

# KI-RIN

Ki-rins are noble, celestial creatures. In the Outer Planes, ki-rins in service to benevolent deities take a direct role in the eternal struggle between good and evil. In the mortal world, a ki-rin is celebrated far and wide as a harbinger of destiny, a guardian of the sacred, and a counterbalance to the forces of evil.

**Good Personified.** Ki-rins are the embodiment of good, and simply beholding one can evoke fear or awe in an observer. A typical ki-rin looks like a muscular stag the size of an elephant, covered in golden scales lined in some places with golden fur. It has a dark gold mane and tail, coppery cloven hooves, and a spiral-shaped coppery horn just above and between its luminous violet eyes. In a breeze or when aloft, the creature's scales and hair can create the impression that the ki-rin is ablaze with a holy, golden fire.

Beyond their coloration, ki-rins vary in appearance, based on the deity each one reveres and the function it typically performs in service to that god. Some are horse-shaped, looking like gigantic unicorns, and are often used as guardians. Others have draconic features and tend to be aggressive foes of evil. One horn is most common, but a ki-rin of fierce demeanor might have two horns or a set of antlers like those of a great stag.

**Bringers of Boons.** Common folk consider ki-rins to be rare and remote heralds of good fortune. Seeing a ki-

rin fly overhead is a blessing, and events that happen on such a day are especially auspicious. If a ki-rin alights during a ceremony, such as a birth announcement or a coronation, everyone present understands that the creature is telling them great good could be in the offing. The ki-rin conveys its gifts and omens, then rises back into the sky. Ki-rins have also been known to appear at the sites of great battles to inspire and strengthen the side of good, or to rescue heroes from certain death.

A ki-rin in the world claims a territory to watch over, and one ki-rin might safeguard an area that encompasses several nations. On other planes, ki-rins that serve good deities go wherever they are commanded, which could include coming to the Material Plane on a mission. A ki-rin disciple in the world usually serves its deity as a scout, a messenger, or a spy.

Ki-rins are attracted to the worship of deities of courage, loyalty, selflessness, and truth, as well as the advancement of just societies. For instance, in Faerûn, ki-rins rally mostly to Torm, although ki-rins also serve his allies Tyr and Ilmater.

**Objects of Adoration.** Because a ki-rin is renowned for its wisdom, other creatures would naturally seek it out with questions and requests if they could. For that reason among others, the creature makes its lair atop a forbidding mountain peak or in some other equally inaccessible location. Only those that have the tenacity to

## KI-RIN

*Huge celestial, lawful good*

**Armor Class** 20 (natural armor)

**Hit Points** 152 (16d12 + 48)

**Speed** 60 ft., fly 120 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
21 (+5)	16 (+3)	16 (+3)	19 (+4)	20 (+5)	20 (+5)

**Skills** Perception +9, Insight +9, Religion +8

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** blindsight 30 ft., darkvision 120 ft., passive Perception 19

**Languages** all, telepathy 120 ft.

**Challenge** 12 (8,400 XP)

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

At will: *gaseous form*, *major image* (6th-level version), *wind walk*  
1/day: *create food and water*

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

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

**Magic Weapons.** The ki-rin's weapon attacks are magical.

**Spellcasting.** The ki-rin is a 18th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). It has the following cleric spells prepared:

Cantrips (at will): *light*, *mending*, *sacred flame*, *spare the dying*, *thaumaturgy*

1st level (4 slots): *command*, *cure wounds*, *detect evil and good*, *protection from evil and good*, *sanctuary*

2nd level (3 slots): *calm emotions*, *lesser restoration*, *silence*

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

4th level (3 slots): *banishment*, *freedom of movement*, *guardian of faith*

5th level (3 slots): *greater restoration*, *mass cure wounds*, *scrying*

6th level (1 slot): *heroes' feast*, *true seeing*

7th level (1 slot): *etherealness*, *plane shift*

8th level (1 slot): *control weather*

9th level (1 slot): *true resurrection*

## ACTIONS

**Multiaction.** The ki-rin makes three attacks: two with its hooves and one with its horn.

**Hoof.** *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target.  
*Hit:* 10 (2d4 + 5) bludgeoning damage.

**Horn.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target.  
*Hit:* 14 (2d8 + 5) piercing damage.

## LEGENDARY ACTIONS

The ki-rin can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The ki-rin regains spent legendary actions at the start of its turn.

**Detect.** The ki-rin makes a Wisdom (Perception) check or a Wisdom (Insight) check.

**Smite.** The ki-rin makes a hoof attack or casts *sacred flame*.

**Move.** The ki-rin moves up to its half speed without provoking opportunity attacks.



I was awed to tears at the mere sight of my first ki-rin, and I've met gods.

—Volo

complete the daunting journey to a ki-rin's lair can prove themselves worthy of speaking with its occupant.

Many who seek a ki-rin's guidance end up pledging service to the creature. They study as monks under its tutelage and serve as its agents in the world. The followers of a ki-rin might travel incognito across the land, seeking news of growing evil and working behind the scenes, or might be champions of their master's cause, out to defeat villainy wherever it is found.

### LAIR OF LUXURY

On the celestial planes, ki-rins reside in lofty, elegant aeries filled with luxurious objects. In the world, a ki-rin chooses a similar location, such as atop a tall pinnacle or within a cloud solidified by the ki-rin's magic. When viewed from the outside, a ki-rin's lair is indistinguishable from a natural site, and the entrance is difficult for visitors to find and reach. Inside, the lair is a serene and comfortable place, its ambiance a mix between palace and temple. If the ki-rin has taken creatures into its service, its lair doubles as a sacred site wherein the ki-rin not only rests, but also teaches of holy mysteries.

Inside its lair, a ki-rin has the power to conjure objects up to three times per day, using each of the following versions of the power once. One version permanently creates enough objects made of soft, plant-based material—including manufactured objects such as cloth, pillows, rope, blankets, and clothing—to fill a cube 20 feet on a side. The second version permanently creates

enough objects made of wood, or similarly hard plant-based material, to fill a cube 10 feet on a side. The third version creates enough objects made of stone or metal to fill a cube 2 feet on a side, but any materials created in this way last for only 1 hour.

### REGIONAL EFFECTS

The ki-rin's celestial nature transforms the region around its lair. Any of the following magical effects is possible for travelers to encounter in the vicinity:

- Water flows pure within 3 miles of a ki-rin's lair. Any purposeful corruption of the water lasts for no longer than 3 minutes.
- Animals, plants, and good creatures within 3 miles of the ki-rin's lair gain vigor as they evolve toward an idealized form. Such creatures are rarely aggressive toward others that aren't normally prey. Evil creatures can't tolerate the holy atmosphere within the same distance, and usually choose to live much farther from the domain of a ki-rin.
- Curses, diseases, and poisons affecting good-aligned creatures are suppressed when those creatures are within 3 miles of the lair.
- A ki-rin can cast *control weather* while it is within 3 miles of its lair. The spell's point of origin is always the point outdoors closest to the center of its lair. The ki-rin doesn't need to maintain a clear path to the sky or to concentrate for the change in weather to persist.
- Within 3 miles of the lair, winds buoy non-evil creatures that fall due to no act of the ki-rin or its allies. Such creatures descend at a rate of 60 feet per round and take no falling damage.

When the ki-rin dies, all these effects disappear immediately, although the invigorating effect on flora and fauna remains for 3 years.

# KOBOLDS

Some kobolds have gifts bequeathed to them by dragons or gods, enabling them to rise above their peers. Others are born with a cruel inventiveness that few can match.

## KOBOLD DRAGONSHIELD

A kobold dragonshield is a champion of its race. Almost all dragonshields begin life as normal kobolds, then are chosen by a dragon and invested with great powers for the purpose of protecting the dragon's eggs, but once every few years a kobold hatches with an innate version of the dragonshield's abilities. Accomplished at hand-to-hand combat, it bears many scars from desperate fights and carries a shield made out of cast-off dragon scales.

**Uncommon Courage.** A dragonshield knows that it has a place of honor in the tribe, but—being kobolds at heart—most of them feel unworthy of their status and thus desperate to prove themselves deserving of it. A dragonshield's natural kobold cowardice is still present in its makeup, and thus it might still run away from a threat. But it also has the ability to rally in the face of certain death, inspiring other kobolds to follow it in a charge against the invaders of their warren.

## KOBOLD INVENTOR

A kobold inventor, crafty and with quick hands, builds improvised weapons in the hope of gaining some new advantage in combat. An inventor captures bugs, scoops up exotic dungeon slimes, and claims the best stolen goods as ingredients in its experiments. Its creations are sometimes comical in appearance, but—like kobolds' traps—they work a lot better than their materials would suggest.

**Good While They Last.** An inventor's new weapons last for only one or two attacks before they break, but might be surprisingly effective in the meantime. Most inventors are skilled enough that their improvised weapons don't backfire on them, but other users might not be so lucky. The weapons don't have to be lethal—in many cases one serves its purpose if it distracts, scares, or confuses a creature long enough for other kobolds to kill the enemy. In any particular encounter, an inventor usually has one or two improvised weapons at its disposal.

## KOBOLD SCALE SORCERER

A kobold scale sorcerer has an innate talent for arcane magic, making it a highly valuable member of the tribe for several reasons. Because the kobolds' deity remains imprisoned, most tribes lack individuals that can use divine magic, and so the scale sorcerers fill the roles of advisor and historian. In times of peace, they use their spells to fortify and enhance the warren and aid the rest of the tribe. When the tribe is threatened, a scale sorcerer lashes out with fire and poison against enemies, saving a bit of magic for itself in case it needs to flee or take advantage of a captor.

**Duty-Bound to a Dragon.** In a kobold tribe associated with a dragon, typically one that resides in or near the dragon's lair, the scale sorcerer also serves as diplomat and mouthpiece—anticipating the dragon's needs, issu-



## KOBOLD DRAGONSHIELD

*Small humanoid (kobold), lawful evil*

**Armor Class** 15 (leather, shield)

**Hit Points** 44 (8d6 + 16)

**Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	14 (+2)	8 (-1)	9 (-1)	10 (+0)

**Skills** Perception +1

**Damage Resistances** see Dragon's Resistance below

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

**Languages** Common, Draconic

**Challenge** 1 (200 XP)

**Dragon's Resistance.** The kobold has resistance to a type of damage based on the color of dragon that invested it with power (choose or roll a d10): 1–2, acid (black); 3–4, cold (white); 5–6, fire (red); 7–8, lightning (blue); 9–10, poison (green).

**Heart of the Dragon.** If the kobold is frightened or paralyzed by an effect that allows a saving throw, it can repeat the save at the start of its turn to end the effect on itself and all kobolds within 30 feet of it. Any kobold that benefits from this trait (including the dragonshield) has advantage on its next attack roll.

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

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

## ACTIONS

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

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

ing commands to other kobolds on the dragon's behalf, and reporting information back to the dragon. The sorcerer is just as awed by and respectful of dragons as common kobolds are, but it knows that its duty requires it not to fawn over its master at all times. It also understands that its frequent proximity to the dragon means it would probably be the first to die if its master became angry or displeased, and so it frantically maintains a balance between adoration and terror in its behavior toward the dragon.

## KOBOLD INVENTOR

Small humanoid (kobold), lawful evil

**Armor Class** 12

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

**Speed** 30 ft.

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

**Skills** Perception +0

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

**Languages** Common, Draconic

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

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

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

### ACTIONS

**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.

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

**Weapon Invention.** The kobold uses one of the following options (roll a d8 or choose one); the kobold can use each one no more than once per day:

1. **Acid.** The kobold hurls a flask of acid. *Ranged Weapon Attack:* +4 to hit, range 5/20 ft., one target. *Hit:* 7 (2d6) acid damage.

2. **Alchemist's Fire.** The kobold throws a flask of alchemist's fire. *Ranged Weapon Attack:* +4 to hit, range 5/20 ft., one target. *Hit:* 2 (1d4) fire damage at the start of each of the target's turns. A creature can end this damage by using its action to make a DC 10 Dexterity check to extinguish the flames.

3. **Basket of Centipedes.** The kobold throws a small basket into a 5-foot-square space within 20 feet of it. A **swarm of insects (centipedes)** with 11 hit points emerges from the basket and rolls initiative. At the end of each of the swarm's turns, there's a 50 percent chance that the swarm disperses.

4. **Green Slime Pot.** The kobold throws a clay pot full of green slime at the target, and it breaks open on impact. *Ranged Weapon Attack:* +4 to hit, range 5/20 ft., one target. *Hit:* The target is covered in a patch of green slime (see chapter 5 of the *Dungeon Master's Guide*). *Miss:* A patch of green slime covers a randomly determined 5-foot-square section of wall or floor within 5 feet of the target.



5. **Rot Grub Pot.** The kobold throws a clay pot into a 5-foot-square space within 20 feet of it, and it breaks open on impact. A **swarm of rot grubs** (see appendix A) emerges from the shattered pot and remains a hazard in that square.

6. **Scorpion on a Stick.** The kobold makes a *melee weapon attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage, and the target must make a DC 9 Constitution saving throw, taking 4 (1d8) poison damage on a failed save, or half as much damage on a successful one.

7. **Skunk in a Cage.** The kobold releases a skunk into an unoccupied space within 5 feet of it. The skunk has a walking speed of 20 feet, AC 10, 1 hit point, and no effective attacks. It rolls initiative and, on its turn, uses its action to spray musk at a random creature within 5 feet of it. The target must make a DC 9 Constitution saving throw. On a failed save, the target retches and can't take actions 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. A creature that doesn't need to breathe or is immune to poison automatically succeeds on the saving throw. Once the skunk has sprayed its musk, it can't do so again until it finishes a short or long rest.

8. **Wasp Nest in a Bag.** The kobold throws a small bag into a 5-foot-square space within 20 feet of it. A **swarm of insects (wasps)** with 11 hit points emerges from the bag and rolls initiative. At the end of each of the swarm's turns, there's a 50 percent chance that the swarm disperses.

Never make the mistake of thinking kobolds are stupid or backward just because they're small. Size has nothing to do with it.

—Volo



## KOBOLD SCALE SORCERER

*Small humanoid (kobold), lawful evil*

**Armor Class** 15 (natural armor)

**Hit Points** 27 (5d6 + 10)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	14 (+2)	10 (+0)	9 (-1)	14 (+2)

**Skills** Arcana +2, Medicine +1

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

**Languages** Common, Draconic

**Challenge** 1 (200 XP)

**Spellcasting.** The kobold is a 3rd-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It has the following sorcerer spells prepared:

Cantrips (at will): *fire bolt*, *mage hand*, *mending*, *poison spray*  
1st level (4 slots): *charm person*, *chromatic orb*, *expeditious retreat*  
2nd level (2 slots): *scorching ray*

**Sorcery Points.** The kobold has 3 sorcery points. It can spend 1 or more sorcery points as a bonus action to gain one of the following benefits:

**Heightened Spell:** When it casts a spell that forces a creature to make a saving throw to resist the spell's effects, the kobold can spend 3 sorcery points to give one target of the spell disadvantage on its first saving throw against the spell.

**Subtle Spell:** When the kobold casts a spell, it can spend 1 sorcery point to cast the spell without any somatic or verbal components.

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

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

### ACTIONS

**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.



## KORRED

Korreds are unpredictable, secretive fey with strong ties to earth and stone. Because of their magical hair and their mystical understanding of minerals, they are sought after by treasure-hunters, dwarves, and others that desire wealth beneath the earth.

**Earthy Fey.** Korreds prefer to keep their own company and occasionally consort with creatures of elemental earth such as galeb duhr. A tribe of korreds gathers weekly to perform ceremonial dances, beating out rhythms on stone with their hooves and clubs. In the depths of the Material Plane, korreds typically flee from other creatures but become aggressive when they feel insulted or are annoyed by the sounds of mining.

**Stone Sympathy.** No one knows the ways of stone and earth better than a korred. Korreds can seemingly smell veins of metal or gems. A korred on the surface can feel the rise and fall of bedrock under the earth and where caves lie, and underground it knows the pathways through the stone for miles. Secret doors that lead through stone are as obvious as windows to a korred.

Korreds can hurl boulders far larger than it seems they should be able to, shape stone as though it were clay, swim through rock, and summon earth elementals and other creatures. They also gain supernatural strength just from standing on the ground.

**Enchanted Hair.** Korreds have hair all over their bodies, but the hair that grows from their heads is magical. When cut, it transforms into whatever material was used to cut it. Korreds use iron shears to cut lengths of their hair, then weave the strands together to create iron ropes that they can manipulate, animating them to bind or snake around creatures and objects. Korreds take great pride in their hair, and equally great offense at anyone who attempts to cut it without permission.

## KORRED

*Small fey, chaotic neutral*

**Armor Class** 17 (natural armor)

**Hit Points** 102 (12d6 + 60)

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

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	20 (+5)	10 (+0)	15 (+2)	9 (-1)

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

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

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

**Languages** Dwarvish, Gnomish, Sylvan, Terran, Undercommon  
**Challenge** 7 (2,900 XP)

**Command Hair.** The korred has at least one 50-foot-long rope woven out of its hair. As a bonus action, the korred commands one such rope within 30 feet of it to move up to 20 feet and entangle a Large or smaller creature that the korred can see. The target must succeed on a DC 13 Dexterity saving throw or become grappled by the rope (escape DC 13). Until this grapple ends, the target is restrained. The korred can use a bonus action to release the target, which is also freed if the korred dies or becomes incapacitated.

A rope of korred hair has AC 20 and 20 hit points. It regains 1 hit point at the start of each of the korred's turns while it has at least 1 hit point and the korred is alive. If the rope drops to 0 hit points, it is destroyed.

**Innate Spellcasting.** The korred's innate spellcasting ability is Wisdom (save DC 13). It can innately cast the following spells, requiring no components:

At will: *commune with nature*, *meld into stone*, *stone shape*  
1/day each: *conjure elemental* (as 6th-level spell; galeb duhr, gargoyle, earth elemental, or xorn only), *Otto's irresistible dance*

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

**Stone's Strength.** While on the ground, the korred deals 2 extra dice of damage with any weapon attack (included in its attacks).

### ACTIONS

**Multiattack.** The korred makes two attacks with its greatclub or hurls two rocks.

**Greatclub. Melee Weapon Attack:** +9 to hit, reach 5 ft., one target. **Hit:** 10 (1d8 + 6) bludgeoning damage, or 19 (3d8 + 6) bludgeoning damage if the korred is on the ground.

**Rock. Ranged Weapon Attack:** +9 to hit, range 60/120 ft., one target. **Hit:** 15 (2d8 + 6) bludgeoning damage, or 24 (4d8 + 6) bludgeoning damage if the korred is on the ground.

*There's a legend about a merchant who tried to cut a korred's hair with golden shears. The korred fed him those shears, from his swallow to his sitter.*

—Volo

# LEUCROTTA

A leucrotta is what you would get if you took the head of a giant badger, the brain of a person who likes to torture and eat people, the legs of a deer, and the body of a large hyena, put them together, and reanimated them with demon ichor without bothering to cover up the stink of death.

**Spawn of Yeenoghu.** The first leucrottas came into being alongside the gnolls during Yeenoghu's rampages on the Material Plane. Some of the hyenas that ate Yeenoghu's kills went through different transformations rather than turning into gnolls. Among these bizarre results, leucrottas were the most numerous.

As clever as it is cruel, a leucrotta loves to deceive, torture, and kill. Because leucrottas are smarter and tougher than most gnolls, one could occupy an elevated position within a gnoll tribe. Although a leucrotta is unlikely to lead a group of gnolls, it can influence the leader, and it might even agree to carry a leader into battle and offer advice during the fight.

Gnolls see leucrottas as a form of entertainment, partly because a leucrotta can mimic the squeals of a suffering victim—a sound that always gives gnolls pleasure—even when no victims are to be had. Further, a gnoll is bloodthirsty and sadistic, but unable by its nature to prolong the fun of killing. Most leucrottas are consciously cruel, to the point of being meticulous about their savagery to draw out a kill into better and longer sport. Gnolls enjoy watching a leucrotta work almost as much as they like doing their own killing.

**Foulness Embodied.** The leucrotta is so loathsome that only gnolls and others of its kind can stand to be around one for long. Its horrific, hodgepodge body oozes a foul stench that pollutes anywhere the creature lairs. This reek is outdone only by the creature's breath, which issues from a maw that drips fluid corrupted with rot and digestive juices. In place of fangs, a leucrotta has bony ridges as hard as steel that can crush bones and lacerate flesh. These plates are so tough that a leucrotta can use them to peel plate armor away from the body of a slain knight.

A leucrotta's stench would normally warn away prey long before the creature could attack. It has two natural capabilities, however, that give it an advantage. First, a leucrotta's tracks are nearly impossible to distinguish from those of common deer. Second, it can duplicate the call or the vocal expressions of just about any creature it has heard. The monster uses its mimicry to lure in potential victims, then attacks when they are confused or unaware of the actual threat.

## LEUCROTTA

*Large monstrosity, chaotic evil*

**Armor Class** 14 (natural armor)

**Hit Points** 67 (9d10 + 18)

**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	9 (-1)	12 (+1)	6 (-2)

**Skills** Deception +2, Perception +3

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

**Languages** Abyssal, Gnoll

**Challenge** 3 (700 XP)

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

**Kicking Retreat.** If the leucrotta attacks with its hooves, it can take the Disengage action as a bonus action.

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

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

### ACTIONS

**Multiattack.** The leucrotta makes two attacks: one with its bite and one with its hooves.

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

*Hit:* 8 (1d8 + 4) piercing damage. If the leucrotta scores a critical hit, it rolls the damage dice three times, instead of twice.

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

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





## MEENLOCK

Small fey, neutral evil

**Armor Class** 15 (natural armor)  
**Hit Points** 31 (7d6 + 7)  
**Speed** 30 ft.

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

**Skills** Perception +4, Stealth +6, Survival +2  
**Condition Immunities** frightened  
**Senses** darkvision 120 ft., passive Perception 14  
**Languages** telepathy 120 ft.  
**Challenge** 2 (450 XP)

**Fear Aura.** Any beast or humanoid that starts its turn within 10 feet of the meenlock must succeed on a DC 11 Wisdom saving throw or be frightened until the start of the creature's next turn.

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

**Shadow Teleport (Recharge 5–6).** As a bonus action, the meenlock can teleport to an unoccupied space within 30 feet of it, provided that both the space it's teleporting from and its destination are in dim light or darkness. The destination need not be within line of sight.

### ACTIONS

**Claws.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage, and the target must succeed on a DC 11 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.

## MEENLOCK

Meenlocks are deformed fey that invoke terror and seek to destroy all that is good, innocent, and beautiful. They primarily live in forests, although they adapt well to urban and subterranean settings.

**Fear Incarnate.** Meenlocks are spawned by fear. Whenever fear overwhelms a creature in the Feywild, or in any other location where the Feywild's influence is strong, one or more meenlocks might spontaneously arise in the shadows or darkness nearby. If more than one meenlock is born, a lair also magically forms. The earth creaks and moans as narrow, twisting tunnels open up within it. One of these newly formed passageways serves as the lair's only entrance and exit.

Meenlocks give other creatures the creeps and project a supernatural aura that instills terror in those nearby. So evil and twisted are they that a palpable sense of foreboding haunts those who intrude upon a meenlock lair. Inside the warren, black moss covers every surface, muffling sound. A large central chamber serves as the meenlocks' den, where they torment captives.

**Dark Dwellers.** A meenlock shuns bright light. It can supernaturally sense areas of darkness and shadow in its vicinity and thus is able to teleport from one darkened space to another—enabling it to sneak up on its prey or run away when outmatched.

**Telepathic Tormentors.** Meenlocks have no form of communication other than telepathy. They can use it to project unsettling hallucinations into the minds of their prey. These hallucinations take the form of terrible whispers or fleeting movements just at the edges of one's peripheral vision.

During the day, meenlocks confine themselves to their dark warrens. At night, they crawl out of their tunnels to torment sleeping prey, particularly those who seem to embody all that is good in the world. Meenlocks like to paralyze creatures with their claws, drag them back to their hidden den, beat them unconscious, and telepathically torture them over a period of hours. A humanoid that succumbs to this psychic torment undergoes a transformation into an evil, full-grown meenlock (see the "Telepathic Torment" sidebar).

### TELEPATHIC TORMENT

Up to four meenlocks can telepathically torment one incapacitated creature, filling its mind with disturbing sounds and dreadful imagery. Participating meenlocks can't use their telepathy for any other purpose during this time, though they can move about and take actions and reactions as normal. This torment has no effect on a creature that is immune to the frightened condition. If the creature is susceptible and remains incapacitated for 1 hour, the creature must make a Wisdom saving throw, taking 10 (3d6) psychic damage on a failed save, or half as much damage on a successful one. The save DC is 10 + the number of meenlocks participating in the torment, considering only those that remain within sight of the victim for the entire hour and aren't incapacitated during it. The process can be repeated. A humanoid that drops to 0 hit points as a result of this damage instantly transforms into a meenlock at full health and under the DM's control. Only a *wish* spell or divine intervention can restore a transformed creature to its former state.



## MIND FLAYERS

Three members of the horrific illithid family appear here, joining the regular mind flayer in the *Monster Manual*.

### ALHOON

Mind flayers that pursue arcane magic are exiled as deviants, and for them no eternal communion with an elder brain is possible. The road to lichdom offers a way to escape the permanency of death, but that path is long and solitary. Alhoons are mind flayers that use a shortcut.

**Arcane Temptation.** Elder brains forbid mind flayers from pursuing magic power aside from psionics, but it isn't an interdiction they must often enforce. Illithids brook no masters but members of their own kind, so it isn't in their nature to bow to any god or otherworldly patron. However, wizardry remains a rare temptation.

In the pages of a spellbook, an illithid sees a system to acquire authority. Through the writings of the wizard who penned it, the illithid perceives the workings of a highly intelligent mind. Most mind flayers who find a spellbook react with abhorrence or indifference, but for some a spellbook is a gateway to a new way of thinking.

For a time, the study of such forbidden texts can be hidden from other illithids and even from an elder brain. Understanding of wizardry eludes the mind like a living thing. Yet eventually, understanding comes, and a mind flayer arcanist must accept itself as deviant and flee the colony if it is to live.

**Existential Fear.** Arcanist deviants that taste freedom from the colony react in a variety of ways. Some prize their privacy, others seek to commune with similar minds, and still others seek to dominate a colony, elevating themselves to the position of leadership normally held by an elder brain. Regardless of the arcanist's personal inclinations, it faces the same stark fact: When it dies, it will not join the host of minds in the elder brain. Deviant minds are never accepted as part of the collective. For it, death means oblivion.

**Dreadful Deliverance.** Lichdom offers salvation and the prospect of being able to pursue knowledge indefinitely. Having feasted on the brains of people when alive, a mind flayer has no compunction about feeding souls to a phylactery. The only hindrance to a mind flayer becoming a lich is the means, which is a secret some mind flayer arcanists stop at nothing to discover. Yet lichdom requires an arcane spellcaster to be at the apex of power, something many mind flayers find is far from their grasps.

Confronting this awful reality, a group of nine mind flayer deviants used their arcane magic and psionics to weave a new truth. These nine called themselves the alhoon, and ever afterward, all those who follow in their footsteps have been referred to by the same name.

**A Psionic Secret.** Alhoons can cooperate in the creation of a *periapt of mind trapping*, a fist-sized container made of silver, emerald, and amethyst. The process requires at least three mind flayer arcanists and the sacrifice of an equal number of souls from living victims in a three-day-long ritual of spellcasting and psionic com-



munion. Upon its completion, free-willed undeath is conferred on the mind flayers, turning them into alhoons.

Initially, an alhoon can be difficult to distinguish from a normal mind flayer. The most obvious difference is the lack of the mind flayer's ever-present mucus coating. Without that protection, an alhoon's skin becomes dry and cracked. Its eyes might appear shriveled and sunken. Both of these clues are easily missed by someone who hasn't seen a mind flayer. However, in short order, an alhoon's flesh withers away and its empty eye sockets gleam with cold pinpricks of light like other lichs.

**Precarious Immortality.** Unlike with true lichdom, the *periapt of mind trapping* doesn't restore the alhoons to undeath if they are destroyed. Instead, a destroyed alhoon's mind is transferred to the *periapt* where it remains in communion with any other trapped alhoon minds, as well as the souls of those sacrificed.

The undeath conferred by a *periapt of mind trapping* lasts only so long as the life of the living victim selected. Thus an alhoon who brought a 200-year-old elf to be sacrificed looks forward to a much longer existence than one that sacrifices a 35-year-old person. Alhoons can extend their existence by repeating the ritual with new victims, effectively resetting the clocks for themselves.

Destruction of a *periapt of mind trapping* consigns those trapped within it to oblivion, and thus alhoons often work together to create elaborate protections about

the periapt and their preferred ritual site. Sometimes a single alhoon is entrusted with the periapt of mind trapping, but this is a dangerous proposition. Anyone who holds the periapt of mind trapping gains advantage on attacks, saves, and check against the alhoons associated with its creation, and those alhoons in turn suffer disadvantage on attacks, saves, and check against the holder.

## ALHOON

Medium undead, any evil alignment

Armor Class 15 (natural armor)

Hit Points 120 (16d8 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	16 (+3)	19 (+4)	17 (+3)	17 (+3)

**Saving Throws** Con +7, Int +8, Wis +7, Cha +7

**Skills** Arcana +8, Deception +7, History +8, Insight +7, Perception +7, Stealth +5

**Damage Resistances** cold, lightning, necrotic

**Damage Immunities** poison; bludgeoning, piercing, and slashing from nonmagical attacks

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

**Senses** truesight 120 ft., passive Perception 17

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

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

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

**Innate Spellcasting (Psionics).** The alhoon's innate spellcasting ability is Intelligence (spell save DC 16). It can innately cast the following spells, requiring no components:

At will: *detect thoughts, levitate*

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

**Spellcasting.** The alhoon is a 12th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). The alhoon has the following wizard spells prepared:

Cantrips (at will): *chill touch, dancing lights, mage hand, prestidigitation, shocking grasp*

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

2nd level (3 slots): *invisibility, mirror image, scorching ray*

3rd level (3 slots): *counterspell, fly, lightning bolt*

4th level (3 slots): *confusion, Evard's black tentacles, phantasmal killer*

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

6th level (1 slot): *disintegrate, globe of invulnerability*

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

### ACTIONS

**Chilling Grasp.** *Melee Spell Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (3d6) cold damage.

**Mind Blast (Recharge 5–6).** The alhoon magically emits psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 16 Intelligence saving throw or take 22 (4d8 + 4) psychic damage and be stunned for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

vantage on attacks, saves, and check against the holder. In addition, the holder of the periapt can telepathically communicate with any sacrificed soul trapped within, and alhoons within the periapt can speak telepathically with the holder. A creature carrying the periapt can't prevent communication from alhoons but can silence trapped souls.

### VARIANT: MIND FLAYER LICH (ILLITHILICH)

The path to true lichdom is something only the most powerful mind flayer mages can pursue, since it requires the ability to craft a phylactery and cast the *imprisonment* spell. A mind flayer lich uses the lich stat block (see the *Monster Manual*), with the following changes:

- It has a challenge rating of 22 (41,000 XP).
- It speaks Deep Speech and Undercommon, and has telepathy out to a range of 120 feet.
- It has the Magic Resistance and Innate Spellcasting (Psionics) traits, as well as the Tentacles, Extract Brain, and Mind Blast action options (all described below). So long as a mind flayer lich feeds captured souls to its phylactery, it maintains the muscular power of its tentacles and the ability to extract brains.
- Its suite of legendary actions (described below) is different from that of the normal lich.

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

**Innate Spellcasting (Psionics).** The lich's innate spellcasting ability is Intelligence (spell save DC 20). It can innately cast the following spells, requiring no components.

At will: *detect thoughts, levitate*

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

### ACTIONS

**Tentacles.** *Melee Weapon Attack:* +12 to hit, reach 5 ft., one creature. *Hit:* 21 (3d10 + 5) psychic damage. If the target is Large or smaller, it is grappled (escape DC 15) and must succeed on a DC 20 Intelligence saving throw or be stunned until this grapple ends.

**Extract Brain.** *Melee Weapon Attack:* +12 to hit, reach 5 ft., one incapacitated humanoid grappled by the lich. *Hit:* 55 (10d10) piercing damage. If this damage reduces the target to 0 hit points, the lich kills the target by extracting and devouring its brain.

**Mind Blast (Recharge 5–6).** The lich magically emits psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 18 Intelligence saving throw or take 27 (5d8 + 5) psychic damage and be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

### LEGENDARY ACTIONS

The lich gains the following legendary action options, which replace all of the lich's legendary actions.

**Tentacles.** The lich makes one attack with its tentacles.

**Extract Brain (Costs 2 Actions).** The lich uses Extract Brain.

**Mind Blast (Costs 3 Actions).** The lich recharges its Mind Blast and uses it.

**Cast Spell (Costs 1–3 Actions).** The lich uses a spell slot to cast a 1st-, 2nd-, or 3rd-level spell that it has prepared. Doing so costs 1 legendary action per level of the spell.

## ELDER BRAIN

The ultimate expression of illithid domination, an elder brain sprawls within a vat of viscous brine, touching the thoughts of creatures near and far. It scrawls upon the canvas of their minds, rewriting their thoughts and authoring their dreams.

**Psychic Infiltrators.** When an elder brain infiltrates a mind, it alters the creature's perception and deceives its senses, causing it to see, hear, touch, taste, or feel reality according to the elder brain's intent. From across great distances, it implants subconscious suggestions or subtly influences dreams to compel creatures toward a course of action that benefits its grand plan.

When its insidious suggestions fail to take hold, an elder brain asserts its dominance more directly. It seizes control of a resistant mind and controls the creature's body as it would a puppet. Against the rare, strong-willed stalwart that defies it or attacks it, an elder brain sends a blast of overwhelming psychic force to crush the upstart's mind, rendering the creature a thoughtless, drooling shell.

**Devourer of Thoughts.** An elder brain sustains itself by consuming the brains of other creatures. When the mind flayer servants that guard and tend to an elder brain don't bring its meals directly to it, the elder brain reaches out with tendrils of thought, mentally compelling creatures to come to it so that it may feed upon them.

When a mind flayer perishes, the elder brain's servants feed the contents of its skull to their master, which absorbs the illithid's brain and all the knowledge and experience contained therein. In this way the elder brain continually increases its knowledge, uniting the thoughts and experiences of the illithid colony into a unified whole. Mind flayers conceive of this "oneness" as a sacred state in the same way that a worshiper of a human deity might view an eternal afterlife in the heavens—for an elder brain can evoke the persona of any illithid it has ever absorbed.

**Hive Mind.** Non-illithids call this creature an elder brain because it acts as the central communication hub for an entire mind flayer colony just as a brain does for a living body. Linked to the elder brain, the colony acts like a single organism, acting in concert as if each illithid were the digit of a hand.

**Ego Unhindered.** Each elder brain considers itself and its desires the most important things in the multiverse, the mind flayers in its colony nothing more than extensions of its will. But no two elder brains are alike, and each presides over its colony according to its own unique personality and storehouse of collected knowledge and experience. Some elder brains reign as domineering tyrants, while others serve more benignly as sages, counselors, and repositories of information and lore for the mind flayers that protect and nourish them.

The ambitions of an elder brain are always tempered by its relative immobility. Although its telepathic senses can reach for miles, moving anywhere is always a dangerous proposition. If forced outside its brine pool, an elder brain will swiftly expire, and transporting an elder brain in its pool through confining and tortuous subterranean tunnels frequently proves difficult or impossible.



## AN ELDER BRAIN'S LAIR

The lair of an elder brain always lies deep in the heart of a mind flayer colony. The creature dwells in a dimly glowing brine pool, filled with foul and brackish water infused with the elder brain's vital fluids and with psionic energy.

### LAIR ACTIONS

When fighting inside its lair, an elder brain can use lair actions. On initiative count 20 (losing initiative ties), an elder brain can take one lair action to cause one of the following effects; the elder brain can't use the same lair action two rounds in a row:

- The elder brain casts *wall of force*.
- The elder brain targets one friendly creature it can sense within 120 feet of it. The target has a flash of inspiration and gains advantage on one attack roll, ability check, or saving throw it makes before the end of its next turn. If the target doesn't or can't use this benefit in that time, the inspiration is lost.
- The elder brain targets one creature it can sense within 120 feet of it and anchors it by sheer force of will. The target must succeed on a DC 18 Charisma saving throw or be unable to leave its current space. It can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

## REGIONAL EFFECTS

The territory within 5 miles of an elder brain is altered by the creature's psionic presence, which creates one or more of the following effects:

- Creatures within 5 miles of an elder brain feel as if they are being followed, even when they are not.
- The elder brain can overhear any telepathic conversation happening within 5 miles of it. The creature that initiated the telepathic conversation makes a DC 18 Wisdom (Insight) check when telepathic contact is first established. If the check succeeds, the creature is

aware that something is eavesdropping on the conversation. The nature of the eavesdropper isn't revealed, and the elder brain can't participate in the telepathic conversation unless it has formed a psychic link with the creature that initiated it.

- Any creature with which the elder brain has formed a psychic link hears faint, incomprehensible whispers in the deepest recesses of its mind. This psychic detritus consists of the elder brain's stray thoughts commingled with those of other creatures to which it is linked.

If the elder brain dies, these effects immediately end.

## ELDER BRAIN

Large aberration, lawful evil

Armor Class 10

Hit Points 210 (20d10 + 100)

Speed 5 ft., swim 10 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	20 (+5)	21 (+5)	19 (+4)	24 (+7)

Saving Throws Int +10, Wis +9, Cha +12

Skills Arcana +10, Deception +12, Insight +14, Intimidation +12, Persuasion +12

Senses blindsight 120 ft., passive Perception 14

Languages understands Common, Deep Speech, and

Undercommon but can't speak, telepathy 5 miles

Challenge 14 (11,500 XP)

**Creature Sense.** The elder brain is aware of the presence of creatures within 5 miles of it that have an Intelligence score of 4 or higher. It knows the distance and direction to each creature, as well as each one's Intelligence score, but can't sense anything else about it. A creature protected by a *mind blank* spell, a *nondetection* spell, or similar magic can't be perceived in this manner.

**Innate Spellcasting (Psionics).** The elder brain's innate spellcasting ability is Intelligence (spell save DC 18). It can innately cast the following spells, requiring no components:

At will: *detect thoughts*, *levitate*

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

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

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

**Telepathic Hub.** The elder brain can use its telepathy to initiate and maintain telepathic conversations with up to ten creatures at a time. The elder brain can let those creatures telepathically hear each other while connected in this way.

## ACTIONS

**Tentacle. Melee Weapon Attack:** +7 to hit, reach 30 ft., one target. **Hit:** 20 (4d8 + 2) bludgeoning damage. If the target is a Huge or smaller creature, it is grappled (escape DC 15) and takes 9 (1d8 + 5) psychic damage at the start of each of its turns until the grapple ends. The elder brain can have up to four targets grappled at a time.

**Mind Blast (Recharge 5–6).** The elder brain magically emits psychic energy. Creatures of the elder brain's choice within 60 feet of it must succeed on a DC 18 Intelligence saving throw or take 32 (5d10 + 5) psychic damage and be stunned for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

**Psychic Link.** The elder brain targets one incapacitated creature it can perceive with its Creature Sense trait and establishes a psychic link with that creature. Until the psychic link ends, the elder brain can perceive everything the target senses. The target becomes aware that something is linked to its mind once it is no longer incapacitated, and the elder brain can terminate the link at any time (no action required). The target can use an action on its turn to attempt to break the psychic link, doing so with a successful DC 18 Charisma saving throw. On a successful save, the target takes 10 (3d6) psychic damage. The psychic link also ends if the target and the elder brain are more than 5 miles apart, with no consequences to the target. The elder brain can form psychic links with up to ten creatures at a time.

**Sense Thoughts.** The elder brain targets a creature with which it has a psychic link. The elder brain gains insight into the target's reasoning, its emotional state, and thoughts that loom large in its mind (including things the target worries about, loves, or hates). The elder brain can also make a Charisma (Deception) check with advantage to deceive the target's mind into thinking it believes one idea or feels a particular emotion. The target contests this attempt with a Wisdom (Insight) check. If the elder brain succeeds, the mind believes the deception for 1 hour or until evidence of the lie is presented to the target.

## LEGENDARY ACTIONS

The elder brain can take 3 legendary actions, choosing from the options below. It can take only one legendary action at a time and only at the end of another creature's turn. The elder brain regains spent legendary actions at the start of its turn.

**Tentacle.** The elder brain makes a tentacle attack.

**Break Concentration.** The elder brain targets a creature within 120 feet of it with which it has a psychic link. The elder brain breaks the creature's concentration on a spell it has cast. The creature also takes 1d4 psychic damage per level of the spell.

**Psychic Pulse.** The elder brain targets a creature within 120 feet of it with which it has a psychic link. Enemies of the elder brain within 10 feet of that creature take 10 (3d6) psychic damage.

**Sever Psychic Link.** The elder brain targets a creature within 120 feet of it with which it has a psychic link. The elder brain ends the link, causing the creature to have disadvantage on all ability checks, attack rolls, and saving throws until the end of the creature's next turn.

## ULITHARID

Large aberration, lawful evil

**Armor Class** 15 (breastplate)

**Hit Points** 127 (17d10 + 34)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	15 (+2)	21 (+5)	19 (+4)	21 (+5)

**Saving Throws** Int +9, Wis +8, Cha +9

**Skills** Arcana +9, Insight +8, Perception +8, Stealth +5

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

**Languages** Deep Speech, Undercommon, telepathy 2 miles

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

**Creature Sense.** The ulitharid is aware of the presence of creatures within 2 miles of it that have an Intelligence score of 4 or higher. It knows the distance and direction to each creature, as well as each creature's Intelligence score, but can't sense anything else about it. A creature protected by a *mind blank* spell, a *nondetection* spell, or similar magic can't be perceived in this manner.

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

**Psionic Hub.** If an elder brain establishes a psychic link with the ulitharid, the elder brain can form a psychic link with any other creature the ulitharid can detect using its Creature Sense. Any such link ends if the creature falls outside the telepathy ranges of both the ulitharid and the elder brain. The ulitharid can maintain its psychic link with the elder brain regardless of the distance between them, so long as they are both on the same plane of existence. If the ulitharid is more than 5 miles away from the elder brain, it can end the psychic link at any time (no action required).

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

At will: *detect thoughts*, *levitate*

1/day each: *confusion*, *dominate monster*, *eyebite*, *feebleshield*, *mass suggestion*, *plane shift* (self only), *project image*, *scrying*, *telekinesis*

### ACTIONS

**Tentacles.** *Melee Weapon Attack:* +9 to hit, reach 10 ft., one creature. *Hit:* 27 (4d10 + 5) psychic damage. If the target is Large or smaller, it is grappled (escape DC 14) and must succeed on a DC 17 Intelligence saving throw or be stunned until this grapple ends.

**Extract Brain.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one incapacitated humanoid grappled by the ulitharid. *Hit:* 55 (10d10) piercing damage. If this damage reduces the target to 0 hit points, the ulitharid kills the target by extracting and devouring its brain.

**Mind Blast (Recharge 5–6).** The ulitharid magically emits psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 17 Intelligence saving throw or take 31 (4d12 + 5) psychic damage and be stunned for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



## ULITHARID

Very rarely, a tadpole from an elder brain's brine pool transforms an individual into an ulitharid, a larger and more potent mind flayer that boasts six tentacles.

**Master Minds.** Illithids innately recognize that an ulitharid's survival is more important than their own. An elder brain's reaction to the rise of an ulitharid varies. In most colonies, the ulitharid becomes an elder brain's most favored servant, invested with power and authority. In others, the elder brain perceives an ulitharid as a potential rival for power, and it manipulates or quashes the ulitharid's ambitions accordingly.

**Birth of a Colony.** When an ulitharid finds sharing leadership with an elder brain to be insufferable, it breaks off from the colony, taking a group of mind flayers with it, and moves to another location to form a new colony. After the death of the ulitharid's body, mind flayers take its brain and place it in a brine pool, where it grows into an elder brain over a few days. This process doesn't work on the brain of an ulitharid that dies a natural death, as a brain that succumbs to old age is too decrepit to be used in the creation of an elder brain.

**Extractor Staff.** Each ulitharid carries a psionically enhanced staff made of black metal. When the ulitharid is ready to give up its life, it attaches the staff to the back of its head, and the staff cracks open its skull and peels it apart, enabling its brain to be extracted. The brain and the staff are then planted in the ulitharid's corpse, causing it to dissolve into ichor. This psionically potent slime helps to fuel the transformation of the area into a brine pool that surrounds an embryonic elder brain.



## MINDWITNESS

If the beholder can be stunned and brought safely to the brine pool of the elder brain, it can be converted through ceremorphosis into a mindwitness. The process of ceremorphosis transforms four of the beholder's eyestalks into tentacles similar to those of a mind flayer, and alters some of the beholder's eye rays.

Less intelligent than beholders and less liable to endanger the colony, mindwitnesses are psionically imprinted with devotion to the elder brain and submission to illithid commands, making them almost as obedient as intellect devourers.

**Telepathic Hub.** The primary function of a mindwitness is to improve telepathic communication in a mind flayer colony. A creature in telepathic communication with a mindwitness can converse telepathically through it to as many as seven other creatures the mindwitness can see, allowing the rapid spread of commands and other information.

**Solitary Seekers.** If separated from its illithid masters, a mindwitness seeks out other telepathic creatures to tell it what to do. Mindwitnesses have been known to ally with flumphs and telepathic planar beings such as demons, shifting their worldview and changing their alignment to match that of their new masters.

### MINDWITNESS

*Large aberration, lawful evil*

**Armor Class** 15 (natural armor)

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

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

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

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

**Skills** Perception +8

**Condition Immunities** prone

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

**Languages** Deep Speech, Undercommon, telepathy 600 ft.

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

**Telepathic Hub.** When the mindwitness receives a telepathic message, it can telepathically share that message with up to seven other creatures within 600 feet of it that it can see.

#### ACTIONS

**Multiattack.** The mindwitness makes two attacks: one with its tentacles and one with its bite.

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 16 (4d6 + 2) piercing damage.

**Tentacles.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 20 (4d8 + 2) psychic damage. If the target is Large or smaller, it is grappled (escape DC 13) and must succeed on a DC 13 Intelligence saving throw or be stunned until this grapple ends.

**Eye Rays.** The mindwitness 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. **Aversion Ray.** The targeted creature must make a DC 13 Charisma saving throw. On a failed save, the target has disadvantage on attack rolls 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.

2. **Fear Ray.** The targeted creature must succeed on a DC 13 Wisdom saving throw or be frightened 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.

3. **Psychic Ray.** The target must succeed on a DC 13 Intelligence saving throw or take 27 (6d8) psychic damage.

4. **Slowing Ray.** The targeted creature must make a DC 13 Dexterity saving throw. On a failed save, the target's speed is halved for 1 minute. In addition, the creature can't take reactions, and it can take either an action or a bonus action on its turn but not both. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

5. **Stunning Ray.** The targeted creature must succeed on a DC 13 Constitution saving throw or be stunned for 1 minute. The target can repeat the saving throw at the start of each of its turns, ending the effect on itself on a success.

6. **Telekinetic Ray.** If the target is a creature, it must make a DC 13 Strength saving throw. On a failed save, the mindwitness moves it up to 30 feet in any direction, and it is restrained by the ray's telekinetic grip until the start of the mindwitness's next turn or until the mindwitness is incapacitated.

If the target is an object weighing 300 pounds or less that isn't being worn or carried, it is telekinetically moved up to 30 feet in any direction. The mindwitness can also exert fine control on objects with this ray, such as manipulating a simple tool or opening a door or a container.

Collectors of everything odd, unusual, and valuable—hopefully not including you.  
—Volo

## MORKOTH

Ancient and devious, morkoths are voracious collectors. Each one travels the planes, amassing the valuables, oddities, and castoffs of the multiverse to make its collection ever more complete.

**Spawned by a God.** Long ago, a deity of greed and strife perished in the battles among the immortals. Its body drifted through the Astral Plane, eventually becoming a petrified husk. This corpse floated up against a pearlescent remnant of celestial matter imbued with life and life-giving magic. The collision shattered both objects and released a storm of chaotic energy. Countless islands of mixed matter spun away into the silvery void. Within some of them, a vein of pearl-like material held a bit of the deity's rejuvenated supernatural vitality, which spontaneously created a habitable environment. On those same islands, bits of the god's petrified flesh came back to life, in the form of tentacled monstrosities brimming with malice and greed. Ever since that time, each morkoth has had an extraplanar island to call home.

**No Rhyme or Reason.** A morkoth's island has the qualities of a dreamscape in which nature and predictability take a back seat to strangeness and chaos. Upon it is a jumble of objects and a mixture of creatures, some of which date from forgotten times. An island might have natural-looking illumination, but most are shrouded in twilight, and on any of them, mists and shadows can appear without notice. The environment is warm and wet, a subtropical or tropical climate that keeps the morkoth and its "guests" comfortable.

The pearly matter inside an island enables it to glide on planar currents, maintains the island's environment, and keeps the place safe from harmful external effects. A morkoth's island might be found anywhere from the bottom of the ocean to the void of the Astral Plane. One could float in the skies of Avernus in the Nine Hells without being destroyed and without causing harm to its residents. Whatever is on or within a certain distance of a morkoth's isle travels with it in its journey through the planes. Thus, people from lost civilizations and creatures or objects from bygone ages might be found within a morkoth's dominion.

Some islands travel a specific route, arriving at the same destinations regularly over a cycle of years. Others are tied to a particular place or group of locales, and still others move erratically through the cosmos. Rarely, a morkoth learns to control its island's movement, so the island goes wherever its master wishes.

**Primeval Hoarders.** Morkoths are driven by greed and selfishness, mixed with a yearning for conflict. They desire anything they don't possess, have no scruples about taking what they crave, and endeavor to keep everything they collect.

A morkoth spends its time watching over its collection and plotting to acquire more possessions. The monster hoards vast stores of treasure and knowledge. Its island holds numerous captives, which it considers part of its collection. Some inhabitants, such as descendants of original prisoners, might view the morkoth as a ruler or a god. A morkoth's storehouse of wealth and lore at-



tracts would-be plunderers, of course, as well as those seeking something specific the morkoth has or knows. The creature shows no mercy to those that try to steal from it, but it can be bargained with by a visitor that offers the morkoth something it desires.

No morkoth freely gives away what it owns. Morkoths exist to acquire, and they give up possessions only if doing so helps their hoard grow.

A morkoth knows every object in its collection and can track its possessions through the planes. Someone who dares to steal from a morkoth, or breaks a deal with one, will know no rest until the morkoth is slain or all promises are kept.

### A MORKOTH'S LAIR

A morkoth claims dominion over an entire island, and it also maintains a central sanctum on that isle. This lair is most often a twisted network of narrow tunnels that connect several underground chambers, although other structural forms might be incorporated. The morkoth dwells among its most prized possessions in a spacious vault at the core of the warren, where the pearly matter of the island is also located. Sections of the lair and its center might be kept dry to better protect and preserve collected objects and creatures, but most of the lair is underwater.

A morkoth encountered in its lair has a challenge rating of 12 (8,400 XP).

# MORKOTH

Medium aberration, chaotic evil

**Armor Class** 17 (natural armor)

**Hit Points** 130 (20d8 + 40)

**Speed** 25 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	20 (+5)	15 (+2)	13 (+1)

**Saving Throws** Dex +6, Int +9, Wis +6

**Skills** Arcana +9, History +9, Perception +10, Stealth +6

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

**Senses** blindsight 30 ft., darkvision 120 ft., passive Perception 20

**Languages** telepathy 120 ft.

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

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

**Spellcasting.** The morkoth is an 11th-level spellcaster. Its spellcasting ability is Intelligence (save DC 17, +9 to hit with spell attacks). The morkoth has the following wizard spells prepared:

Cantrips (at will): *acid splash*, *mage hand*, *mending*, *ray of frost*, *shocking grasp*

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

2nd level (3 slots): *darkness*, *detect thoughts*, *shatter*

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

4th level (3 slots): *dimension door*, *Evard's black tentacles*

5th level (3 slots): *geas*, *scrying*

6th level (1 slot): *chain lightning*

## LAIR ACTIONS

When fighting inside its lair, a morkoth can invoke the ambient magic of the island to take lair actions. On initiative count 20 (losing initiative ties), the morkoth takes a lair action to cause one of the effects described below:

- The morkoth uses its Hypnosis action, originating at a point within 120 feet of itself. It doesn't need to see the effect's point of origin.
- The morkoth casts *darkness*, *dispel magic*, or *misty step*, using Intelligence as its spellcasting ability and without expending a spell slot.

## REGIONAL EFFECTS

The island surrounding a morkoth's lair is warped by the creature's presence, creating the following effects:

- The morkoth is aware of any new arrival, whether an object or a creature, on its island or in its sanctum. As an action, the morkoth can locate any one creature or object on the island. Visitors to the island feel as though they are being watched, even when they aren't.
- Each time a creature that has been on the island for less than a year finishes a short or long rest, it must make a DC 10 Intelligence (Investigation) check. On a failure, the creature has misplaced one possession (chosen by the player, if the creature is that player's character). The possession remains nearby but con-

## ACTIONS

**Multiattack.** The morkoth makes three attacks: two with its bite and one with its tentacles or three with its bite.

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage.

**Tentacles.** *Melee Weapon Attack:* +6 to hit, reach 15 ft., one target. *Hit:* 15 (3d8 + 2) bludgeoning damage, and the target is grappled (escape DC 14) if it is a Large or smaller creature. Until this grapple ends, the target is restrained and takes 15 (3d8 + 2) bludgeoning damage at the start of each of the morkoth's turns, and the morkoth can't use its tentacles on another target.

**Hypnosis.** The morkoth projects a 30-foot cone of magical energy. Each creature in that area must make a DC 17 Wisdom saving throw. On a failed save, the creature is charmed by the morkoth for 1 minute. While charmed in this way, the target tries to get as close to the morkoth as possible, using its actions to Dash until it is within 5 feet of the morkoth. A charmed target can repeat the saving throw at the end of each of its turns and whenever it takes damage, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature has advantage on saving throws against the morkoth's Hypnosis for 24 hours.

## REACTIONS

**Spell Reflection.** If the morkoth makes a successful saving throw against a spell, or a spell attack misses it, the morkoth can choose another creature (including the spellcaster) it can see within 120 feet of it. The spell targets the chosen creature instead of the morkoth. If the spell forced a saving throw, the chosen creature makes its own save. If the spell was an attack, the attack roll is rerolled against the chosen creature.

cealed for a short time, so it can be recovered with a successful DC 15 Wisdom (Perception) check. An object that is misplaced but not recovered ends up in the morkoth's lair 1 hour later. If the creature later goes to the morkoth's lair, its lost possessions stand out in its perception and are easily recovered.

- Entrances to the morkoth's lair have an enchantment that the morkoth can activate or suppress at any time while it's in its lair and not incapacitated. Any creature within 30 feet of such an entrance and able to see it must make a DC 15 Wisdom saving throw. On a failed save, the creature feels an intense urge to use its movement on each of its turns to enter the lair and to move toward the morkoth's location (the target doesn't realize it's heading toward a creature). The target moves toward the morkoth by the most direct route. As soon as it can see the morkoth, the target can repeat the saving throw, ending the effect on itself on a success. It can also repeat the saving throw at the end of each of its turns and every time it takes damage.
- With a thought (no action required), the morkoth can initiate a change in the water within its lair that takes effect 1 minute later. The water can be as breathable and clear as air, or it can be normal water (ranging in clarity from murky to clear).

If the morkoth dies, these regional effects end immediately.