General totaled seventeen.

A barghest hungers for the day when it can complete its mission, return to Gehenna, and serve the General directly in his yugoloth legions, but it doesn't kill goblinoids indiscriminately. By devouring the souls of goblinoid leaders and other powerful individuals, rather than lowly goblins, a barghest earns elevated status in the afterlife. Barghests typically keep their true nature secret, preying upon a goblin or two when the opportunity arises, until they reach adult age and are old and strong enough to seek out stronger prey. When goblins discover that a barghest is among them, they react with groveling obeisance, each member of the tribe eager to show the barghest that it isn't worthy of being devoured.

Banished by Fire. A barghest avoids contact with large, open fires. Any conflagration larger than its body acts as a gateway to Gehenna and banishes the fiend to that plane, where it is likely to be slain or enslaved by a yugoloth for its failure.

SOUL FEEDING

A barghest can feed on the corpse of a humanoid that it killed that has been dead for less than 10 minutes, devouring both flesh and soul in doing so. This feeding takes at least 1 minute, and it destroys the victim's body. The victim's soul is trapped in the barghest for 24 hours, after which time it is digested. If the barghest dies before the soul is digested, the soul is released.

While a humanoid's soul is trapped in a barghest, any form of revival that could work has only a 50 percent chance of doing so, freeing the soul from the barghest if it is successful. Once a creature's soul is digested, however, no mortal magic can return that humanoid to life.



BARGHEST

Large fiend (shapechanger), neutral evil

Armor Class 17 (natural armor)

Hit Points 90 (12d10 + 24)

Speed 60 ft. (30 ft. in goblin form)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	14 (+2)	13 (+1)	12 (+1)	14 (+2)

Skills Deception +4, Intimidation +4, Perception +5, Stealth +4

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

Damage Immunities acid, poison

Condition Immunities poisoned

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

Languages Abyssal, Common, Goblin, Infernal, telepathy 60 ft.

Challenge 4 (1,100 XP)

Shapechanger. The barghest can use its action to polymorph into a Small goblin or back into its true form. Other than its size and speed, its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. The barghest reverts to its true form if it dies.

Fire Banishment. When the barghest starts its turn engulfed in flames that are at least 10 feet high or wide, it must succeed on a DC 15 Charisma saving throw or be instantly banished to Gehenna. Instantaneous bursts of flame (such as a red dragon's breath or a *fireball* spell) don't have this effect on the barghest.

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

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

At will: *levitate*, *minor illusion*, *pass without trace*
1/day each: *charm person*, *dimension door*, *suggestion*

ACTIONS

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

Claws. *Melee Weapon Attack.* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.



BEHOLDERS

True beholders are isolationists that despise others of their kind, but their dreams can give rise to a variety of lesser beholder-like creatures, a few of which are described here.

DEATH KISS

A death kiss is a lesser beholder that might come into being when a beholder has a vivid nightmare about losing blood. Instead of magical eye rays, it has ten long tentacles, each ending in a mouth full of teeth. In coloration and shape it is similar to the beholder that dreamed it into existence, but its hue is more muted.

Blood Drinker. A death kiss survives solely on ingested blood, which it uses to generate electrical energy inside its body. Paranoid about dying from starvation, it obsessively drains even little creatures such as rats in an effort to stave off this fate for as long as possible. After it drains its prey, it abandons the corpse to scavengers. A death kiss prefers to hunt alone. If it meets another death kiss, it might fight, flee, or team up, depending on its health and pride. When underground, it uses its tentacles as feelers, prodding and examining the environment in all directions. Above ground, it usually keeps its tentacles retracted when on the hunt, then lashes out and extends them to their full length to catch opponents off guard.

False Tyrant. In poor lighting and with its tentacles extended, a death kiss can be mistaken for a true beholder. It might purposely present itself as a beholder to an ignorant creature, but this behavior is rare, since it usually is focused on hunting and lacks the self-importance and paranoia of a true beholder. It can speak through any of its tentacle-throats, and its voice sounds nasal and high-pitched. A true beholder has little to fear

DEATH KISS

Large aberration, neutral evil

Armor Class 16 (natural armor)

Hit Points 161 (17d10 + 68)

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

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

Saving Throws Con +8, Wis +5

Skills Perception +5

Damage Immunities lightning

Condition Immunities prone

Senses darkvision 120 ft., passive Perception 15

Languages Deep Speech, Undercommon

Challenge 10 (5,900 XP)

Lightning Blood. A creature within 5 feet of the death kiss takes 5 (1d10) lightning damage whenever it hits the death kiss with a melee attack that deals piercing or slashing damage.

ACTIONS

Multiattack. The death kiss makes three tentacle attacks. Up to three of these attacks can be replaced by Blood Drain, one replacement per tentacle grappling a creature.

Tentacle. *Melee Weapon Attack:* +8 to hit, reach 20 ft., one target. *Hit:* 14 (3d6 + 4) piercing damage, and the target is grappled (escape DC 14) if it is a Huge or smaller creature. Until this grapple ends, the target is restrained, and the death kiss can't use the same tentacle on another target. The death kiss has ten tentacles.

Blood Drain. One creature grappled by a tentacle of the death kiss must make a DC 16 Constitution saving throw. On a failed save, the target takes 22 (4d10) lightning damage, and the death kiss regains half as many hit points.

GAUTH

Medium aberration, lawful evil

Armor Class 15 (natural armor)

Hit Points 67 (9d8 + 27)

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

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

Saving Throws Int +5, Wis +5, Cha +4

Skills Perception +5

Condition Immunities prone

Senses darkvision 120 ft., passive Perception 15

Languages Deep Speech, Undercommon

Challenge 6 (2,300 XP)

Stunning Gaze. When a creature that can see the gauth's central eye starts its turn within 30 feet of the gauth, the gauth can force it to make a DC 14 Wisdom saving throw if the gauth isn't incapacitated and can see the creature. A creature that fails the save is stunned until the start of its next turn.

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

Death Throes. When the gauth dies, the magical energy within it explodes, and each creature within 10 feet of it must make a DC 14 Dexterity saving throw, taking 13 (3d8) force damage on a failed save, or half as much damage on a successful one.

ACTIONS

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

Hit: 9 (2d8) piercing damage.

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

1. **Devour Magic Ray.** The targeted creature must succeed on a DC 14 Dexterity saving throw or have one of its magic items lose all magical properties until the start of the gauth's next turn. If the object is a charged item, it also loses 1d4 charges. Determine the affected item randomly, ignoring single-use items such as potions and scrolls.

2. **Enervation Ray.** The targeted creature must make a DC 14 Constitution saving throw, taking 18 (4d8) necrotic damage on a failed save, or half as much damage on a successful one.

3. **Pushing Ray.** The targeted creature must succeed on a DC 14 Strength saving throw or be pushed up to 15 feet directly away from the gauth and have its speed halved until the start of the gauth's next turn.

4. **Fire Ray.** The targeted creature must succeed on a DC 14 Dexterity saving throw or take 22 (4d10) fire damage.

5. **Paralyzing Ray.** The targeted creature must succeed on a DC 14 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.

6. **Sleep Ray.** The targeted creature must succeed on a DC 14 Wisdom saving throw or fall asleep and remain unconscious for 1 minute. The target awakens if it takes damage or another creature takes an action to wake it. This ray has no effect on constructs and undead.



from a death kiss, since it can easily kill or subdue the death kiss long before the death kiss gets into melee range. Thus, out of self-preservation, a death kiss usually submits to the rule of a beholder that it encounters, though it might attempt to escape as soon as its master is preoccupied.

Simple Tactics. A death kiss lacks the combat finesse and intelligence of a beholder. It might attempt an unusual maneuver to control its prey (such as flying up while grappling), but in most cases, it attaches one or more of its tentacles to a creature and drains blood until its prey collapses. If it is in a superior position and its opponent poses no threat, it might toy with its food, slowly squeezing and draining the life out of a creature.

GAUTH

A gauth is a hungry, tyrannical beholder-like creature that eats magic and tries to exact tribute from anything weaker than itself. Its body is about 4 feet in diameter, with six eyestalks, a central eye (sometimes surrounded by multiple smaller eyes), and four small grasping tentacles near its mouth. It has color and texture variations similar to a true beholder.

Magical Metabolism. A gauth can survive on meat but prefers to sustain itself with power drained from magic objects. If starved of magic for several weeks, it is forced back to its home plane, so it constantly seeks new items to drain. A gauth might employ creatures to serve it by bringing it items that provide it with sustenance.

Accidental Summoning. When the ritual to summon a spectator goes wrong, a gauth might push itself through the flawed connection, arriving immediately or several minutes later. It might present itself as a beholder to ignorant creatures in an attempt to intimidate them, or as a spectator to its summoner in order to drain magic items it is expected to guard.

I met a wizard in the Yawning Portal tavern who had a tiny beholder pet. A gazer, she called it. When I reached to pet it, the creature struck me with one of its eye beams and flung me back against a wall with such force that I almost spilled my ale.

—Volo

Inferior Tyrant. A beholder usually drives away or kills any gauths that enter its territory, but it might choose to enslave them and use them as lieutenants. Gauths are less xenophobic than beholders, so they might form small clusters and work together, though they're just as likely to ignore each other entirely.

GAZER

A gazer is a tiny manifestation of a beholder's dreams. It resembles the beholder who dreamed it into existence, but its body is only 8 inches wide, and it has only four eyestalks. It follows its creator like a devoted, aggressive puppy, and sometimes small packs of these creatures patrol their master's lair for vermin to kill and lone creatures to harass.

Nuisance Pet. A gazer can't speak any languages but can approximate mimicking words and sentences in a high-pitched, mocking manner. Beholders find gazers amusing and tolerate their presence like spoiled pets. A gazer can't be tamed by anyone but its creator, except through the use of magic or by bonding with a spellcaster (see sidebar). Some beholders with wizard minions insist they take a gazer as a familiar because they can see through the eyes of these creatures.

Aggressive Vermin-Eater. A wild gazer (one living separately from a beholder) is territorial, eats bugs and small animals, and is known for playing with its food. A lone gazer avoids picking fights with creatures that are Medium or larger, but a pack of them might take on larger prey. A gazer might follow humanoids in its territory, noisily mimicking their speech and generally being a nuisance, until they leave the area, but it flees if confronted by something it can't kill.

VARIANT: GAZER FAMILIAR

Spellcasters who are interested in unusual familiars find that gazers are eager to serve someone who has magical power, especially those who make a point of bullying and harassing others. The gazer behaves aggressively toward creatures smaller than itself, and it tends to randomly attack house pets, farm animals, and even children in town unless its master is very strict. A gazer serving as a familiar has the following trait.

Familiar. The gazer can serve another creature as a familiar, forming a telepathic bond with its willing master, provided that the master is at least a 3rd-level spellcaster. While the two are bonded, the master can sense what the gazer senses as long as they are within 1 mile of each other. If its master causes it physical harm, the gazer will end its service as a familiar, breaking the telepathic bond.



GAZER

Tiny aberration, neutral evil

Armor Class 13

Hit Points 13 (3d4 + 6)

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

STR	DEX	CON	INT	WIS	CHA
3 (-4)	17 (+3)	14 (+2)	3 (-4)	10 (+0)	7 (-2)

Saving Throws Wis +2

Skills Perception +4, Stealth +5

Condition Immunities prone

Senses darkvision 60 ft., passive Perception 14

Languages —

Challenge 1/2 (100 XP)

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

Mimicry. The gazer can mimic simple sounds of speech it has heard, in any language. A creature that hears the sounds can tell they are imitations with a successful DC 10 Wisdom (Insight) check.

ACTIONS

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

Eye Rays. The gazer shoots two of the following magical eye rays at random (reroll duplicates), choosing one or two targets it can see within 60 feet of it:

1. **Dazing Ray.** The targeted creature must succeed on a DC 12 Wisdom saving throw or be charmed until the start of the gazer's next turn. While the target is charmed in this way, its speed is halved, and it has disadvantage on attack rolls.

2. **Fear Ray.** The targeted creature must succeed on a DC 12 Wisdom saving throw or be frightened until the start of the gazer's next turn.

3. **Frost Ray.** The targeted creature must succeed on a DC 12 Dexterity saving throw or take 10 (3d6) cold damage.

4. **Telekinetic Ray.** If the target is a creature that is Medium or smaller, it must succeed on a DC 12 Strength saving throw or be moved up to 30 feet directly away from the gazer.

If the target is an object weighing 10 pounds or less that isn't being worn or carried, the gazer moves it up to 30 feet in any direction. The gazer can also exert fine control on objects with this ray, such as manipulating a simple tool or opening a container.



BODAK

A bodak is the undead remains of someone who revered Orcus. Devoid of life and soul, it exists only to cause death.

Marked by Orcus. A worshiper of Orcus can take ritual vows while carving the demon lord's symbol on its chest over the heart. Orcus's power flays body, mind, and soul, leaving behind a sentient husk that sucks in all life energy near it. Most bodaks come into being in this way, then unleashed to spread death in Orcus's name.

Orcus created the first bodaks in the Abyss from seven devotees, called the Hierophants of Annihilation. These figures, as mighty as balors, have free will but serve the Prince of Undeath directly. Any one of these bodaks can turn a slain mortal into a bodak with its gaze. Like each Hierophant of Annihilation, every bodak bears the mark of Orcus as a chest wound, an opening where a mortal humanoid's heart would be.

Orcus can recall anything a bodak sees or hears. If he so chooses, he can speak through a bodak to address his enemies and followers directly. Bodaks are extensions of Orcus's will outside the Abyss, serving the demon prince's aims and other minions.

Unhallowed Fragments. A bodak retains vague impressions of its past life. It seeks out both its former allies and its former enemies to destroy them, as its warped soul seeks to erase anything connected to its former life. Minions of Orcus are the one exception to this compulsion; a bodak recognizes them as kindred souls and spares them from its wrath. Anyone who knew the individual before its transformation into a bodak can recognize mannerisms or other subtle clues to its original identity.

Even nature despises bodaks. The sun burns away a bodak's tainted flesh. The creature's gaze lays waste to the living. Anyone a bodak slays with its gaze withers, its face frozen in a mask of terror. The monster's mere presence is so unnatural that it chills the soul. Animals untrained for war instinctively flee just before a bodak arrives.

Ravaged Soul. The soul of a creature that becomes a bodak is so damaged that it is unfit for most forms of magical resurrection. Only a *wish* spell or similar magic can return a bodak to its former life.

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

BODAK

Medium undead, chaotic evil

Armor Class 15 (natural armor)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

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

Skills Perception +4, Stealth +6

Damage Resistances cold, fire, necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities lightning, poison

Condition Immunities charmed, frightened, poisoned

Senses darkvision 120 ft., passive Perception 14

Languages Abyssal, the languages it knew in life

Challenge 6 (2,300 XP)

Aura of Annihilation. The bodak can activate or deactivate this feature as a bonus action. While active, the aura deals 5 necrotic damage to any creature that ends its turn within 30 feet of the bodak. Undead and fiends ignore this effect.

Death Gaze. When a creature that can see the bodak's eyes starts its turn within 30 feet of the bodak, the bodak can force it to make a DC 13 Constitution saving throw if the bodak isn't incapacitated and can see the creature. If the saving throw fails by 5 or more, the creature is reduced to 0 hit points, unless it is immune to the frightened condition. Otherwise, a creature takes 16 (3d10) psychic damage on a failed save.

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 has disadvantage on attack rolls against the bodak until the start of its next turn. If the creature looks at the bodak in the meantime, it must immediately make the saving throw.

Sunlight Hypersensitivity. The bodak takes 5 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

ACTIONS

Fist. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage plus 9 (2d8) necrotic damage.

Withering Gaze. One creature that the bodak can see within 60 feet of it must make a DC 13 Constitution saving throw, taking 22 (4d10) necrotic damage on a failed save, or half as much damage on a successful one.



BOGGLE

Boggles are the little bogeys of fairy tales. They lurk in the fringes of the Feywild and are also found on the Material Plane, where they hide under beds and in closets, waiting to frighten and bedevil folk with their mischief.

A boggle is born out of feelings of loneliness, materializing in a place where the Feywild touches the world in proximity to an intelligent being that feels isolated or abandoned. For example, a forsaken child might unintentionally conjure a boggle and see it as a sort of imaginary friend. A boggle might also appear in the attic of a lonely widower's house or in the caves of a hermit.

Irksof Pests. Boggles engage in petty pranks to amuse themselves, passing the time at their hosts' expense. A boggle isn't above breaking dishes, hiding tools, making frightening sounds to startle cows and sour their milk, or hiding a baby in an attic. Although a boggle's antics might cause distress and unintentional harm, mischief—not mayhem—is usually its intent. If threatened, a boggle flees rather than stand and fight.

Oily Excretions. A boggle excretes an oil from its pores and can make its oil slippery or sticky. The oil dries up and disappears an hour later.

Twisting Space. A boggle can create magical openings to travel short distances or to pilfer items that would otherwise be beyond its reach. To create such a rift in space, a boggle must be adjacent to a space defined by a frame, such as an open window or a doorway, a gap between the bars of a cage, or the opening between the feet of a bed and the floor. The rift is invisible and disappears after a few seconds—enough time for the boggle to step, reach, or attack through it.

Unreliable Allies. A boggle makes a decent servant for a strong-willed master, and wicked creatures such as fomorians and hags sometimes shelter boggles in their lairs. Warlocks who form pacts with archfey have also been known to command boggles, and charismatic individuals who make the right offers have enjoyed temporary alliances with these little tricksters. A bored boggle always finds some way to entertain itself.

BOGGLE

Small fey, chaotic neutral

Armor Class 14

Hit Points 18 (4d6 + 4)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	13 (+1)	6 (-2)	12 (+1)	7 (-2)

Skills Perception +3, Sleight of Hand +6, Stealth +6

Damage Resistances fire

Senses darkvision 60 ft., passive Perception 13

Languages Sylvan

Challenge 1/8 (25 XP)

Boggle Oil. The boggle excretes nonflammable oil from its pores. The boggle chooses whether the oil is slippery or sticky and can change the oil on its skin from one consistency to another as a bonus action.

Slippery Oil: While coated in slippery oil, the boggle gains advantage on Dexterity (Acrobatics) checks made to escape bonds, squeeze through narrow spaces, and end grapples.

Sticky Oil: While coated in sticky oil, the boggle gains advantage on Strength (Athletics) checks made to grapple and any ability check made to maintain a hold on another creature, a surface, or an object. The boggle can also climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Dimensional Rift. As a bonus action, the boggle can create an invisible and immobile rift within an opening or frame it can see within 5 feet of it, provided that the space is no bigger than 10 feet on any side. The dimensional rift bridges the distance between that space and any point within 30 feet of it that the boggle can see or specify by distance and direction (such as "30 feet straight up"). While next to the rift, the boggle can see through it and is considered to be next to the destination as well, and anything the boggle puts through the rift (including a portion of its body) emerges at the destination. Only the boggle can use the rift, and it lasts until the end of the boggle's next turn.

Uncanny Smell. The boggle has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

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

Oil Puddle. The boggle creates a puddle of oil that is either slippery or sticky (boggle's choice). The puddle is 1 inch deep and covers the ground in the boggle's space. The puddle is difficult terrain for all creatures except boggles and lasts for 1 hour.

If the oil is slippery, any creature that enters the puddle's area or starts its turn there must succeed on a DC 11 Dexterity saving throw or fall prone.

If the oil is sticky, any creature that enters the puddle's area or starts its turn there must succeed on a DC 11 Strength saving throw or be restrained. On its turn, a creature can use an action to try to extricate itself from the sticky puddle, ending the effect and moving into the nearest safe unoccupied space with a successful DC 11 Strength check.



CATOBLEPAS

The catoblepas is as loathsome as the vile swamplands in which it lives. Like such wastelands, this conglomeration of bloated buffalo, dinosaur, warthog, and hippopotamus parts has few redeeming qualities. Few travelers willingly traverse the territory of a catoblepas.

Animalistic Nature. Despite their ungainly physiology, catoblepas resemble natural beasts. A catoblepas behaves much like an animal, too, ambling through its marshy home, munching choice vegetation, eating the occasional bit of carrion, and wallowing in mire. A catoblepas might be found with the one mate it chooses for life and, on occasion, a calf. Especially if it's guarding its young, a catoblepas attacks anyone that moves too close.

Stench of Death. A catoblepas's stink, like that of death mixed with swamp gas and skunk musk, gives it away as being much more ghastly than its appearance suggests. When it is on the attack, a catoblepas reveals the extent of its horrific nature. The creature's serpentine neck has trouble lifting its head, but one glare from its bloodshot eyes can rot flesh. At the end of its tail is a club that can rattle body and soul if it strikes true, leaving a victim unable to act. If the target of its attacks dies, the catoblepas feasts on the fresh remains.

Blighted Territory. A catoblepas's nature as a creature of disease and decay brings out similar characteristics in the creature's swampy habitat. Such a wetland becomes gloomy, tangled, and more fetid than it was before. Beneficial qualities of the environment, such as healing herbs and clean water, diminish when a catoblepas lives nearby. Swamp gases have a hint of the catoblepas's foulness to them. Animals in the area are more aggressive and liable to be diseased. Degenerate creatures are likely to take up residence near a catoblepas's territory, as are those seeking to avoid notice.

Sinister Folklore. Ordinary folk rarely see a catoblepas, but the creature has such a feared reputation that stories about it are ingrained in the popular culture. Any rumor of a catoblepas taking up residence nearby is taken to be a bad omen, even if the rumor is proven false. The silhouette of a catoblepas, with its tail extended over its body and its head held low, is a baleful heraldic figure signifying death or doom.

Sages say that gods of pestilence and rot created catoblepas as embodiments of their influence. Whatever the origin of the creature, stories link the catoblepas to misfortune, and many of these yarns have elements of truth. Some such tales claim that hags tend catoblepas like cattle, and that a swamp that contains a catoblepas might also be home to a hag that drinks the monster's milk. Although a particular catoblepas might not be linked to a hag, a coven of hags might keep one or more of these beasts as guardians or pets. Other legends say that those of impure heart can tame a catoblepas. Indeed, some tales have circulated of malevolent warlocks and dark knights who have discovered how to domesticate the beasts and use them as mounts.

CATOBLEPAS

Large monstrosity, unaligned

Armor Class 14 (natural armor)

Hit Points 84 (8d10 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	21 (+5)	3 (-4)	14 (+2)	8 (-1)

Senses darkvision 60 ft., passive Perception 12

Languages —

Challenge 5 (1,800 XP)

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

Stench. Any creature other than a catoblepas that starts its turn within 10 feet of the catoblepas must succeed on a DC 16 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the stench of any catoblepas for 1 hour.

Actions

Tail. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 21 (5d6 + 4) bludgeoning damage, and the target must succeed on a DC 16 Constitution saving throw or be stunned until the start of the catoblepas's next turn.

Death Ray (Recharge 5–6). The catoblepas targets a creature that it can see within 30 feet of it. The target must make a DC 16 Constitution saving throw, taking 36 (8d8) necrotic damage on a failed save, or half as much damage on a successful one. If the saving throw fails by 5 or more, the target instead takes 64 necrotic damage. The target dies if reduced to 0 hit points by this ray.

CAVE FISHER

A cave fisher is a subterranean arachnid with a long snout that houses spinnerets, enabling the creature to produce sticky filament, much like the strands of a spider's webbing, which the creature uses to snag prey.

Ambushers. A cave fisher usually hunts small animals and is fond of bats, so it stretches its filament over an opening that such prey might travel through. It then climbs to a hiding spot and adheres itself to the surface to rest and wait. When prey blunders into the filament, the cave fisher reels in its meal. A group of cave fishers might work together to cover a large area with filaments, but as soon as one captures potential food, every cave fisher in the area competes for the prize. If a victim escapes from the initial ambush, a cave fisher can reclaim its prey by shooting a filament out to capture it again.

Moving Up in the World. Scarce food might draw a group of cave fishers up to the surface, into a shadowy canyon or a gloomy forest that features both native animal prey and creatures such as explorers or travelers occasionally moving through the area.

A cave fisher instinctively knows that larger targets such as humanoids are more difficult to overcome, so the creatures shy away from attacking such prey unless they come across a solitary target. They might try to pick off a scout moving ahead of a group of travelers or a straggler lagging behind, rather than attracting the attention of the entire group.

Valuable Innards. Nearly every part of a cave fisher is useful after the creature has been dispatched. Its blood is alcoholic and tastes like strong liquor. Several dwar-

ven spirits include cave fisher blood as part of the recipe, and some dwarves, especially berserkers, drink the blood straight. If they are gathered after being extruded, cave fisher filaments can be woven into rope that is thin, tough, and nearly invisible. Cave fisher meat is edible, tasting much like crab cooked in strong wine. The creature's shell is used in the manufacture of tools, armor, and jewelry.

Reluctant Servants. While some folk hunt cave fishers to kill them for their filaments and their blood, others capture cave fisher eggs and rear the hatchlings. Cave fishers have a natural aversion to fire, since their blood is flammable. As such, chitines and hobgoblins sometimes use the threat of fire to train cave fishers, then employ them to guard passages or as beasts of war.

CAVE FISHER

Medium monstrosity, unaligned

Armor Class 16 (natural armor)

Hit Points 58 (9d8 + 18)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	3 (-4)	10 (+0)	3 (-4)

Skills Perception +2, Stealth +5

Senses blindsight 60 ft., passive Perception 12

Languages —

Challenge 3 (700 XP)

Adhesive Filament. The cave fisher can use its action to extend a sticky filament up to 60 feet, and the filament adheres to anything that touches it. A creature adhered to the filament is grappled by the cave fisher (escape DC 13), and ability checks made to escape this grapple have disadvantage. The filament can be attacked (AC 15; 5 hit points; immunity to poison and psychic damage), but a weapon that fails to sever it becomes stuck to it, requiring an action and a successful DC 13 Strength check to pull free. Destroying the filament deals no damage to the cave fisher, which can extrude a replacement filament on its next turn.

Flammable Blood. If the cave fisher drops to half its hit points or fewer, it gains vulnerability to fire damage.

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

ACTIONS

Multiattack. The cave fisher makes two attacks with its claws.

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

Filament. One creature grappled by the cave fisher's adhesive filament must make a DC 13 Strength saving throw, provided that the target weighs 200 pounds or less. On a failure, the target is pulled into an unoccupied space within 5 feet of the cave fisher, and the cave fisher makes a claw attack against it as a bonus action. Reeling up the target releases anyone else who was attached to the filament. Until the grapple ends on the target, the cave fisher can't extrude another filament.



CHITINES

Chitines are multiarmed humanoids with arachnid qualities that serve Lolth. They operate in well-organized colonies that prove to be effective fighters in the war against the enemies of the Demon Queen of Spiders. On occasion, Lolth pits chitines against dark elves—even though both groups worship her—as a way of punishing the drow, who created the chitines but displeased their goddess by doing so.

Unnatural Origin. Long ago, the drow first subjected elf prisoners to horrible rituals that transformed the captives into creatures with both humanoid and spider traits, which their creators dubbed chitines. The dark elves' intention was to create slaves dedicated first of all to the drow and, by association with them, to Lolth. As the drow ultimately discovered, the goddess found this arrangement unacceptable.

The creation process required cooperation between magical disciplines. Drow wizards and warlocks used arcane magic and demonic powers, and drow priestesses invoked Lolth's aid for the divine spark needed to ensure the subject's survival. Lolth watched, expecting at some part of the process to see these new abominations dedicated to her, but no such ritual was performed. In retribution for this lack of respect, the Spider Queen twisted the drow's creation rituals to serve her own purposes.

Lolth's Revenge. As the drow continued to perform the rituals, the process usually transformed the subject into the spindly, stunted creature they expected. Occasionally, though, the elf changed into a monstrosity that was more spider than elf, resembling Lolth in her spider form, and more cunning than a chitine, that the drow dubbed a choldrith.

At first, the drow were unaware that the new creatures were signs of Lolth's displeasure with them. Instead, they were pleased, because choldriths could lay eggs that birthed more chitines (and the rare choldrith) and could direct the chitines in their work. But the dark elves came to realize their mistake—choldriths belonged to Lolth, body and soul. They whispered to the chitines of their adoration of the Spider Queen and their enmity of the drow, and the seeds of a rebellion took root and grew. The chitines and choldriths rose up against their would-be masters; soon afterward most of the creatures were free, and a number of the drow who helped breed and tend them were dead.

Nowadays, drow still create chitines when they have need to. Outside the presence of a choldrith, chitines make good workers for the drow, and they can be useful if the drow find an independent chitine colony and want to infiltrate it. If the creation process yields a choldrith, though, the drow destroy the creature immediately.

Lolth's Chosen. Choldriths are born with a fanatical devotion to Lolth, which leads them to develop some skill in divine magic. They preach that chitines are Lolth's favored people, and that choldriths are the Spider Queen's rightful worldly representatives sent to



CHITINE

Small monstrosity, chaotic evil

Armor Class 14 (hide armor)

Hit Points 18 (4d6 + 4)

Speed 30 ft., climb 30 ft.

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

Skills Athletics +4, Stealth +4

Senses darkvision 60 ft., passive Perception 10

Languages Undercommon

Challenge 1/2 (100 XP)

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

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

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

Web Walker. The chitine ignores movement restrictions caused by webbing.

ACTIONS

Multiattack. The chitine makes three attacks with its daggers.

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.



LOOK LIKE SPIDERS, BUT A COLONY OF THEM BEHAVES LIKE ANTS, OBEYING A QUEEN—AND HER QUEEN IS LOLTH. AND LOLTH IS ALL TEMPER AND CRUEL WHIM.
—ELMINSTER

free the chitines from slavery. Although choldriths and chitines lack sexual characteristics, and choldriths need no mate to lay eggs, these creatures choose the gender identity of their goddess. Choldriths also believe and teach that Lolth's spider form, much like that of a choldrith, is her truest shape. Any idol to Lolth in a chitine colony depicts Lolth in this way.

As servants of Lolth, choldriths and chitines love spiders and spiderlike creatures. They rear spiders and similar arachnids, such as cave fishers. Chitine colonies erect shrines to Lolth that serve as beacons, attracting spiders and other evil, brutish beings that serve her. Anywhere chitines set up a colony quickly becomes a web-shrouded, gloomy, and treacherous place.

Communal Spiders. Chitines and choldriths resemble spiders, but they behave more like social insects such as ants. Chitines are divided into worker and warrior castes, and choldriths occupy the top levels of a colony's hierarchy. Each chitine has a social position that comes with duties related to that rank, and all chitines are expected to willingly sacrifice themselves to protect the choldriths. Every chitine has spinnerets and slowly produces webbing that is used to build floors, walls, structures, objects, and traps that benefit and protect the colony. A warrior might be responsible for crafting web armor (which is as tough as hide or leather), while a group of workers might be tasked to dig a pit trap and cover it with fragile webbing disguised with loose dirt to appear as a solid surface.

A colony can support numerous choldriths, which serve as commanders, priests, and supervisors. The choldriths continually jockey for position, although they rarely confront one another in a way that puts the colony at risk. The colony is ruled by a singular sovereign that determines which colony members perform which tasks, including whether she or any other choldrith is permitted to lay eggs. If this supreme ruler receives a vision from Lolth, she might change her colony's entire course of action. At such times, chitines have emerged from the Underdark to settle in remote, gloomy places on the surface, from where they can wage war on other species, especially drow and elves.

CHOLDRITH

Medium monstrosity, chaotic evil

Armor Class 15 (studded leather armor)

Hit Points 66 (12d8 + 12)

Speed 30 ft., climb 30 ft.

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

Skills Athletics +5, Religion +2, Stealth +5

Senses darkvision 60 ft., passive Perception 12

Languages Undercommon

Challenge 3 (700 XP)

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

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

Cantrips (at will): *guidance, mending, resistance, thaumaturgy*
1st level (4 slots): *bane, healing word, sanctuary, shield of faith*
2nd level (3 slots): *hold person, spiritual weapon (dagger)*

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

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

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

Web Walker. The choldrith ignores movement restrictions caused by webbing.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage plus 10 (3d6) poison damage.

Web (Recharge 5–6). *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one Large or smaller creature. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 11 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; 5 hit points; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).



CRANIUM RATS

Mind flayers create cranium rats by bombarding normal rats with psionic energy.

Evil Collectives. Cranium rats are no smarter than ordinary rats and behave as such. However, if enough cranium rats come together to form a swarm, they merge their minds into a single intelligence with the accumulated memories of all the swarm's constituents. The rats become smarter as a result, and they retain their heightened intelligence for as long as the swarm persists. The swarm also awakens latent psionic abilities implanted within each cranium rat by its mind flayer creators, bestowing upon the swarm psionic powers similar to spells.

CRANIUM RAT

Tiny beast, lawful evil

Armor Class 12
Hit Points 2 (1d4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	14 (+2)	10 (+0)	4 (-3)	11 (+0)	8 (-1)

Senses darkvision 30 ft., passive Perception 10
Languages telepathy 30 ft.
Challenge 0 (10 XP)

Illumination. As a bonus action, the cranium rat can shed dim light from its brain in a 5-foot radius or extinguish the light.

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

ACTIONS

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

A rat separated from the swarm becomes an ordinary cranium rat with an Intelligence of 15. It loses 1 point of Intelligence each day that it remains separated from the swarm. Its Intelligence can't drop below 4 and becomes 15 again if it rejoins the swarm or another one.

Telepathic Vermin. A single, low-intelligence cranium rat uses its natural telepathy to communicate hunger, fear, and other base emotions. A swarm of cranium rats communicating telepathically "speaks" as one creature, often referring to itself using the collective pronouns "we" and "us."

Spies for an Elder Brain. Mind flayer colonies use cranium rats as spies. The rats invade surface communities and act as eyes and ears for the elder brain, transmitting their thoughts when they swarm and are within range of the elder brain's telepathy.

Cranium rats occasionally spread beyond the elder brain's range of influence. Whatever these rats do is of no concern to the elder brain, and the illithids can always make more if they so desire.

SWARM OF CRANIUM RATS

Medium swarm of Tiny beasts, lawful evil

Armor Class 12
Hit Points 36 (8d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	10 (+0)	15 (+2)	11 (+0)	14 (+2)

Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
Senses darkvision 30 ft., passive Perception 10
Languages telepathy 30 ft.
Challenge 5 (1,800 XP)

Illumination. As a bonus action, the swarm can shed dim light from its brains in a 5-foot radius, increase the illumination to bright light in a 5- to 20-foot radius (and dim light for an additional number of feet equal to the chosen radius), or extinguish the light.

Innate Spellcasting (Psionics). The swarm's innate spellcasting ability is Intelligence (spell save DC 13). As long as it has more than half of its hit points remaining, the swarm can innately cast the following spells, requiring no components:

At will: *command, comprehend languages, detect thoughts*
1/day each: *confusion, dominate monster*

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny rat. The swarm can't regain hit points or gain temporary hit points.

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

ACTIONS

Bites. *Melee Weapon Attack:* +5 to hit, reach 0 ft., one target in the swarm's space. **Hit:** 14 (4d6) piercing damage, or 7 (2d6) piercing damage if the swarm has half of its hit points or fewer.