

# DARKLINGS

Ancient legends speak of a seelie fey who betrayed the Summer Queen. His true name has been stricken from history, but the stories call him Dubh Catha (“Dark Crow” in Common). So great was the Summer Queen’s wrath that she cursed every member of his house. Other fey refer to the descendants of Dubh Catha’s house as the dubh sith—or, in Common, “darklings.” Darklings most often settle in secluded caverns and chambers beneath the towns of other species. From such enclaves, they quietly ply their trade as thieves and assassins.

**The Killing Light.** The Summer Queen’s curse causes a darkling’s body to absorb light, and doing so wizens the creature, much like the effect of rapid aging. For this reason, darklings cover every part of their body with clothing when exposure to light is a risk. The light a darkling absorbs over the course of its lifetime explodes outward when the darkling dies, incinerating the creature and much of its possessions.

**Love of Art.** Despite their curse, darklings retain a fondness for the beauty of art. A darkling might risk taking a peek at a sunset or lighting a tiny candle to glimpse the colors in a painting or a jewel.

**Elder Transformation.** A wise and respected darkling can qualify to undergo a ritual to become an elder. Other elders mark the supplicant with glowing tattoos, channeling some of the darkling’s absorbed light away from its body. If the ritual succeeds, the darkling grows into a tall and fair form, like that of a gray-skinned elf. The darkling perishes if the ritual fails.



## DARKLING

*Small fey, chaotic neutral*

**Armor Class** 14 (leather armor)

**Hit Points** 13 (3d6 + 3)

**Speed** 30 ft.

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

**Skills** Acrobatics +5, Deception +2, Perception +5, Stealth +7  
**Senses** blindsight 30 ft., darkvision 120 ft., passive Perception 15  
**Languages** Elvish, Sylvan  
**Challenge** 1/2 (100 XP)

**Death Flash.** When the darkling dies, nonmagical light flashes out from it in a 10-foot radius as its body and possessions, other than metal or magic objects, burn to ash. Any creature in that area and able to see the bright light must succeed on a DC 10 Constitution saving throw or be blinded until the end of the creature’s next turn.

**Light Sensitivity.** While in bright light, the darkling has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

### 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. If the darkling has advantage on the attack roll, the attack deals an extra 7 (2d6) piercing damage.

## DARKLING ELDER

*Medium fey, chaotic neutral*

**Armor Class** 15 (studded leather armor)

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

**Speed** 30 ft.

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

**Skills** Acrobatics +5, Deception +3, Perception +6, Stealth +7  
**Senses** blindsight 30 ft., darkvision 120 ft., passive Perception 16  
**Languages** Elvish, Sylvan  
**Challenge** 2 (450 XP)

**Death Burn.** When the darkling elder dies, magical light flashes out from it in a 10-foot radius as its body and possessions, other than metal or magic objects, burn to ash. Any creature in that area must make a DC 11 Constitution saving throw. On a failure, the creature takes 7 (2d6) radiant damage and, if the creature can see the light, is blinded until the end of its next turn. If the saving throw is successful, the creature takes half the damage and isn’t blinded.

### ACTIONS

**Multiattack.** The darkling elder makes two melee attacks.

**Shortsword.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage. If the darkling elder had advantage on the attack roll, the attack deals an extra 10 (3d6) piercing damage.

**Darkness (Recharges after a Short or Long Rest).** The darkling elder casts *darkness* without any components. Wisdom is its spellcasting ability.



If you meet a human and there's something fishy about them, they might be a deep scion. Or a crook, or just a fishmonger. Sometimes fish stink is just fish stink.

—Volo



## DEEP SCION

Deep scions began life as people who were stolen from shore or saved from sinking ships and offered a terrible bargain by an undersea power: surrender, body and soul, or drown. Those who submit are subjected to an ancient ritual widespread among evil aquatic creatures. Its methods are painful and the result never certain, but when it works, the magic transforms an air-breathing person into a shapechanger that can take a form that is fully at home beneath the waves.

**Spies from the Sea.** A deep scion emerges from the depths in service to its underwater master, which is likely a kraken or some other ancient being of the deep. While wearing the mind and body of the person it once was as a sort of mask, the creature is bent on fulfilling its master's desires. Sometimes a deep scion returns to its former home and a hero's welcome—unexpectedly found alive when all hope was lost. At other times the deep scion takes on a new identity. In any case, it is the deep scion's duty to infiltrate the air-breathing world and report back to its master. When set to its task, a deep scion worms its way into the life of an unsuspecting enemy as a new best friend, an irresistible lover, the perfect candidate for a job, or in some other role that enables the minion to carry out its master's commands.

**Cold-Hearted Killers.** The training to which a deep scion is subjected rids it of empathy for those whom it spies on. Though one might behave as though infatuated, laugh at the joke of a friend, or appear incensed at some injustice, each of these acts is artificial to the deep scion, a means to an end. It believes that its true form is the shape it takes when it returns to the sea that it thinks of as home. Ironically, however, a deep scion that is killed when in its piscine form is stripped of the magic that robbed it of emotion, leaving behind the corpse of the person the deep scion once was.

## DEEP SCION

Medium humanoid (shapechanger), neutral evil

Armor Class 11

Hit Points 67 (9d8 + 27)

Speed 30 ft. (20 ft. and swim 40 ft. in hybrid form)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	10 (+0)	12 (+1)	14 (+2)

Saving Throws Wis +3, Cha +4

Skills Deception +6, Insight +3, Sleight of Hand +3, Stealth +3

Senses darkvision 120 ft., passive Perception 11

Languages Aquan, Common, thieves' cant

Challenge 3 (700 XP)

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

**Amphibious (Hybrid Form Only).** The deep scion can breathe air and water.

### ACTIONS

**Multiattack.** In humanoid form, the deep scion makes two melee attacks. In hybrid form, the deep scion makes three attacks: one with its bite and two with its claws.

**Battleaxe (Humanoid Form Only).** *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.

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

**Claw (Hybrid Form Only).** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

**Psychic Screech (Hybrid Form Only; Recharges after a Short or Long Rest).** The deep scion emits a terrible scream audible within 300 feet. Creatures within 30 feet of the deep scion must succeed on a DC 13 Wisdom saving throw or be stunned until the end of the deep scion's next turn. In water, the psychic screech also telepathically transmits the deep scion's memories of the last 24 hours to its master, regardless of distance, so long as it and its master are in the same body of water.





## DEMONS

Demon lords create lesser demons for the purpose of spreading chaos and terror throughout the multiverse. Three such demons are described here.

### BABAU

Demons and devils clash endlessly for control of the Lower Planes. One of these battles pitted the legions of the archdevil Glasya against the screaming hordes of the demon lord Graz'zt. It is said that Glasya wounded Graz'zt with her sword, and the first babaus arose where his blood struck the ground. Their sudden appearance helped rout Glasya and secured Graz'zt's place as one of the preeminent demon lords of the Abyss.

A babau demon possesses the cunning of a devil and the bloodthirstiness of a demon. It has leathery black skin pulled tight over its gaunt frame, and a curved horn protruding from the back of its elongated skull. A babau's baleful glare can weaken a creature.

### MAW DEMON

Maw demons share Yeenoghu's ceaseless hunger for carnage and mortal flesh. After a maw demon rests for 8 hours, anything devoured by it is transported directly into the Lord of Savagery's gullet.

Maw demons appear among gnoll war bands, usually summoned as part of ritual offerings of freshly slain humanoids made to Yeenoghu. The gnolls don't command them, but these demons accompany the war band and attack whatever creatures the gnolls fall upon.

### SHOOSUVA

A shoosuva is a hyena-demon gifted by Yeenoghu to an especially powerful gnoll (typically as a fang of Yeenoghu). A shoosuva manifests shortly after a war band achieves a great victory, emerging from a billowing, fetid cloud of smoke as it arrives from the Abyss. In battle, the demon wraps its slavering jaws around one victim while lashing out with the poisonous stinger on its tail to bring down another one. A creature immobilized by the poison becomes easy pickings for any gnolls nearby.

Each shoosuva is bonded to a particular gnoll and fights alongside its master. A gnoll that has been gifted with a shoosuva is second only to a flind in status within a war band.

### BABAU

*Medium fiend (demon), chaotic evil*

**Armor Class** 16 (natural armor)

**Hit Points** 82 (11d8 + 33)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	16 (+3)	11 (+0)	12 (+1)	13 (+1)

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

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

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 120 ft., passive Perception 15

**Languages** Abyssal

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

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

At will: *darkness, dispel magic, fear, heat metal, levitate*

### ACTIONS

**Multiattack.** The babau makes two melee attacks. It can also use Weakening Gaze before or after making these attacks.

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

**Spear.** *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, or 8 (1d8 + 4) piercing damage when used with two hands to make a melee attack.

**Weakening Gaze.** The babau targets one creature that it can see within 20 feet of it. The target must make a DC 13 Constitution saving throw. On a failed save, the target deals only half damage with weapon attacks that use Strength 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.





## MAW DEMON

Medium fiend (demon), chaotic evil

Armor Class 13 (natural armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	13 (+1)	5 (-3)	8 (-1)	5 (-3)

**Damage Resistances** cold, fire, lightning

**Damage Immunities** poison

**Condition Immunities** charmed, frightened, poisoned

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

**Languages** understands Abyssal but can't speak

**Challenge** 1 (200 XP)

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

### ACTIONS

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

*Hit:* 11 (2d8 + 2) piercing damage.



## SHOOSUVA

Large fiend (demon), chaotic evil

Armor Class 14 (natural armor)

Hit Points 110 (13d10 + 39)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	17 (+3)	7 (-2)	14 (+2)	9 (-1)

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

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

**Damage Immunities** poison

**Condition Immunities** charmed, frightened, poisoned

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

**Languages** Abyssal, Gnoll, telepathy 120 ft.

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

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

### ACTIONS

**Multiaction.** The shoosuva makes two attacks: one with its bite and one with its tail stinger.

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.

*Hit:* 26 (4d10 + 4) piercing damage.

**Tail Stinger.** *Melee Weapon Attack:* +7 to hit, reach 15 ft., one creature. *Hit:* 13 (2d8 + 4) piercing damage, and the target must succeed on a DC 14 Constitution saving throw or become poisoned. While poisoned, the target is also paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.





## DEVOURER

Of all the abominations Orcus has unleashed, devourers are among the most feared. These tall, mummy-like fiends wander the planes, consuming souls and, by example, spreading Orcus's creed of replacing all life with everlasting death.

**Instruments of Orcus.** A lesser demon that proves itself to Orcus might be granted the privilege of becoming a devourer. The Prince of Undeath transforms such a demon into an 8-foot-tall, desiccated humanoid with a hollowed-out ribcage, then fills the new creature with a hunger for souls. Orcus grants each new devourer the essence of a less fortunate demon to power the devourer's first foray into the planes. Most devourers remain in the Abyss, or on the Astral or Ethereal Plane, pursuing Orcus's schemes and interests in those realms. When Orcus sends devourers to the Material Plane, he often sets them on a mission to create, control, and lead a plague of undead. Skeletons, zombies, ghouls and ghosts, and shadows are particularly attracted to the presence of a devourer.

**Tormentors of Souls.** Devourers hunt humanoids, with the intent of consuming them body and soul. After a devourer brings a target to the brink of death, it pulls the victim's body in and traps the creature within its own ribcage. As the victim tries to stave off death (usually without success), the devourer tortures its soul with telepathic noise. When the victim expires, it undergoes

I've heard of "rib-sticking," but this is ridiculous.  
—Volo

a horrible transformation, springing forth from the devourer's body to begin its new existence as an undead servitor of the monster that spawned it.

**Fiendish Nature.** A devourer doesn't require air, food (other than souls), drink, or sleep.

## DEVOURER

Large fiend, chaotic evil

Armor Class 16 (natural armor)

Hit Points 178 (17d10 + 85)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	13 (+1)	10 (+0)	16 (+3)

**Damage Resistances** cold, fire, lightning

**Damage Immunities** poison

**Condition Immunities** poisoned

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

**Languages** Abyssal, telepathy 120 ft.

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

## ACTIONS

**Multiattack.** The devourer makes two claw attacks and can use either Imprison Soul or Soul Rend.

**Claw.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage plus 21 (6d6) necrotic damage.

**Imprison Soul.** The devourer chooses a living humanoid with 0 hit points that it can see within 30 feet of it. That creature is teleported inside the devourer's ribcage and imprisoned there. A creature imprisoned in this manner has disadvantage on death saving throws. If it dies while imprisoned, the devourer regains 25 hit points, immediately recharges Soul Rend, and gains an additional action on its next turn. Additionally, at the start of its next turn, the devourer regurgitates the slain creature as a bonus action, and the creature becomes an undead. If the victim had 2 or fewer Hit Dice, it becomes a **zombie**. If it had 3 to 5 Hit Dice, it becomes a **ghoul**. Otherwise, it becomes a **wight**. A devourer can imprison only one creature at a time.

**Soul Rend (Recharge 6).** The devourer creates a vortex of life-draining energy in a 20-foot radius centered on itself. Each humanoid in that area must make a DC 18 Constitution saving throw, taking 44 (8d10) necrotic damage on a failed save, or half as much damage on a successful one. Increase the damage by 10 for each living humanoid with 0 hit points in that area.



## DINOSAURS

The *Monster Manual* has statistics for several kinds of dinosaurs. This section provides several more.

### BRONTOSAURUS

This massive four-legged dinosaur is large enough that most predators leave it alone. Its deadly tail can drive away or kill smaller threats.

### DEINONYCHUS

This larger cousin of the velociraptor kills by gripping its target with its claws and feeding while the creature is still alive.

### DIMETRODON

This sail-backed reptile is commonly found in areas where dinosaurs live. It hunts on shores and in shallow water, filling a similar role as a crocodile.

### HADROSAURUS

A hadrosaurus is a semi-quadrupedal herbivore recognizable by its bony head crests. If raised as a hatchling, it can be trained to carry a Small or Medium rider.

### QUETZALCOATLUS

This giant relative of the pteranodon has a wingspan exceeding 30 feet. Although it can move on the ground like a quadruped, it is more comfortable in the air.

### STEGOSAURUS

This heavily built dinosaur has rows of plates on its back and a flexible, spiked tail held high to strike predators. It tends to travel in herds of mixed ages.

### VELOCIRAPTOR

This feathered dinosaur is about the size of a large turkey. It is an aggressive predator and often hunts in packs to bring down larger prey.

### DIMETRODON

*Medium beast, unaligned*

**Armor Class** 12 (natural armor)

**Hit Points** 19 (3d8 + 6)

**Speed** 30 ft., swim 20 ft.

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

**Skills** Perception +2

**Senses** passive Perception 12

**Languages** —

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

#### ACTIONS

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

*Hit:* 9 (2d6 + 2) piercing damage.

### BRONTOSAURUS

*Gargantuan beast, unaligned*

**Armor Class** 15 (natural armor)

**Hit Points** 121 (9d20 + 27)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	9 (-1)	17 (+3)	2 (-4)	10 (+0)	7 (-2)

**Saving Throws** Con +6

**Senses** passive Perception 10

**Languages** —

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

#### ACTIONS

**Stomp.** *Melee Weapon Attack:* +8 to hit, reach 20 ft., one target. *Hit:* 27 (5d8 + 5) bludgeoning damage, and the target must succeed on a DC 14 Strength saving throw or be knocked prone.

**Tail.** *Melee Weapon Attack:* +8 to hit, reach 20 ft., one target.

*Hit:* 32 (6d8 + 5) bludgeoning damage.

### DEINONYCHUS

*Medium beast, unaligned*

**Armor Class** 13 (natural armor)

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

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	14 (+2)	4 (-3)	12 (+1)	6 (-2)

**Skills** Perception +3

**Senses** passive Perception 13

**Languages** —

**Challenge** 1 (200 XP)

**Pounce.** If the deinonychus moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the deinonychus can make one bite attack against it as a bonus action.

#### ACTIONS

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

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

*Hit:* 6 (1d8 + 2) piercing damage.

**Claw.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

*Hit:* 6 (1d8 + 2) slashing damage.





## HADROSAURUS

Large beast, unaligned

**Armor Class** 11 (natural armor)  
**Hit Points** 19 (3d10 + 3)  
**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	2 (-4)	10 (+0)	5 (-3)

**Skills** Perception +2  
**Senses** passive Perception 12  
**Languages** —  
**Challenge** 1/4 (50 XP)

### ACTIONS

**Tail.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) bludgeoning damage.

## QUETZALCOATLUS

Huge beast, unaligned

**Armor Class** 13 (natural armor)  
**Hit Points** 30 (4d12 + 4)  
**Speed** 10 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	13 (+1)	2 (-4)	10 (+0)	5 (-3)

**Skills** Perception +2  
**Senses** passive Perception 12  
**Languages** —  
**Challenge** 2 (450 XP)

**Dive Attack.** If the quetzalcoatlus is flying and dives at least 50 feet toward a target and then hits with a bite attack, the attack deals an extra 10 (3d6) damage to the target.

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

### ACTIONS

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 10 ft., one creature. *Hit:* 12 (3d6 + 2) piercing damage.

## STEGOSAURUS

Huge beast, unaligned

**Armor Class** 13 (natural armor)  
**Hit Points** 76 (8d12 + 24)  
**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (-1)	17 (+3)	2 (-4)	11 (+0)	5 (-3)

**Senses** passive Perception 10  
**Languages** —  
**Challenge** 4 (1,100 XP)

### ACTIONS

**Tail.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 26 (6d6 + 5) piercing damage.

## VELOCIRAPTOR

Tiny beast, unaligned

**Armor Class** 13 (natural armor)  
**Hit Points** 10 (3d4 + 3)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	13 (+1)	4 (-3)	12 (+1)	6 (-2)

**Skills** Perception +3  
**Senses** passive Perception 13  
**Languages** —  
**Challenge** 1/4 (50 XP)

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

### ACTIONS

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

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

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



These drow house pets are as graceful and nimble as Waterdhavian stage dancers. Only they're slayers and enforcers, four-armed brutes built like an ogre. Life isn't fair.

—Volo



## DRAEGLOTH

A draegloth is a half-drow, half-glabrezu demon, born of a drow high priestess in an unholy, dangerous ritual. Gifted with innate magic and physical might, it usually remains in the service of its mother's house, lending its thirst for destruction to that house's plans to triumph over its rivals.

A draegloth is an ogre-sized, four-armed humanoid with purple-black skin and yellow-white hair. Two of its arms are huge and muscular, tipped with sharp claws; the other two are the size and shape of drow arms, capable of delicate movements. Although the creature is heavily muscled, it is graceful and quiet like a drow. Its face is clearly demonic, with bestial features, glowing red eyes, an elongated doglike snout, and a mouth full of sharp teeth.

**Blessing on the House.** The ritual to create a draegloth succeeds only rarely, but when it does, it is a great event that is seen by the drow of the house as a sign of the demon lord Lolth's favor—and a sign of Lolth's disregard for the family's rivals, which were not thus gifted. The birth prompts the leaders of the house to begin crafting new plans to strike at its rivals when the draegloth is fully grown. These plans always use the draegloth in a significant role, because its abilities can turn the tide in a battle against a house that doesn't have a draegloth of its own.

**Subservient Enforcers.** Although it plays an important part in the welfare of its house, a draegloth can't rise above the status of a favored slave or a consort to a priestess. Before a draegloth is given any duties, it receives instruction in accepting the role set for it and not challenging authority. Draegloths instinctively resist this sort of treatment, but most of them take out their frustration on their house's enemies. A draegloth that can't suppress its ambitions might abandon its house and strike out on its own. Whether these rebellious draegloths are part of Lolth's plan for sowing even greater chaos is unclear.

**Brute Cunning and Dark Magic.** A draegloth loves the feeling of tearing opponents apart with its claws and teeth and of wielding the magic that courses through its veins. Most are too impatient to bother with complicated tactics, but a few go on to learn more destructive magic.

## DRAEGLOTH

Large fiend (demon), chaotic evil

Armor Class 15 (natural armor)

Hit Points 123 (13d10 + 52)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	18 (+4)	13 (+1)	11 (+0)	11 (+0)

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

**Damage Resistances** cold, fire, lightning

**Damage Immunities** poison

**Condition Immunities** poisoned

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

**Languages** Abyssal, Elvish, Undercommon

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

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

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

At will: *darkness*

1/day each: *confusion*, *dancing lights*, *faerie fire*

## ACTIONS

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

**Bite.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature.  
*Hit:* 16 (2d10 + 5) piercing damage.

**Claws.** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target.  
*Hit:* 16 (2d10 + 5) slashing damage.



## FIRENEWT

In regions that contain hot springs, volcanic activity, or similar hot and wet conditions, firenewts might be found. These humanoid amphibians live in a militaristic theocracy that reveres elemental fire in its worst incarnation.

**Heat Seekers.** Firenewts need hot water to live and breed. A firenewt becomes sluggish, mentally and physically, after spending a week away from an external source of moist heat. A prolonged lack of heat can shut down a firenewt community, as the creatures within go into hibernation and their eggs stop developing.

Firenewts delve for sources of heat in the earth, such as boiling mud and hot springs, that make ideal places to settle. Through excavation and mining in the area, they fashion living space and obtain an ample supply of minerals for other uses, such as smelting, smithing, and alchemy. A firenewt lair features a network of channels and sluices to circulate hot liquid through the settlement.

The alchemy practiced by firenewts focuses on fire. One of their favorite mixtures is a paste of sulfur, mineral salts, and oil. Firenewts chew this blend habitually, because doing so produces a pleasant internal heat and it enables a firenewt to vomit forth a small ball of flame. Most firenewts carry a container with this mixture in it.

**Religious Militants.** Firenewt society and culture are based on the worship of Imix, the Prince of Evil Fire. This veneration of Imix leads firenewts to be aggressive, wrathful, and cruel. Firenewt warlocks of Imix teach that by demonstrating these qualities, a firenewt warrior in combat can become “touched by the Fire Lord,” entering a nearly unstoppable battle rage.

Warlocks of Imix command warriors to prove their worth by going on raids to bring back treasure and captives. The warlocks take the choicest loot as a tithe to Imix, and then those who participated in the raid divide the rest according to merit. Prisoners that have no apparent usefulness are sacrificed to Imix and then eaten. Those that are deemed capable of mining and performing other chores around the lair are kept as slaves for a while before meeting the same fate.

When firenewts muster for war, rather than merely staging occasional raids, they take no prisoners. Their goal is nothing less than the annihilation of their foes—and they reserve their greatest animosity for others of their kind. If two groups of firenewts come upon each other, it’s likely that they’re in competition for the same territory, and a bloody battle is the usual result.

**Giant Striders.** Firenewts have a close relationship with a type of monstrous beast they believe Imix sent to aid them—borne out by the creatures’ ability to send a gout of flame against distant enemies. Called giant striders, these monsters appear birdlike and reptilian, but are truly neither. Firenewts provide shelter, food, and breeding grounds in their lairs for giant striders, and the striders voluntarily serve as mounts for elite firenewt soldiers.



### FIRENEWT WARRIOR

Medium humanoid (firenewt), neutral evil

Armor Class 16 (chain shirt, shield)

Hit Points 22 (4d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	12 (+1)	7 (-2)	11 (+0)	8 (-1)

Damage Immunities fire

Senses passive Perception 10

Languages Draconic, Ignan

Challenge 1/2 (100 XP)

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

#### ACTIONS

**Multiattack.** The firenewt makes two attacks with its scimitar.

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

**Spit Fire (Recharges after a Short or Long Rest).** The firenewt spits fire at a creature within 10 feet of it. The creature must make a DC 11 Dexterity saving throw, taking 9 (2d8) fire damage on a failed save, or half as much damage on a successful one.





'TIS ALWAYS A FIGHT TO DEATH FOR THEM, SO 'TIS ALSO ONE FOR YE.

—ELMINSTER

## GIANT STRIDER

Large monstrosity, neutral evil

**Armor Class** 14 (natural armor)

**Hit Points** 22 (3d10 + 6)

**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	14 (+2)	4 (-3)	12 (+1)	6 (-2)

**Damage Immunities** fire

**Senses** passive Perception 11

**Languages** —

**Challenge** 1 (200 XP)

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

### ACTIONS

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

**Fire Burst (Recharge 5–6).** The giant strider hurls a gout of flame at a point it can see within 60 feet of it. Each creature in a 10-foot-radius sphere centered on that point must make a DC 12 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save, or half as much damage on a successful one. The fire spreads around corners, and it ignites flammable objects in that area that aren't being worn or carried.

## FIRENEWT WARLOCK OF IMIX

Medium humanoid (firenewt), neutral evil

**Armor Class** 10 (13 with *mage armor*)

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

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	12 (+1)	9 (-1)	11 (+0)	14 (+2)

**Damage Immunities** fire

**Senses** darkvision 120 ft. (penetrates magical darkness), passive Perception 10

**Languages** Draconic, Ignan

**Challenge** 1 (200 XP)

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

**Innate Spellcasting.** The firenewt's innate spellcasting ability is Charisma. It can innately cast *mage armor* (self only) at will, requiring no material components.

**Spellcasting.** The firenewt is a 3rd-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *fire bolt*, *guidance*, *light*, *mage hand*, *prestidigitation*

1st–2nd level (2 2nd-level slots): *burning hands*, *flaming sphere*, *hellish rebuke*, *scorching ray*

**Imix's Blessing.** When the firenewt reduces an enemy to 0 hit points, the firenewt gains 5 temporary hit points.

### ACTIONS

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





## FLAIL SNAIL

A flail snail is a creature of elemental earth that is prized for its multihued shell. Hunters might be lulled into a false sense of confidence upon sighting this ponderous, seemingly nonhostile creature. If any other creature large enough to be a threat approaches too close, though, the snail unleashes a flash of scintillating light and then attacks with its mace-like tentacles.

**Trail of Treasure.** Left undisturbed, a flail snail moves slowly along the ground, consuming everything on the surface, including rocks, sand, and soil, stopping to relish crystal growths and other large mineral deposits. It leaves behind a shimmering trail that quickly solidifies into a thin layer of a nearly transparent substance inedible to the snail. This glassy residue can be harvested and cut to form window panes of varying clearness. It can also be heated and spun into glass objects of other sorts. Some humanoids make a living from trailing flail snails to collect this glass.

### USING THE SHELL OF A FLAIL SNAIL

A flail snail shell, which weighs about 250 pounds, has numerous uses. One intact shell can sell for 5,000 gp.

Many hunters seek the shell for its antimagic properties. A skilled armorer can make three shields from one shell. For 1 month, each shield gives its wielder the snail's Antimagic Shell trait. When the shield's magic fades, it leaves behind an exotic shield that is the perfect item from which to make a *spellguard shield*.

A flail snail shell can also be used to make a *robe of scintillating colors*. The shell is ground and added to the dye while the garment is being fashioned. The powder is also a material component of the ritual that enchants the robe.

## FLAIL SNAIL

Large elemental, unaligned

Armor Class 16 (natural armor)

Hit Points 52 (5d10 + 25)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	5 (-3)	20 (+5)	3 (-4)	10 (+0)	5 (-3)

**Damage Immunities** fire, poison

**Condition Immunities** poisoned

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

**Languages** —

**Challenge** 3 (700 XP)

**Antimagic Shell.** The snail has advantage on saving throws against spells, and any creature making a spell attack against the snail has disadvantage on the attack roll. If the snail succeeds on its saving throw against a spell or a spell attack misses it, an additional effect might occur, as determined by rolling a d6:

1–2. If the spell affects an area or has multiple targets, it fails and has no effect. If the spell targets only the snail, it has no effect on the snail and is reflected back at the caster, using the spell slot level, spell save DC, attack bonus, and spellcasting ability of the caster.

3–4. No additional effect.

5–6. The snail's shell converts some of the spell's energy into a burst of destructive force. Each creature within 30 feet of the snail must make a DC 15 Constitution saving throw, taking 1d6 force damage per level of the spell on a failed save, or half as much damage on a successful one.

**Flail Tentacles.** The flail snail has five flail tentacles. Whenever the snail takes 10 damage or more on a single turn, one of its tentacles dies. If even one tentacle remains, the snail regrows all dead ones within 1d4 days. If all its tentacles die, the snail retracts into its shell, gaining total cover, and it begins wailing, a sound that can be heard for 600 feet, stopping only when it dies 5d6 minutes later. Healing magic that restores limbs, such as the *regenerate* spell, can halt this dying process.

### ACTIONS

**Multiattack.** The flail snail makes as many Flail Tentacle attacks as it has flail tentacles, all against the same target.

**Flail Tentacle. Melee Weapon Attack:** +5 to hit, reach 10 ft., one target. **Hit:** 6 (1d6 + 3) bludgeoning damage.

**Scintillating Shell (Recharges after a Short or Long Rest).** The snail's shell emits dazzling, colored light until the end of the snail's next turn. During this time, the shell sheds bright light in a 30-foot radius and dim light for an additional 30 feet, and creatures that can see the snail have disadvantage on attack rolls against it. In addition, any creature within the bright light and able to see the snail when this power is activated must succeed on a DC 15 Wisdom saving throw or be stunned until the light ends.

**Shell Defense.** The flail snail withdraws into its shell, gaining a +4 bonus to AC until it emerges. It can emerge from its shell as a bonus action on its turn.



## FROGHEMOTH

Huge monstrosity, unaligned

**Armor Class** 14 (natural armor)

**Hit Points** 184 (16d12 + 80)

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

STR	DEX	CON	INT	WIS	CHA
23 (+6)	13 (+1)	20 (+5)	2 (-4)	12 (+1)	5 (-3)

**Saving Throws** Con +9, Wis +5

**Skills** Perception +9, Stealth +5

**Damage Resistances** fire, lightning

**Senses** darkvision 60 ft., passive Perception 19

**Languages** —

**Challenge** 10 (5,900 XP)

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

**Shock Susceptibility.** If the froghemoth takes lightning damage, it suffers several effects until the end of its next turn: its speed is halved, it takes a -2 penalty to AC and Dexterity saving throws, it can't use reactions or Multiattack, and on its turn, it can use either an action or a bonus action, not both.

### ACTIONS

**Multiattack.** The froghemoth makes two attacks with its tentacles. It can also use its tongue or bite.

**Tentacle.** *Melee Weapon Attack:* +10 to hit, reach 20 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage, and the target is grappled (escape DC 16) if it is a Huge or smaller creature. Until the grapple ends, the froghemoth can't use this tentacle on another target. The froghemoth has four tentacles.

**Bite.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage, and the target is swallowed if it is a Medium or smaller creature. A swallowed creature is blinded and restrained, has total cover against attacks and other effects outside the froghemoth, and takes 10 (3d6) acid damage at the start of each of the froghemoth's turns.

The froghemoth's gullet can hold up to two creatures at a time. If the froghemoth takes 20 damage or more on a single turn from a creature inside it, the froghemoth must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, each of which falls prone in a space within 10 feet of the froghemoth. If the froghemoth dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 10 feet of movement, exiting prone.

**Tongue.** The froghemoth targets one Medium or smaller creature that it can see within 20 feet of it. The target must make a DC 18 Strength saving throw. On a failed save, the target is pulled into an unoccupied space within 5 feet of the froghemoth, and the froghemoth can make a bite attack against it as a bonus action.



## FROGHEMOTH

A froghemoth is an amphibious predator as big as an elephant. It lairs in swamps and has four tentacles, a thick rubbery hide, a fang-filled maw with a prehensile tongue, and an extendable stalk sporting three bulbous eyes that face in different directions.

**Otherworldly Entities.** Froghemoths are creatures not of this world. A journal purportedly written long ago by the wizard Lum the Mad describes strange, cylindrical chambers of metal buried in the ground from which froghemoths emerged, but no reliable reports of the location of such places exist.

**Hungry from Birth.** Every few years, a froghemoth can lay a fertile egg without mating. The froghemoth cares nothing for its egg, and might eat it the hatchling. A young froghemoth's survival is most often predicated on its parent leaving it behind in indifference. A newborn froghemoth grows to full size over a period of months by indiscriminately preying on other creatures in its swampy domain. It learns to hide its enormous body in murky pools, keeping only its eyestalk above water to watch for passing creatures. When food comes within reach, the froghemoth erupts from its pool, tentacles and tongue flailing. It can grab several targets at once, keeping them at bay while it wraps its tongue around another one and pulls it in to be devoured.

**Revered by Bullywugs.** If a bullywug tribe comes across a froghemoth, the bullywugs treat the froghemoth as a god and do all they can to coax the monster into their den. A froghemoth can be tamed (after a fashion) by offering it food, and bullywugs can communicate with it on a basic level, so the creature might eat only a few bullywugs before following the rest. Bullywugs gather food as tribute for it, provide it with a comfortable lair, fanatically protect it from harm, and try to ensure that any young froghemoth reaches maturity.