

NEOGI

Neogi are hateful slavers that consider most other creatures, even weaker neogi, to be servants and prey. A neogi looks like an outside spider with an eel's neck and head. The creature can poison the body and the mind of its target, able to subjugate other beings that are otherwise physically superior.

Alien Tyrants. Neogi usually dwell in far-flung locations on the Material Plane, as well as in the Feywild, the Shadowfell, and the Astral and Ethereal Planes. They invaded the world long ago from a remote location on the Material Plane, abandoning their home to conquer and devour creatures in other realms. To meet their need to navigate great distances, the neogi first dominated and assimilated the umber hulks of another lost world. Then, with these slaves providing the physical labor, the neogi designed and built sleek vessels, some capable of traversing the planes, to carry them to their new frontiers. Some neogi groups still create and use such vehicles, which have a distinct spidery aspect.

Some neogi use magic—the result of a pact between the neogi and aberrant entities they met during their journey from their home world. These entities look like stars and embody the essence of evil. They are known by such names as Acamar, Caiphon, Gibbeth, and Hadar.

Nothing about the neogi is more unfathomable than their mentality. Because they have the power to control minds, neogi consider doing so to be entirely appropriate. Their society makes no distinction between individuals, aside from the ability that a given creature has to control others, and they don't comprehend the emotional aspects of existence that humans and similar beings experience. To a neogi, hatred is as foreign a sensation as love, and showing loyalty in the absence of authority is foolishness.

Cycle of Death and Life. A neogi lives about as long as a human, and like a human it faces physical and mental infirmity as it ages. When an individual is rendered weak by advanced age, the other neogi in the group overpower it and inject it with a special poison. The toxin transforms the old neogi into a bloated, helpless mass of flesh called a great old master. Young neogi lay their eggs atop it, and when the hatchlings emerge, they devour the great old master and one another, until only a few of the strongest newborns are left.

Hierarchy of Ownership. Surviving neogi hatchlings begin their lives under the control of adult neogi. They must learn about their society and earn a place in it, and each one starts its training by gaining mastery over a young umber hulk.

Neogi mark themselves and their slaves through the use of dyes, transformational magic, and tattoos intended to signify rank, achievements, and ownership. By these signs, each neogi can identify its betters—and it must defer to those of higher station or risk harsh punishment.

NEOGI HATCHLING

Tiny aberration, lawful evil

Armor Class 11

Hit Points 7 (3d4)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	13 (+1)	10 (+0)	6 (-2)	10 (+0)	9 (-1)

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 1/8 (25 XP)

Mental Fortitude. The hatchling has advantage on saving throws against being charmed or frightened, and magic can't put the hatchling to sleep.

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

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.

Hit: 3 (1d4 + 1) piercing damage plus 7 (2d6) poison damage, and the target must succeed on a DC 10 Constitution saving throw or become poisoned 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.

Damn eel-spiders want to enslave us all! And no, they don't taste good.
—Volo



NEOGI

Small aberration, lawful evil

Armor Class 15 (natural armor)

Hit Points 33 (6d6 + 12)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	14 (+2)	13 (+1)	12 (+1)	15 (+2)

Skills Intimidation +4, Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages Common, Deep Speech, Undercommon

Challenge 3 (700 XP)

Mental Fortitude. The neogi has advantage on saving throws against being charmed or frightened, and magic can't put the neogi to sleep.

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

ACTIONS

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

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 14 (4d6) poison damage, and the target must succeed on a DC 12 Constitution saving throw or become poisoned 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.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage.

Enslave (Recharges after a Short or Long Rest). The neogi targets one creature it can see within 30 feet of it. The target must succeed on a DC 14 Wisdom saving throw or be magically charmed by the neogi for 1 day, or until the neogi dies or is more than 1 mile from the target. The charmed target obeys the neogi's commands and can't take reactions, and the neogi and the target can communicate telepathically with each other at a distance of up to 1 mile. Whenever the charmed target takes damage, it can repeat the saving throw, ending the effect on itself on a success.

Outside the obligations of a servant to its master, neogi are willing to engage in any activity that profits them, and they are as devious as devils when doing so. Neogi buy and sell, but they pose a grave risk to potential patrons that might instead be easily enslaved, so their customers generally consist of desperate or evil individuals, or creatures that are formidable enough to treat with the neogi as equals. Neogi traders might set up shop in a planar bazaar, on the edge of a drow city, or near a mind flayer enclave. In other locations, the natives are more likely to join together to destroy a neogi caravan than to allow it safe conduct and trading privileges.

NEOGI MASTER

Medium aberration, lawful evil

Armor Class 15 (natural armor)

Hit Points 71 (13d6 + 26)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	14 (+2)	16 (+3)	12 (+1)	18 (+4)

Saving Throws Wis +3

Skills Arcana +5, Deception +6, Intimidation +6, Perception +3, Persuasion +6

Senses darkvision 120 ft. (penetrates magical darkness), passive Perception 13

Languages Common, Deep Speech, Undercommon, telepathy 30 ft.

Challenge 4 (1,100 XP)

Mental Fortitude. The neogi has advantage on saving throws against being charmed or frightened, and magic can't put the neogi to sleep.

Spellcasting. The neogi is a 7th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 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): *eldritch blast* (range 300 ft., +4 bonus to each damage roll), *guidance*, *mage hand*, *minor illusion*, *prestidigitation*, *vicious mockery*

1st–4th level (2 4th-level slots): *arms of Hadar*, *counterspell*, *dimension door*, *fear*, *hold person*, *hunger of Hadar*, *invisibility*, *unseen servant*

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

ACTIONS

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

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 14 (4d6) poison damage, and the target must succeed on a DC 12 Constitution saving throw or become poisoned 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.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) piercing damage.

Enslave (Recharges after a Short or Long Rest). The neogi targets one creature it can see within 30 feet of it. The target must succeed on a DC 14 Wisdom saving throw or be magically charmed by the neogi for 1 day, or until the neogi dies or is more than 1 mile from the target. The charmed target obeys the neogi's commands and can't take reactions, and the neogi and the target can communicate telepathically with each other at a distance of up to 1 mile. Whenever the charmed target takes damage, it can repeat the saving throw, ending the effect on itself on a success.

NEOTHELID

A slime-covered worm of immense size, a neothelid is the result of the mind flayer reproductive cycle gone horribly wrong. On rare occasions, an illithid colony collapses, typically after an external assault, and the elder brain is killed. When that happens, the colony's tadpoles are suddenly freed from their fate. They no longer serve as food, and in turn are no longer fed by their caretakers. Driven by hunger, they turn to devouring one another. Only one tadpole survives out of the thousands in the colony's pool, and it emerges as a neothelid.

Abhorrent to Illithids. Among the strongest taboos in illithid society is the idea of allowing a mature tadpole to survive without implanting it into a donor brain. Under normal circumstances, any tadpole that grows larger than a few inches in length is killed by the elder brain to be food for it or for less mature tadpoles. Any tadpole that survives beyond that state is perceived as a threat to the colony, and the mind flayers organize hunting parties to exterminate the abomination. Lacking enough intelligence to be detected by an elder brain's power to sense thoughts, neothelids warrant such precautions.

Savage Behemoth. As a feral thing, a neothelid knows nothing beyond the predatory existence it has lived so far and struggles to comprehend its new psionic abilities. Neothelids prowl subterranean passages in search of more brains to sate their constant hunger, growing ever more vicious. These creatures can spray tissue-dissolving enzymes from their tentacle ducts, reducing victims to a puddle of slime and leaving only the pulsing brain unharmed. They have no knowledge of their link to illithids, so they're just as likely to prey on mind flayers as on anything else.



NEOTHELID

Gargantuan aberration, chaotic evil

Armor Class 16 (natural armor)

Hit Points 325 (21d20 + 105)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	7 (-2)	21 (+5)	3 (-4)	16 (+3)	12 (+1)

Saving Throws Int +1, Wis +8, Cha +6

Senses blindsight 120 ft., passive Perception 13

Languages —

Challenge 13 (10,000 XP)

Creature Sense. The neothelid is aware of the presence of creatures within 1 mile 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.

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

At will: *levitate*

1/day each: *confusion*, *feblemind*, *telekinesis*

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

ACTIONS

Tentacles. Melee Weapon Attack: +13 to hit, reach 15 ft., one target. **Hit:** 21 (3d8 + 8) bludgeoning damage plus 13 (3d8) psychic damage. If the target is a Large or smaller creature, it must succeed on a DC 18 Strength saving throw or be swallowed by the neothelid. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the neothelid, and it takes 35 (10d6) acid damage at the start of each of the neothelid's turns.

If the neothelid takes 30 damage or more on a single turn from a creature inside it, the neothelid must succeed on a DC 18 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the neothelid. If the neothelid dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement, exiting prone.

Acid Breath (Recharge 5–6). The neothelid exhales acid in a 60-foot cone. Each creature in that area must make a DC 18 Dexterity saving throw, taking 35 (10d6) acid damage on a failed save, or half as much damage on a successful one.



NILBOG

Small humanoid (goblinoid), chaotic evil

Armor Class 13 (leather armor)

Hit Points 7 (2d6)

Speed 30 ft.

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

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 1 (200 XP)

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

At will: *mage hand*, *Tasha's hideous laughter*, *vicious mockery*
1/day: *confusion*

Nilbogism. Any creature that attempts to damage the nilbog must first succeed on a DC 12 Charisma saving throw or be charmed until the end of the creature's next turn. A creature charmed in this way must use its action praising the nilbog.

The nilbog can't regain hit points, including through magical healing, except through its Reversal of Fortune reaction.

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

ACTIONS

Fool's Scepter. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

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

REACTIONS

Reversal of Fortune. In response to another creature dealing damage to the nilbog, the nilbog reduces the damage to 0 and regains 1d6 hit points.

NILBOG

When Maglubiyet conquered the goblin gods, he intended to leave only Khurgorbaeyag alive as a harsh overseer who would keep the goblins under heel. But the goblins' pantheon included a trickster deity who was determined to get the last laugh. Although its essence was shattered by Maglubiyet, this trickster god survives in splintered form as a possessing spirit that arises when goblinoids form a host, causing disorder in the ranks unless it is appeased. Goblins have no name for this deity and dare not give it one, lest Maglubiyet use its name to ensnare and crush it as he did their other deities. They call the possessing spirit, and the goblin possessed by it, a nilbog ("goblin" spelled backward), and they revel in the fear that a nilbog sows among the ranks of the bugbears and hobgoblins in the host.

Goblins' Revenge. When goblinoids form a host, there is a chance that a goblin will become possessed by a nilbog, particularly if the goblin has been mistreated by its betters. This possession turns the goblin into a wisecracking, impish creature fearless of reprisal. It gives the goblin strange powers that drive others to do the opposite of what they desire. Attacking a goblin possessed by a nilbog is foolhardy, and killing the creature just prompts the spirit to possess another goblin. The only way to keep a nilbog from wreaking havoc is to treat it well and give it respect and praise.

No Joking Matter. The possible presence of a nilbog in a host has given rise to a practice among goblinoids that each host include at least one goblin jester. This jester is allowed to go anywhere and do whatever it pleases. The position of jester is a much sought-after one among the goblins, because even if the jester is obviously not a nilbog, hobgoblins and bugbears indulge its manic behavior.

NILBOGISM

A nilbog is an invisible spirit that possesses only goblins. Bereft of a host, the spirit has a flying speed of 30 feet and can't speak or be attacked. The only action it can take is to attempt to possess a goblin within 5 feet of it.

A goblin targeted by the spirit must succeed on a DC 15 Charisma saving throw or become possessed. While possessed by the spirit, the goblin's alignment becomes chaotic evil, its Charisma becomes 15 (unless it was already higher), and it gains the nilbog's Innate Spellcasting and Nilbogism traits, as well as its Reversal of Fortune reaction. If the save succeeds, the spirit can't possess that goblin for 24 hours. If its host is killed or the possession is ended by a spell such as *hallow*, *magic circle*, or *protection from evil and good*, the spirit searches for another goblin to possess. The spirit can leave its host at any time, but it won't do so willingly unless it knows there's another potential host nearby. A goblin stripped of its nilbog spirit reverts to its normal statistics and loses the traits it gained while possessed.

ORCS

To the common folk of the world, an orc is an orc. They know that any one of these savages can tear an ordinary person to pieces, so no further distinction is necessary.

Orcs know better. Different groups of orcs exist within a tribe, the actions of each dictated by the deity they pay homage to. To complement the various kinds of warriors that spill forth to ravage the countryside, each tribe has members that remain deep inside the lair, seldom if ever seeing what lies outside the darkness of their den.

In addition, orcs have special relationships with two creatures that are sometimes found in their company: the aurochs, a great bull that serves as a mount for warriors that revere Bahgtru, and the tanarukk, a demon-orc crossbreed that is so depraved and destructive that even orcs seek to kill it. The aurochs is described in appendix A. The tanarukk is described below.

ORC BLADE OF ILNEVAL

Ilneval is Gruumsh's battle captain, a devious strategist who directs Gruumsh's soldiers with boldness. Among orcs, warriors that venerate Ilneval emulate their deity. Such orcs learn to command their fellows in ways that are unpredictable but help to ensure victory.

ORC BLADE OF ILNEVAL

Medium humanoid (orc), chaotic evil

Armor Class 18 (chain mail, shield)

Hit Points 60 (8d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	17 (+3)	10 (+0)	12 (+1)	14 (+2)

Saving Throws Wis +3

Skills Perception +3, Insight +3, Intimidation +4

Senses darkvision 60 ft., passive Perception 13

Languages Common, Orc

Challenge 4 (1,100 XP)

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

Foe Smiter of Ilneval. The orc deals an extra die of damage when it hits with a longsword attack (included in the attack).

ACTIONS

Multiattack. The orc makes two melee attacks with its longsword or two ranged attacks with its javelins. If Ilneval's Command is available to use, the orc can use it after these attacks.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage, or 14 (2d10 + 3) slashing damage when used with two hands.

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

Ilneval's Command (Recharge 4–6). Up to three allied orcs within 120 feet of this orc that can hear it can use their reactions to each make one weapon attack.



ORC CLAW OF LUTHIC

Medium humanoid (orc), chaotic evil

Armor Class 14 (hide armor)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

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

Skills Intimidation +2, Medicine +4, Survival +4

Senses darkvision 60 ft., passive Perception 12

Languages Common, Orc

Challenge 2 (450 XP)

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

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

Cantrips (at will): *guidance, mending, resistance, thaumaturgy*

1st level (4 slots): *bane, cure wounds, guiding bolt*

2nd level (3 slots): *augury, warding bond*

3rd level (2 slots): *bestow curse, create food and water*

ACTIONS

Multiattack. The orc makes two claw attacks, or four claw attacks if it has fewer than half of its hit points remaining.

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



ORC HAND OF YURTRUS

Medium humanoid (orc), chaotic evil

Armor Class 12 (hide armor)
Hit Points 30 (4d8 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	11 (+0)	16 (+3)	11 (+0)	14 (+2)	9 (-1)

Skills Arcana +2, Intimidation +1, Medicine +4, Religion +2
Senses darkvision 60 ft., passive Perception 12
Languages understands Common and Orc but can't speak
Challenge 2 (450 XP)

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

Spellcasting. The orc is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It requires no verbal components to cast its spells. The orc has the following cleric spells prepared:

Cantrips (at-will): *guidance*, *mending*, *resistance*, *thaumaturgy*
 1st level (4 slots): *bane*, *detect magic*, *inflict wounds*, *protection from evil and good*
 2nd level (3 slots): *blindness/deafness*, *silence*

ACTIONS

Touch of the White Hand. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 9 (2d8) necrotic damage.

The wisest among these leaders gain Ilneval's favor and rise to become known as blades, tactical experts who advise their chief in matters of war. Blades lead from the front, wading into combat fearlessly while barking orders at lesser soldiers. A blade knows how to use orcish ferocity to best advantage, and helps the ordinary warriors to work together against their adversaries.

ORC CLAW OF LUTHIC

Luthic is Gruumsh's wife and the paragon of maternity to all orcs. She is the Cave Mother, a fierce dweller in the darkness who raises new broods of orcs to be vicious and strong. Her symbol is the cave bear, and orc females raise such bears alongside orc whelps. Females particularly attracted to Luthic grow long nails and lacquer them, learning to use these claws as weapons much as Luthic uses her own.

Orc females devoted to Luthic are in charge of fortifying and maintaining an orc stronghold. They help to guarantee the survival of the tribe, and most are skilled in the healing arts. The most powerful among Luthic's disciples are the claws of Luthic, which can use the Cave Mother's magic to heal, protect, and curse.

ORC NURTURED ONE OF YURTRUS

Medium humanoid (orc), chaotic evil

Armor Class 9
Hit Points 30 (4d8 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	8 (-1)	16 (+3)	7 (-2)	11 (+0)	7 (-2)

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

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

Corrupted Carrier. When the orc is reduced to 0 hit points, it explodes, and any creature within 10 feet of it must make a DC 13 Constitution saving throw. On a failed save, the creature takes 14 (4d6) poison damage and becomes poisoned. On a success, the creature takes half as much damage and isn't poisoned. A creature poisoned by this effect can repeat the save at the end of each of its turn, ending the effect on itself on a success. While poisoned by this effect, a creature can't regain hit points.

Nurtured One of Yurtrus. The orc has advantage on saving throws against poison and disease.

ACTIONS

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

Corrupted Vengeance. The orc reduces itself to 0 hit points, triggering its Corrupted Carrier trait.



ORC HAND OF YURTRUS

Yurtrus is the orc god of death and disease. He is a horrifying abomination covered in rot and infection, except for his perfect, smooth white hands.

Orc priests that oversee the line between life and death are known by the others in the tribe as hands of Yurtrus. They dwell on the fringes of an orc lair, usually communing with other orcs through the auspices of those who follow Luthic. The hands of Yurtrus wear pale gloves made of the bleached skin of other humanoids (preferably elves), symbolizing their connection with Yurtrus, and are sometimes called “white hands” as a result.

Every orc knows that the hands of Yurtrus are the tribe’s gateway to the ancestors. Orcs who die having served the tribe well go on to rituals meant to send them to Gruumsh’s realm.

As befits followers of a god who doesn’t speak, hands of Yurtrus remove their tongues to emulate their deity, for a reason similar to why an eye of Gruumsh puts out one of its eyes.

ORC NURTURED ONE OF YURTRUS

When plague strikes a tribe, the hands of Yurtrus isolate the sick. The priests then minister to those who can be saved but not healed. The hands cultivate the sickness of these nurtured ones, turning them into instruments of defense and weapons of war. When orcs go to battle, a band of nurtured ones might charge in first—to give themselves up while softening up the enemy by spreading Yurtrus’s vile blessing in its ranks.

ORC RED FANG OF SHARGAAS

Shargaas is the orc deity of deep darkness and sneakiness, a murderous god who hates anything that lives that isn’t an orc. Orcs consider Shargaas to be a divinity suited to pariahs and weaklings, all of them unfit for

ORC RED FANG OF SHARGAAS

Medium humanoid (orc), chaotic evil

Armor Class 15 (studded leather)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	15 (+2)	9 (–1)	11 (+0)	9 (–1)

Skills Intimidation +1, Perception +2, Stealth +5

Senses darkvision 60 ft., passive Perception 12

Languages Common, Orc

Challenge 3 (700 XP)

Cunning Action. On each of its turns, the orc can use a bonus action to take the Dash, Disengage, or Hide action.

Hand of Shargaas. The orc deals an 2 extra dice of damage when it hits a target with a weapon attack (included in its attacks).

Shargaas’s Sight. Magical darkness doesn’t impede the orc’s darkvision.

Slayer. In the first round of a combat, the orc has advantage on attack rolls against any creature that hasn’t taken a turn yet. If the orc hits a creature that round who was surprised, the hit is automatically a critical hit.

ACTIONS

Multiattack. The orc makes two scimitar or dart attacks.

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 13 (3d6 + 3) slashing damage.

Dart. *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 10 (3d4 + 3) piercing damage.

Veil of Shargaas (Recharges after a Short or Long Rest). The orc casts *darkness* without any components. Wisdom is its spell-casting ability.



AN ORC LIFE IS A GOD-RIDDEN LIFE.
LUTHIC'S AT BIRTH, LUTHIC'S AT DEATH,
AND STRIVING TO PROVE THEMSELVES TO
GRUMSH IN BETWEEN.

—ELMINSTER

through the tribe, attempting to take over by force. Most such coups fail, but at great cost to the tribe. If a tanarukk does seize the leadership of a tribe, reckless war is the course it inevitably chooses.

If a tanarukk manages to breed, its blood taints numerous subsequent generations, so its female descendants randomly produce tanarukks. Rather than risk raising a natural-born tanarukk, most tribes slay such abominations.

true roles in tribal life. These outsiders live in the most remote, deepest parts of the tribe's domain.

The elite among Shargaas's followers are the assassins and thieves that follow the cult of the Red Fang. They perform assassinations, stealthy raids, and other covert operations on the tribe's behalf. They rely on a mix of intense training and magic granted to them by Shargaas.

Most Red Fang enclaves keep and nurture giant bats, creatures that are sacred to Shargaas. Red Fangs ride these bats into battle or on secret raids and assassination missions into enemy territory.

TANARUKK

When demonic corruption taints a tribe's leadership, orcs might turn to abyssal magic to make tanarukks. Evil humans who control orcs also use such power to bolster their followers' strength.

The demon lord Baphomet gladly shares the secret of creating tanarukks with those who entreat him for power. The process corrupts an unborn orc of the tribe, transforming it at birth into a creature much more savage than an orc.

Although tanarukks are fearsome fighters, they are a threat to their allies off the battlefield. Within the tribe's lair, a tanarukk is destructive and volatile, and best kept imprisoned. Sooner or later, a free tanarukk rampages

TANARUKK

Medium fiend (demon, orc), chaotic evil

Armor Class 14 (natural armor)
Hit Points 95 (10d8 + 50)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	20 (+5)	9 (-1)	9 (-1)	9 (-1)

Skills Intimidation +2, Perception +2
Damage Resistances fire, poison
Senses darkvision 60 ft., passive Perception 12
Languages Abyssal, Common, Orc
Challenge 5 (1,800 XP)

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

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

ACTIONS

Multiattack. The tanarukk makes two attacks: one with its bite and one with its greatsword.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Greatsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

REACTIONS

Unbridled Fury. In response to being hit by a melee attack, the tanarukk can make one melee weapon attack with advantage against the attacker.



THEY RACE THEMSELVES TO DEATH,
AND SCHEME AS FAST AS THEY RUN.

—ELMINSTER

QUICKLING

Quicklings rocket through haunting, twisted forests where the unseelie fey hold sway, both in the Feywild and in the world. Racing faster than the eye can track, each appears as little more than a blurry wavering in the air.

A quickling is a small, slender fey, similar to a miniature elf with sharp, feral features. Its cold, cruel eyes gleam like jewels.

Live Fast, Die Young. Quicklings owe their existence—and their plight—to the Queen of Air and Darkness, the dread ruler of the Gloaming Court. Once a race of lazy and egotistical fey, the creatures that would become the quicklings were late in answering the queen's summons one time too many. To hasten their pace and teach them to mind her will, the queen shrank their stature and sped up their internal clocks. The queen's curse gave quicklings their amazing speed but also accelerated their passage through life—no quickling lives longer than fifteen years.

Too Fast for Words. The mortal realm is a ponderous place to a quickling's eye: a hurricane creeps gradually across the sky, a torrent of rain drifts earthward like lazy snowflakes, lightning crawls in a meandering path from cloud to cloud. The slow and boring world seems to be populated by torpid creatures whose deep, mooring speech lacks meaning.

To other creatures, a quickling seems blindingly fast, vanishing into an indistinct blur as it moves. Its cruel laughter is a burst of rapid staccato sounds, its speech a shrill squeal. Only when a quickling deliberately slows down, which it prefers not to do, can other beings properly see, hear, and comprehend it. Never truly at rest, a "stationary" quickling constantly paces and shifts in place, as though it can't wait to be off again.

Mischief, Not Murder. Quicklings have a capricious nature that goes well with their energy level: they think as fast as they run, and they are always up to something. A quickling spends most of its time perpetrating acts of mischief on slower creatures. One rarely passes up an opportunity to tie a person's bootlaces together, move the stool a creature is about to sit on, or unbuckle a saddle while no one's looking.

Tricks of that sort are hardly the limit of their artful malice, however. They don't commit outright murder, but quicklings can ruin lives in plenty of other ways: stealing an important letter, swiping coins collected for the poor, planting a stolen item in someone's bag. Quicklings enjoy causing suffering that transcends mere mischief, especially when the blame for their actions falls on other creatures and creates discord.

QUICKLING

Tiny fey, chaotic evil

Armor Class 16
Hit Points 10 (3d4 + 3)
Speed 120 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	23 (+6)	13 (+1)	10 (+0)	12 (+1)	7 (-2)

Skills Acrobatics +8, Sleight of Hand +8, Stealth +8, Perception +5

Senses darkvision 60 ft., passive Perception 15

Languages Common, Sylvan

Challenge 1 (200 XP)

Blurred Movement. Attack rolls against the quickling have disadvantage unless the quickling is incapacitated or restrained.

Evasion. If the quickling is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

ACTIONS

Multiattack. The quickling makes three dagger attacks.

Dagger. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 8 (1d4 + 6) piercing damage.

REDCAP

A redcap is a homicidal fey creature born of blood lust. Redcaps, although small, have formidable strength, which they use to hunt and kill without hesitation or regret.

Blood Lust Personified. In the Feywild, or where that plane touches the world at a fey crossing, if a sentient creature acts on an intense desire for bloodshed, one or more redcaps might appear where the blood of a slain person soaks the ground. At first, new redcaps look like tiny bloodstained mushrooms just pushing their caps out of the soil. When moonlight shines on one of these caps, a creature that looks like a wizened and undersized gnome with a hunched back and a sinewy frame springs from the earth. The creature has a pointed leather cap, pants of similar material, heavy iron boots, and a heavy bladed weapon. From the moment it awakens, a redcap desires only murder and carnage, and it sets out to satisfy these cravings.

Redcaps lack subtlety. They live for direct confrontation and the mayhem of mortal combat. Even if a redcap wanted to be stealthy, its iron boots force it to take ponderous, thunderous steps. When a redcap is near to potential prey, though, it can close the distance quickly and get in a vicious swing of its weapon before the target can react.

Steeped in Slaughter. To sustain its unnatural existence, a redcap has to soak its hat in the fresh blood of its victims. When a redcap is born, its hat is coated with wet blood, and it knows that if the blood isn't replenished at least once every three days, the redcap vanishes as if it had never been. A redcap's desire to slay is rooted in its will to survive.

Bloodthirsty Mercenaries. Redcaps don't usually operate in groups, but in some circumstances they might be fond in the employ of hags and dark mages that know methods to call redcaps out of the Feywild and put them to work as grisly servants.

Also, some redcaps can sense the being whose murderous acts led to their birth. A redcap might use this innate connection to find its creator and make that creature its first victim. Others seek out their maker to enjoy proximity to a kindred spirit. An individual responsible for the creation of multiple redcaps at the same site could attract the entire group to serve as cohorts, emulating that creature's murderous handiwork.

In any case, if a redcap works with another being, the redcap demands to be paid in victims. A patron who tries to stifle a redcap's natural and necessary urge for blood risks becoming the redcap's next target.



REDCAP

Small fey, chaotic evil

Armor Class 13 (natural armor)

Hit Points 45 (6d6 + 24)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	18 (+4)	10 (+0)	12 (+1)	9 (-1)

Skills Athletics +6, Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages Common, Sylvan

Challenge 3 (700 XP)

Iron Boots. While moving, the redcap has disadvantage on Dexterity (Stealth) checks.

Outsize Strength. While grappling, the redcap is considered to be Medium. Also, wielding a heavy weapon doesn't impose disadvantage on its attack rolls.

ACTIONS

Multiattack. The redcap makes three attacks with its wicked sickle.

Wicked Sickle. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.

Ironbound Pursuit. The redcap moves up to its speed to a creature it can see and kicks with its iron boots. The target must succeed on a DC 14 Dexterity saving throw or take 20 (3d10 + 4) bludgeoning damage and be knocked prone.

As subtle as a
fung battleaxe.
—Volo