

# GIANTS

The giants presented here are more powerful than others of their kind, either because their gods have shown them favor or because fate has dealt them a bad hand and forced them to seek out other paths to power.

## CLOUD GIANT SMILING ONE

Cloud giants aren't, on the whole, religious. They tolerate many conflicting ideas about their patron deity, Memnor. The smiling ones strain that tolerance.

Smiling ones are cloud giants who honor and emulate Memnor's craftiness and deceit above all else. They are tricksters supreme who use sleight of hand, deception, misdirection, and magic in their pursuit of wealth. They also possess a flair for unpredictability and a wicked sense of humor.

While cloud giants expect a certain amount of trickery and deceit in their dealings with others of their kind, smiling ones overstep the bounds of decorum with their behavior, doing and saying things that nobler cloud giants consider beneath the dignity of their kind.

**Mysterious Masks.** Smiling ones take their name from the strange two-faced masks they wear. The smiling half of the face often looks more like a smirk or a triumphant sneer than a pleasant grin. The frowning half represents the displeasure smiling ones feel about their place in the ordning—second to the storm giants. The masks serve as symbols of their devotion, but they also conceal their wearers' true facial expressions.



## CLOUD GIANT SMILING ONE

*Huge giant (cloud giant), chaotic neutral*

**Armor Class** 15 (natural armor)

**Hit Points** 262 (21d12 + 126)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	12 (+1)	22 (+6)	15 (+2)	16 (+3)	17 (+3)

**Saving Throws** Con +10, Int +6, Cha +7

**Skills** Deception +11, Insight +7, Perception +7, Sleight of Hand +9

**Senses** passive Perception 17

**Languages** Common, Giant

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

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

At will: *detect magic, fog cloud, light*

3/day each: *feather fall, fly, misty step, telekinesis*

1/day each: *control weather, gaseous form*

**Spellcasting.** The giant is a 5th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). The giant has the following bard spells prepared:

Cantrips (at will): *minor illusion, prestidigitation, vicious mockery*

1st level (4 slots): *cure wounds, disguise self, silent image,*

*Tasha's hideous laughter*

2nd level (3 slots): *invisibility, suggestion*

3rd level (2 slots): *major image, tongues*

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

### ACTIONS

**Multiattack.** The giant makes two attacks with its morningstar.

**Morningstar.** *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 21 (3d8 + 8) bludgeoning damage. The attack deals an extra 14 (4d6) damage if the giant has advantage on the attack roll.

**Rock.** *Ranged Weapon Attack:* +12 to hit, range 60/240 ft., one target. *Hit:* 30 (4d10 + 8) bludgeoning damage. The attack deals an extra 14 (4d6) damage if the giant has advantage on the attack roll.

**Change Shape.** The giant magically polymorphs into a beast or humanoid it has seen, or back into its true form. Any equipment the giant is wearing or carrying is absorbed by the new form. Its statistics, other than its size, are the same in each form. It reverts to its true form if it dies.

## FIRE GIANT DREADNOUGHT

The ordning for fire giants emphasizes not just strength but also skill at forgecraft. The foundry is the heart of any fire giant community. It is temple, school, proving ground, and political hub rolled into one.

Those who have brawn but little brain are usually consigned to the lowliest of tasks such as working forge bellows or moving coal. However, there is one role at which the strongest among them can excel and gain rank: the dreadnought.



## FIRE GIANT DREADNOUGHT

Huge giant (fire giant), lawful evil

Armor Class 21 (plate, shields)

Hit Points 187 (15d12 + 90)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	9 (-1)	23 (+6)	8 (-1)	10 (+0)	11 (+0)

Saving Throws Dex +4, Con +11, Cha +5

Skills Athletics +13, Perception +5

Damage Immunities fire

Senses passive Perception 15

Languages Giant

Challenge 14 (11,500 XP)

**Dual Shields.** The giant carries two shields, each of which is accounted for in the giant's AC. The giant must stow or drop one of its shields to hurl rocks.

### ACTIONS

**Multiattack.** The giant makes two fireshield attacks.

**Fireshield.** *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 22 (4d6 + 8) bludgeoning damage plus 7 (2d6) fire damage plus 7 (2d6) piercing damage.

**Rock.** *Ranged Weapon Attack:* +13 to hit, range 60/240 ft., one target. *Hit:* 30 (4d10 + 8) bludgeoning damage.

**Shield Charge.** The giant moves up to 30 feet in a straight line and can move through the space of any creature smaller than Huge. The first time it enters a creature's space during this move, it makes a fireshield attack against that creature. If the attack hits, the target must also succeed on a DC 21 Strength saving throw or be pushed ahead of the giant for the rest of this move. If a creature fails the save by 5 or more, it is also knocked prone and takes 18 (3d6 + 8) bludgeoning damage, or 29 (6d6 + 8) bludgeoning damage if it was already prone.

**Weapons of War.** Dreadnoughts are massively powerful fire giants who wield two huge shields like plow blades. These shields bear spikes on their exterior and have hollow interiors into which the dreadnought pours hot coals at the first sign of danger. Armed with its two shields, the dreadnought can present a fiery wall to any attacker. When the dreadnought has finished, often all that is left of a foe is a smoking smear on the floor.

When not called on to fight, dreadnoughts maintain their strength by using their shields to shove huge quantities of coal, stone, or ore about the foundry. Occasionally, dreadnoughts are called on by their superiors to accompany a war or diplomatic delegation. The presence of the dreadnoughts presents a fierce face in either case.

### FROST GIANT EVERLASTING ONE

To hold its place or rise within the ordning, a frost giant must routinely face mighty foes in single combat. Some seek out magic that will aid them, but enchanted objects can be taken or lost. True greatness relies on personal prowess. Faced with this truth, a frost giant might seek a supernatural gift from Vaprak the Destroyer.



**Troll Eater.** Frost giants mainly turn to Vaprak, a rapacious god of strength and hunger worshiped by ogres and trolls, out of desperation. Vaprak likes to tempt frost giants with dreams of glory followed by nightmares of bloody cannibalism. Those who don't shrink from such visions or report them to priests of Thrym receive more of the same. If a frost giant comes to relish these dreams and nightmares, as some do, Vaprak sets a troll upon a sacred quest to find the frost giant and meet it in secret. The troll offers up its own body to be devoured in Vaprak's name. Only the boldest and most determined frost giants can finish such a gory feast.

**Vaprak's Blessing.** After devouring the troll sent by Vaprak, bones and all, a frost giant becomes an everlasting one, gaining tremendous strength, an ill temper, and a troll's regenerative ability. With these gifts, the frost giant can swiftly claim the title of jarl and easily fend off rivals for decades. However, if the frost giant doesn't give enough honor to Vaprak or fails to heed Vaprak's visions, injuries the frost giant sustains heal wrong, often resulting in discolored skin, warty scars, and vestigial body parts, such as extra digits, limbs, and even extra heads. The touch of Vaprak can no longer be hidden then, and the everlasting one is either killed or exiled by its clan. Sometimes small communities of everlasting ones gather and even reproduce, passing the "blessing" and worship of Vaprak from one generation to the next.



## FROST GIANT EVERLASTING ONE

Huge giant (frost giant), chaotic evil

**Armor Class** 15 (patchwork armor)

**Hit Points** 189 (14d12 + 98)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	9 (-1)	24 (+7)	9 (-1)	10 (-0)	12 (+1)

**Saving Throws** Str +11, Con +11, Wis +4,

**Skills** Athletics +11, Perception +4

**Damage Immunities** cold

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

**Languages** Giant

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

**Extra Heads.** The giant has a 25 percent chance of having more than one head. If it has more than one, it has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, or knocked unconscious.

**Regeneration.** The giant regains 10 hit points at the start of its turn. If the giant takes acid or fire damage, this trait doesn't function at the start of its next turn. The giant dies only if it starts its turn with 0 hit points and doesn't regenerate.

**Vaprak's Rage (Recharges after a Short or Long Rest).** As a bonus action, the giant can enter a rage at the start of its turn. The rage lasts for 1 minute or until the giant is incapacitated. While raging, the giant gains the following benefits:

- The giant has advantage on Strength checks and Strength saving throws
- When it makes a melee weapon attack, the giant gains a +4 bonus to the damage roll.
- The giant has resistance to bludgeoning, piercing, and slashing damage.

### ACTIONS

**Multiattack.** The giant makes two attacks with its greataxe.

**Greataxe.** *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 26 (3d12 + 7) slashing damage, or 30 (3d12 + 11) slashing damage while raging.

**Rock.** *Ranged Weapon Attack:* +11 to hit, range 60/240 ft., one target. *Hit:* 29 (4d10 + 7) bludgeoning damage.

### MOUTH OF GROLANTOR

Hill giants know the kinds of foods that make them fatter, and they understand that exerting themselves too much tends to make them thinner. What the lazy brutes don't comprehend are the things that make them sick. They consume spoiled food and diseased carcasses with as much enthusiasm as children eating dessert. Fortunately for hill giants, they have a vulture's constitution and rarely suffer for such eating habits. This makes it all the more mysterious to them when one of their kind becomes ill and incapable of keeping down food. Vomiting hill giants are seen as vessels of a message from Grolantor.



The clan separates the sickened giant from the others, often trapping the giant in a cage or tying the giant to a post. A priest of Grolantor or chieftain visits the famished giant daily, trying to read portents in the puddles of bile the hill giant retched up. If the sickness soon passes, the hill giant can rejoin society. If not, the hill giant is instead starved to the point of madness so that Grolantor's hunger can be given a mouth in the world.

**Starved and Insane.** A mouth of Grolantor is so disgraced that it ceases to be an individual and becomes an object. Paradoxically, that object is revered as a holy embodiment of Grolantor's eternal, aching hunger. Unlike a typical thick, sluggish, half-asleep hill giant, a mouth of Grolantor is thin as a whippet, alert like a bird, and constantly twitching around the edges. A mouth of Grolantor is kept perpetually imprisoned or shackled; if it breaks free, it's sure to kill a few hill giants before it's brought down or it sprints away on a killing spree. The only time a mouth of Grolantor is set loose is during a war, a raid against an enemy settlement, or in a last-ditch defense of the tribe's home. When the mouth of Grolantor has slaughtered and eaten its fill of the tribe's enemies, it passes out amid the gory remains of its victims, making it easy to recapture.



## MOUTH OF GROLANTOR

Huge giant (hill giant), chaotic evil

Armor Class 14 (natural armor)

Hit Points 105 (10d12 + 40)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	18 (+4)	5 (-3)	7 (-2)	5 (-3)

Skills Perception +1

Condition Immunities frightened

Senses passive Perception 11

Languages Giant

Challenge 6 (2,300 XP)

**Mouth of Madness.** The giant is immune to *confusion* spells and similar magic.

On each of its turns, the giant uses all its movement to move toward the nearest creature or whatever else it might perceive as food. Roll a d10 at the start of each of the giant's turns to determine its action for that turn:

- 1–3. The giant makes three attacks with its fists against one random target within its reach. If no other creatures are within its reach, the giant flies into a rage and gains advantage on all attack rolls until the end of its next turn.
- 4–5. The giant makes one attack with its fist against every creature within its reach. If no other creatures are within its reach, the giant makes one fist attack against itself.
- 6–7. The giant makes one attack with its bite against one random target within its reach. If no other creatures are within its reach, its eyes glaze over and it becomes stunned until the start of its next turn.
- 8–10. The giant makes three attacks against one random target within its reach: one attack with its bite and two with its fists. If no other creatures are within its reach, the giant flies into a rage and gains advantage on all attack rolls until the end of its next turn.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 15 (3d6 + 5) piercing damage, and the giant magically regains hit points equal to the damage dealt.

**Fist.** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage.

## STONE GIANT DREAMWALKER

The surface of the world is an alien realm to stone giants: fluctuating, temporary, exposed to gusting wind and sudden rain. It is as wildly changeable as a dream, and that's how they regard it—as a dream. Nothing there is permanent, so nothing there is real. What happens on the surface doesn't matter. Promises and bargains made there needn't be honored. Life and even art hold less value there.

**Dream Dwellers.** Stone giants sometimes go on dream quests in the surface world, seeking inspiration for their art, to break a decades-long ennui, or out of simple curiosity. Some who go on these quests let themselves become lost in the dream. Other stone giants are banished to the surface as punishment. Regardless of



the reason, if they don't take shelter under stone, such individuals can become dreamwalkers.

Dreamwalkers occupy an odd place of respect outside of stone giant ordning. They are considered outcasts, but their familiarity with the surface world makes them valuable guides, and their insights can help other stone giants grasp the dangers of living in a dream.

**Mad Wanderers.** Dreamwalkers are driven mad by isolation, shame, and their unendingly alien surroundings, and this madness leeches out into the world around them, affecting other creatures that get too close. Believing that they're living in a dream and that their actions have no real consequences, dreamwalkers act as they please, becoming forces of chaos. As they travel the world, they collect objects and creatures that seem especially significant in their mad minds. Over time, the collected things accrete to their bodies, becoming encased in stone.



## STONE GIANT DREAMWALKER

Huge giant (stone giant), chaotic neutral

**Armor Class** 18 (natural armor)

**Hit Points** 161 (14d12 + 70)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	21 (+5)	10 (+0)	8 (-1)	12 (+1)

**Saving Throws** Dex +6, Con +9, Wis +3

**Skills** Athletics +14, Perception +3

**Condition Immunities** charmed, frightened

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

**Languages** Common, Giant

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

**Dreamwalker's Charm.** An enemy that starts its turn within 30 feet of the giant must make a DC 13 Charisma saving throw, provided that the giant isn't incapacitated. On a failed save, the creature is charmed by the giant. A creature charmed in this way can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Once it succeeds on the saving throw, the creature is immune to this giant's Dreamwalker's Charm for 24 hours.

### ACTIONS

**Multiattack.** The giant makes two attacks with its greatclub.

**Greatclub.** *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

**Petrifying Touch.** The giant touches one Medium or smaller creature within 10 feet of it that is charmed by it. The target must make a DC 17 Constitution saving throw. On a failed save, the target becomes petrified, and the giant can adhere the target to its stony body. *Greater restoration* spells and other magic that can undo petrification have no effect on a petrified creature on the giant unless the giant is dead, in which case the magic works normally, freeing the petrified creature as well as ending the petrified condition on it.

**Rock.** *Ranged Weapon Attack:* +10 to hit, range 60/240 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

## STORM GIANT QUINTESSENT

To forestall the inevitable, some storm giants approaching the end of their natural life spans seek an escape from death. They plumb the depths of their powerful connection to the elements and disperse themselves into nature, literally transforming into semiconscious storms. The blizzard that rages unendingly around a mountain peak, the vortex that swirls around a remote island, or the thunderstorm that howls ceaselessly up and down a rugged coastline could, in fact, be the undying form of a storm giant clinging to existence.

**Elemental Weapons.** A storm giant quintessent sheds its armor and weapons, but gains the power to form makeshift weapons out of thin air. When the giant has no further use of them, or when the giant dies, its elemental weapons disappear.



**Forsaken Form.** A storm giant quintessent can revert to its true giant form on a whim. The change is temporary but can be maintained long enough for the giant to communicate with a mortal, carry out a short task, or defend its home against aggressors.

### A QUINTESSENT'S LAIR

A storm giant quintessent has no need for castles or dungeon lairs. Its lair is usually a secluded region or prominent geographic feature, such as a mountain peak, a great waterfall, a remote island, a fog-shrouded loch, a beautiful coral reef, or a windswept desert bluff. As befits the environment, the storm in which the giant lives could be a blizzard, a typhoon, a thunderstorm, or a sandstorm.

**Lair Actions.** A storm giant quintessent can use lair actions in giant form and while transformed into a storm. On initiative count 20 (losing initiative ties), the giant can take a lair action to cause one of the following effects; the giant can't use the same effect two rounds in a row:

- The giant creates a thunderclap centered on a point anywhere in its lair. Each creature within 20 feet of that point must succeed on a DC 18 Constitution saving throw or be deafened until the end of its next turn.
- The giant creates a 20-foot-radius sphere of fog (or murky water within water) centered on a point anywhere in its lair. The sphere spreads around corners, and its area is heavily obscured. The fog lasts until the



giant disperses it (no action required), and it can't be dispersed by wind.

- The giant creates a 60-foot-long, 10-foot-wide line of strong wind (or strong current within water) originating from a point anywhere in its lair. Each creature in that line must succeed on a DC 18 Strength saving throw or be pushed 15 feet in the direction the wind is blowing. The gust disperses gas or vapor, and it extinguishes candles, torches, and similar unprotected flames in its area. Protected flames, such as those of lanterns, have a 50 percent chance of being extinguished.

**Regional Effects.** The region containing a storm giant quintessent's lair is warped by the giant's presence, which creates one or more of the following effects:

- High wind blows within 1 mile of the lair, making it impossible to light a fire unless the location where the fire is lit is protected from the wind.
- Rain, snow, or blowing dust or sand (whichever is most appropriate) is constant within 1 mile of the lair. Rain causes rivers and streams to fill or overflow their banks; snow, dust, or sand form deep drifts or dunes.
- Flashes of lightning and peals of thunder are continual, day and night, within 5 miles of the lair.

If the giant dies, the lightning, thunder, and high wind regional effects end immediately. Rain, snow, and blowing dust abate gradually within 1d8 days.



## STORM GIANT QUINTESSENT

Huge giant (storm giant), chaotic good

Armor Class 12

Hit Points 230 (20d12 + 100)

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

STR	DEX	CON	INT	WIS	CHA
29 (+9)	14 (+2)	20 (+5)	17 (+3)	20 (+5)	19 (+4)

Saving Throws Str +14, Con +10, Wis +10, Cha +9

Skills Arcana +8, History +8, Perception +10

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

Damage Immunities lightning, thunder

Senses truesight 60 ft., passive Perception 20

Languages Common, Giant

Challenge 16 (15,000 XP)

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

### ACTIONS

**Multiaction.** The giant makes two Lightning Sword attacks or uses Wind Javelin twice.

**Lightning Sword.** *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 40 (9d6 + 9) lightning damage.

**Wind Javelin.** The giant coalesces wind into a javelin-like form and hurls it at a creature it can see within 600 feet of it. The javelin is considered a magic weapon and deals 19 (3d6 + 9) piercing damage to the target, striking unerringly. The javelin disappears after it hits.

### LEGENDARY ACTIONS

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

**Gust.** The giant targets a creature it can see within 60 feet of it and creates a magical gust of wind around it. The target must succeed on a DC 18 Strength saving throw or be pushed up to 20 feet in any horizontal direction the giant chooses.

**Thunderbolt (2 Actions).** The giant hurls a thunderbolt at a creature it can see within 600 feet of it. The target must make a DC 18 Dexterity saving throw, taking 22 (4d10) thunder damage on a failed save, or half as much damage on a successful one.

**One with the Storm (3 Actions).** The giant vanishes, dispersing itself into the storm surrounding its lair. The giant can end this effect at the start of any of its turns, becoming a giant once more and appearing in any location it chooses within its lair. While dispersed, the giant can't take any actions other than lair actions, and it can't be targeted by attacks, spells, or other effects. The giant can't use this ability outside its lair, nor can it use this ability if another creature is using a *control weather* spell or similar magic to quell the storm.

ZHENETS CLAIM THE BLACK ROAD THE SAFEST PATH ACROSS THE DESERT OF ANAUROCH, BUT THERE'S A STRETCH THAT PASSES NEAR THE SAND-SWALLOWED RUINS OF A ONCE-GREAT ARCH—A PORTAL BUILT BY GIANTS, SOME SAY. A SANDSTORM RAGES ALL AROUND IT, AND IN THE STORM SOME HAVE SEEN A FACE: A GIANT SCOWLING VISAGE.

—ELMINSTER





## GIRALLON

*Large monstrosity, unaligned*

**Armor Class** 13

**Hit Points** 59 (7d10 + 21)

**Speed** 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	5 (-3)	12 (+1)	7 (-2)

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

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

**Languages** —

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

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

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

### ACTIONS

**Multiattack.** The girallon makes five attacks: one with its bite and four with its claws.

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 7 (1d6 + 4) piercing damage.

**Claw.** *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

## GIRALLON

A girallon looks like an oversized, four-armed ape with gray skin and white fur. Its fangs and claws set it apart from a normal ape, revealing it to be a monstrous predator.

**Forest Hunters.** Girallons are most common in temperate or warm forest environments abundant with life. They share the ape's adeptness at climbing, although these half-ton creatures shy away from scaling trees that can't support their bulk. Instead, they stalk the forest floor, lurk in narrow ravines or shallow caves, or hide in ruined sites while waiting for prey to come near. A girallon is surprisingly stealthy, considering its size and its lack of camouflage.

Girallons form loose bands of several individuals and their offspring, usually led by a dominant adult that also tends to be the oldest member of the group. When on the hunt away from their lair, girallons use roars and body language to communicate with one another over distance. Each individual typically hunts alone and widely separated from the others, to ensure that everyone gets adequate fodder. The leader might organize members to work together to make a big kill. If they succeed, everyone in the group shares the spoils, with the best parts going to mothers caring for their young.

**Wall Climbers.** The ruins of humanoid habitations, especially those found in deep forests and jungles, seem to attract girallons. They move effortlessly along stairs and balconies, as well as on the sloped rooftops and buttresses of such formations. To a girallon, a city's buildings are just another sort of forest—and better yet, one whose uppermost “branches” can easily support the creatures. In such a setting, the girallons take full advantage of their skill in climbing. The creatures can easily scale walls and battlements, and they perch on tower tops and other high vantages to keep an eye on the surrounding area.

**Magical Origin.** The social habits of wild girallons are unusual for apes, as is their instinctive attraction to humanoid structures. These facts, together with the girallon's appearance, lead sages to believe that girallons were created through magic to serve as guardians for some lost empire. When that empire fell ages ago, girallons turned feral and spread out across the world.

In the time since then, numerous creatures have tried to tame, subjugate, or cooperate with the monsters. For instance, yuan-ti enslave girallons, turning them into border sentinels for their serpent kingdoms. Because girallons are known to be peaceful among their own kind, some humanoids have learned how to approach a group's leader, offering food and other gifts in hopes of establishing an alliance with the creatures.

Girallons that are well treated might be willing to serve as guards, though they lack the intelligence to take on tasks more complicated than attacking strangers that enter their domain. If one is taken young and properly trained, a girallon could end up in a seemingly unlikely place, such as guarding the entrance to a city's thieves' guild. Those who would keep a girallon as a pet must always be wary, because the creature could revert to its predatory nature at any time.





## FLIND

Medium humanoid (gnoll), chaotic evil

**Armor Class** 16 (chain mail)  
**Hit Points** 127 (15d8 + 60)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	19 (+4)	11 (+0)	13 (+1)	12 (+1)

**Saving Throws** Con +8, Wis +5  
**Skills** Intimidate +5, Perception +5  
**Senses** darkvision 60 ft., passive Perception 15  
**Languages** Gnoll, Abyssal  
**Challenge** 9 (5,000 XP)

**Aura of Blood Thirst.** If the flind isn't incapacitated, any creature with the Rampage trait can make a bite attack as a bonus action while within 10 feet of the flind.

### ACTIONS

**Multiattack.** The flind makes three attacks: one with each of its different flail attacks or three with its longbow.

**Flail of Madness.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) bludgeoning damage, and the target must make a DC 16 Wisdom saving throw. On a failed save, the target must make a melee attack against a random target within its reach on its next turn. If it has no targets within its reach even after moving, it loses its action on that turn.

**Flail of Pain.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) bludgeoning damage plus 22 (4d10) psychic damage.

**Flail of Paralysis.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) bludgeoning damage, and the target must succeed on a DC 16 Constitution saving throw or be paralyzed until the end of its next turn.

**Longbow.** *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 4 (1d8) piercing damage.

WHEN GNOLLS ARE WEAKENED, THEY SEEK OUT ISOLATED SETTLEMENTS, MAIM AND DISABLE ITS INHABITANTS, AND FEED UPON THEM AS THEY REST AND REGAIN STRENGTH.

— ELMINSTER

## GNOLLS

A gnoll war band might include one or more of the special kinds of gnolls described in this section.

### FLIND

A flind is an exceptionally strong and vicious gnoll that commands and directs the war band it is a part of. It wields a flail imbued with powerful magic by Yeenoghu himself.

A war band can have only one flind, and that creature sets a war band's path. Because of its special connection to Yeenoghu, a flind uses god-given omens and demonic insight to guide the gnolls toward weak prey ripe for slaughter.

Unlike other humanoid leaders that might skulk behind their minions, a flind leads the charge in battle. Its flail causes wracking pain, paralysis, and disorientation in those struck by it.





## GNOLL FLESH GNAWER

Medium humanoid (gnoll), chaotic evil

Armor Class 14 (studded leather)

Hit Points 22 (4d8 + 4)

Speed 30 ft.

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

Saving Throws Dex +4

Senses darkvision 60 ft., passive Perception 10

Languages Gnoll

Challenge 1 (200 XP)

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

### ACTIONS

**Multiattack.** The gnoll makes three attacks: one with its bite and two with its shortsword.

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

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

**Sudden Rush.** Until the end of the turn, the gnoll's speed increases by 60 feet and it doesn't provoke opportunity attacks.

## GNOLL FLESH GNAWER

If any group of gnolls could be said to be more feral than the others, that distinction would go to the flesh gnawers. These gnolls eschew the use of ranged weapons in favor of short blades that they wield with speed and efficiency. In the thick of a fight, they are capable of dashing across the field, slashing and snarling as they run down stragglers and finish off wounded foes.

## GNOLL HUNTER

Hunters are the stealthiest gnolls in a war band, and they put their talents to use on the battlefield in a number of ways. In the vanguard of a war band, hunters creep around, picking off isolated opposition while clearing the way for the rest of the force to run roughshod over the enemy's territory.

Hunters are particularly skilled with the longbow, and they fire arrows with viciously barbed heads. Even when a hunter doesn't kill its target with its first shot, the arrow strike brings so much pain that the victim is hobbled in its attempt to run away. When a hunter on the prowl finds prey and isn't concerned about remaining stealthy, it sounds a horn crafted from bone that produces a keening wail similar to a banshee's yell.

## GNOLL HUNTER

Medium humanoid (gnoll), chaotic evil

Armor Class 13 (leather armor)

Hit Points 22 (4d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	12 (+1)	8 (-1)	12 (+1)	8 (-1)

Skills Perception +3, Stealth +4

Senses darkvision 60 ft., passive Perception 13

Languages Gnoll

Challenge 1/2 (100 XP)

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

### ACTIONS

**Multiattack.** The gnoll makes two melee attacks with its spear or two ranged attacks with its longbow.

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

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

**Longbow.** *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage, and the target's speed is reduced by 10 feet until the end of its next turn.





I heard a warlock sought to magically turn the last witherings of a destroyed gnoll war band into his own strike force against foes. That worked well until Yeenoghu sent seven war bands after him. —Volo

## GNOLL WITHERLING

Medium undead, chaotic evil

Armor Class 12 (natural armor)  
Hit Points 11 (2d8 + 2)  
Speed 30 ft.

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

**Damage Immunities** poison

**Condition Immunities** exhaustion, poisoned

**Senses** darkvision 60 ft., passive Perception 7

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

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

**Rampage.** When the witherling 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 a bite attack.

### ACTIONS

**Multiattack.** The witherling makes two attacks: one with its bite and one with its club, or two with its club.

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

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

### REACTIONS

**Vengeful Strike.** In response to a gnoll being reduced to 0 hit points within 30 feet of the witherling, the witherling makes a melee attack.

## GNOLL WITHERLING

Sometimes gnolls turn against each other, perhaps to determine who rules a war band or because of extreme starvation. Even under ordinary circumstances, gnolls that are deprived of victims for too long can't control their hunger and violent urges. Eventually, they fight among themselves.

The survivors devour the flesh of their slain comrades but preserve the bones. Then, by invoking rituals to Yeenoghu, they bring the remains back to a semblance of life in the form of a gnoll witherling.

Witherlings act much as gnolls do in life, traveling with their comrades and trying to kill anything in their path. They don't eat and aren't motivated by hunger, leaving more flesh for the rest of the war band. Gnoll witherlings are incapable of wielding any weapon more sophisticated than a simple club.

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



## GRUNGS

Grungs are aggressive froglike humanoids found in rain forests and tropical jungles. They are fiercely territorial and see themselves as superior to most other creatures.

**Tree-Dwelling Amphibians.** Grungs live in trees and prefer shade. A grung hatchery is maintained in well-guarded ground-level pools. About three months after hatching, a grung tadpole takes on the shape of an adult. It takes another six to nine months for a grung juvenile to reach maturity.

**Castes and Colors.** Grung society is a caste system. Each caste lays eggs in a separate hatching pool, and juvenile grungs join their caste upon emergence from the hatchery. All grungs are a dull greenish gray when they are born, but each individual takes on the color of its caste as it grows to adulthood.

Green grungs are the tribe's warriors, hunters, and laborers, and blue grungs work as artisans and in other domestic roles. Supervising and guiding both groups are the purple grungs, which serve as administrators and commanders. (Use the **grung** stat block to represent members of the green, blue, and purple castes.)

Red grungs are the tribe's scholars and magic users. They are superior to purple, blue, and green grungs and given proper respect even by grungs of higher status. (Use the **grung wildling** stat block to represent members of the red caste.)

Higher castes include orange grungs, which are elite warriors that have authority over all lesser grungs, and gold grungs, which hold the highest leadership positions. A tribe's sovereign is always a gold grung. (Use the **grung elite warrior** stat block to represent members of the orange and gold castes.)

A grung normally remains in its caste for life. On rare occasions, an individual that distinguishes itself with great deeds can earn an invitation to join a higher caste. Through a combination of herbal tonics and ritual magic, an elevated grung changes color and is inducted into its new caste in the same way that a juvenile of the

### VARIANT: GRUNG POISON

Grung poison loses its potency 1 minute after being removed from a grung. A similar breakdown occurs if the grung dies.

A creature poisoned by a grung can suffer an additional effect that varies depending on the grung's skin color. This effect lasts until the creature is no longer poisoned by the grung.

**Green.** The poisoned creature can't move except to climb or make standing jumps. If the creature is flying, it can't take any actions or reactions unless it lands.

**Blue.** The poisoned creature must shout loudly or otherwise make a loud noise at the start and end of its turn.

**Purple.** The poisoned creature feels a desperate need to soak itself in liquid or mud. It can't take actions or move except to do so or to reach a body of liquid or mud.

**Red.** The poisoned creature must use its action to eat if food is within reach.

**Orange.** The poisoned creature is frightened of its allies.

**Gold.** The poisoned creature is charmed and can speak Grung.

Sentient, poisonous frogs that live in trees. Truly, the gods hate us.

—Volo

caste would be. From then on, the grung and its progeny are members of the higher caste.

**Naturally Toxic.** All grungs secrete a substance that is harmless to them but poisonous to other creatures. A grung also uses venom to poison its weapons.

**Slavers.** Grungs are always on the lookout for creatures they can capture and enslave. Grungs use slaves for all manner of menial tasks, but mostly they just like bossing them around. Slaves are fed mildly poisoned food to keep them lethargic and compliant. A creature afflicted in this way over a long period of time becomes a shell of its former self and can be restored to normalcy only by magic.

**Water Dependency.** A grung that fails to immerse itself in water for at least 1 hour during a day suffers one level of exhaustion at the end of that day. A grung can recover from this exhaustion only through magic or by immersing itself in water for at least 1 hour.

## GRUNG

Small humanoid (grung), lawful evil

Armor Class 12

Hit Points 11 (2d6 + 4)

Speed 25 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	15 (+2)	10 (+0)	11 (+0)	10 (+0)

Saving Throws Dex +4

Skills Athletics +2, Perception +2, Stealth +4, Survival +2

Damage Immunities poison

Condition Immunities poisoned

Senses passive Perception 12

Languages Grung

Challenge 1/4 (50 XP)

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

**Poisonous Skin.** Any creature that grapples the grung or otherwise comes into direct contact with the grung's skin must succeed on a DC 12 Constitution saving throw or become poisoned for 1 minute. A poisoned creature no longer in direct contact with the grung can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

**Standing Leap.** The grung's long jump is up to 25 feet and its high jump is up to 15 feet, with or without a running start.

### 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, and the target must succeed on a DC 12 Constitution saving throw or take 5 (2d4) poison damage.





## GRUNG ELITE WARRIOR

Small humanoid (grung), lawful evil

Armor Class 13

Hit Points 49 (9d6 + 18)

Speed 25 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	15 (+2)	10 (+0)	11 (+0)	12 (+1)

Saving Throws Dex +5

Skills Athletics +2, Perception +2, Stealth +5, Survival +2

Damage Immunities poison

Condition Immunities poisoned

Senses passive Perception 12

Languages Grung

Challenge 2 (450 XP)

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

**Poisonous Skin.** Any creature that grapples the grung or otherwise comes into direct contact with the grung's skin must succeed on a DC 12 Constitution saving throw or become poisoned for 1 minute. A poisoned creature no longer in direct contact with the grung can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

**Standing Leap.** The grung's long jump is up to 25 feet and its high jump is up to 15 feet, with or without a running start.

### ACTIONS

**Dagger.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or take 5 (2d4) poison damage.

**Shortbow.** *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or take 5 (2d4) poison damage.

**Mesmerizing Chirr (Recharge 6).** The grung makes a chirring noise to which grungs are immune. Each humanoid or beast that is within 15 feet of the grung and able to hear it must succeed on a DC 12 Wisdom saving throw or be stunned until the end of the grung's next turn.

## GRUNG WILDLING

Small humanoid (grung), lawful evil

Armor Class 13 (16 with barkskin)

Hit Points 27 (5d6 + 10)

Speed 25 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	15 (+2)	10 (+0)	15 (+2)	11 (+0)

Saving Throws Dex +5

Skills Athletics +2, Perception +4, Stealth +5, Survival +4

Damage Immunities poison

Condition Immunities poisoned

Senses passive Perception 14

Languages Grung

Challenge 1 (200 XP)

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

**Poisonous Skin.** Any creature that grapples the grung or otherwise comes into direct contact with the grung's skin must succeed on a DC 12 Constitution saving throw or become poisoned for 1 minute. A poisoned creature no longer in direct contact with the grung can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

**Spellcasting.** The grung is a 9th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It knows the following ranger spells:

1st level (4 slots): *cure wounds*, *jump*

2nd level (3 slots): *barkskin*, *spike growth*

3rd level (2 slots): *plant growth*

**Standing Leap.** The grung's long jump is up to 25 feet and its high jump is up to 15 feet, with or without a running start.

### ACTIONS

**Dagger.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or take 5 (2d4) poison damage.

**Shortbow.** *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or take 5 (2d4) poison damage.



## GUARD DRAKE

A guard drake is a reptilian creature created out of dragon scales by means of a bizarre and grisly ritual. When trained properly, a drake is obedient, loyal, and territorial, which makes it an excellent watchbeast that can follow simple commands.

**Gifts from Dragons.** The ritual to create a guard drake was originally devised by the cult of Tiamat, but has spread to other groups that are skilled in arcana and associated with dragons. The cooperation of a dragon is necessary for the ritual to succeed, and a dragon typically provides its help when it wants to reward its allies or worshipers with a valuable servant.

The ritual, which takes several days, requires 10 pounds of fresh dragon scales (donated by the dragon allied with the group), a large amount of fresh meat, and an iron cauldron. When the process is complete, a halfling-sized egg emerges from the cauldron and is ready to hatch within a few hours.

**Eager to Learn.** A newly hatched guard drake imprints upon the first creature that feeds it (usually the one planning to train it), establishing an aggressive but trusting bond with that individual. A guard drake is fully grown within two to three weeks and can be trained in the same length of time. One is the equivalent of a guard dog in terms of what it can be trained to do.

A guard drake resembles the type of dragon it was created from, but with a wingless, squat, muscular build. A drake can't reproduce, nor can its scales be used to make other guard drakes.

## GUARD DRAKE

Medium dragon, unaligned

Armor Class 14 (natural armor)

Hit Points 52 (7d8 + 21)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	16 (+3)	4 (-3)	10 (+0)	7 (-2)

Skills Perception +2

Senses darkvision 60 ft., passive Perception 12

Languages understands Draconic but can't speak

Challenge 2 (450 XP)

### ACTIONS

**Multiattack.** The guard drake makes two attacks: one with its bite and one with its tail.

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

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

### VARIANT: CHROMATIC GUARD DRAKES

Each type of chromatic dragon's scales and blood creates a guard drake that resembles a wingless, stunted version of that type of dragon, with unique abilities related to that type. Each has the special features described below.

**Black Guard Drake.** A black guard drake is amphibious (it can breathe air or water), has a swimming speed of 30 feet, and has resistance to acid damage.

**Blue Guard Drake.** A blue guard drake has a burrowing speed of 20 feet and resistance to lightning damage.

**Green Guard Drake.** A green guard drake is amphibious (it can breathe air or water), has a swimming speed of 30 feet, and has resistance to poison damage.

**Red Guard Drake.** A red guard drake has climbing speed of 30 feet and resistance to fire damage.

**White Guard Drake.** A white guard drake has a burrowing speed of 20 feet, a climbing speed of 30 feet, and resistance to cold damage.





# HAGS

Hags delight in bringing ruin and misery to the world. Malevolence is such a core part of a hag that it shapes her physical form and molds her magical powers.

## ANNIS HAG

Annis hags lair in mountains or hills. Despite being hunchbacked and hump-shouldered, they are the largest and most physically imposing of their kind, standing eight feet tall.

**Tormenting the Weak.** Although annis hags can easily tear a grown man apart, they love hunting children, preferring their flesh above all others. They use the flayed skin of such victims to make supple leather, and a hag's lair often shows the signs of this industry.

Annis hags leave tokens of their cruelty at the edges of forests and other areas they claim. In this way, they provoke fear and paranoia in nearby villages and settlements. To an annis hag, nothing is sweeter than turning a vibrant community into a place paralyzed with terror, where folk never venture out at night, strangers are met with suspicion and anger, and parents warn their children to "be good, or the annis will get you."

**Child Corrupter.** When an annis feels especially cruel, she disguises herself as a kindly-looking elderly woman, approaches a child in a remote place, and gives it an iron token that it can use to confide in her. Over time, "Granny" convinces the child that it's okay to have bad thoughts and do bad deeds—starting with breaking things or wandering outside without permission, then graduating to pushing someone down the stairs or setting a house on fire. Sooner or later, the child's family and community become terrified of the "bad seed" and must face the awful decision of whether the child should be punished or exiled.

**Tribe Mother.** Much in the way that they befriend children in order to corrupt them, annis hags have a tendency for adopting a group of ogres, trolls, or other loutish creatures, ruling them through brute strength, verbal abuse, and superstition.

**Covens.** An annis hag that is part of a coven (see the "Hag Covens" sidebar in the *Monster Manual*) has a challenge rating of 8 (3,900 XP).

### IRON TOKEN

An annis hag can pull out one of her iron teeth or nails and spend 1 minute shaping and polishing it into the form of a coin, a ring, or a tiny mirror. Thereafter, any creature that holds this *iron token* can have a whispered conversation with the hag, provided the creature and the hag are on the same plane of existence and within 10 miles of each other. The holder of the token can hear only the hag's voice, not those of any other creatures or any ambient noise around the hag. Similarly, the hag can hear the holder of the token and not the noise around it.

A hag can have up to three *iron tokens* active at one time. As an action, she can discern the direction and approximate distance to all of her active tokens. She can instantaneously deactivate any of her tokens at any distance (no action required), whereupon the token retains its current form but loses its magical properties.

## ANNIS HAG

Large fey, chaotic evil

Armor Class 17 (natural armor)

Hit Points 75 (10d10 + 20)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	14 (+2)	13 (+1)	14 (+2)	15 (+2)

Saving Throws Con +5

Skills Deception +5, Perception +5

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

Senses darkvision 60 ft., passive Perception 15

Languages Common, Giant, Sylvan

Challenge 6 (2,300 XP)

**Innate Spellcasting.** The hag's innate spellcasting ability is Charisma (spell save DC 13). She can innately cast the following spells:

3/day each: *disguise self* (including the form of a Medium humanoid), *fog cloud*

### ACTIONS

**Multiattack.** The annis makes three attacks: one with her bite and two with her claws.

**Bite.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) piercing damage.

**Claw.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) slashing damage.

**Crushing Hug.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 36 (9d6 + 5) bludgeoning damage, and the target is grappled (escape DC 15) if it is a Large or smaller creature. Until the grapple ends, the target takes 36 (9d6 + 5) bludgeoning damage at the start of each of the hag's turns. The hag can't make attacks while grappling a creature in this way.







## BHEUR HAG

Bheur hags live in wintry lands, favoring snow-covered mountains. They become more active during winter, using their ice and weather magic to make life miserable for nearby settlements.

A bheur hag's skin is blue-white, like that of a person who has frozen to death. Her hair is pale white, and she is emaciated, as if she were a person who had survived winter by eating bark and leather. Her eyes are pale and surrounded by dark, bruise-colored flesh. A bheur carries a twisted gray wooden staff, which she can ride like a flying broom and augments her magical powers.

**Cold Hearts.** Bheur hags are attracted to selfish actions justified by deadly cold, such as murdering a traveler for a winter coat, chopping down a dryad's grove for firewood, and so on. These actions are especially sweet to a bheur if they are unwarranted, such as a greedy merchant hoarding more food for the winter than he could possibly eat while others starve. Bheurs love to seed such ideas and thoughts in mortals. They use their ability to manipulate weather to batter villages with snow and freezing cold, hoping to instill despair that turns the villagers against each other.

A bheur hag loves watching unprepared people suffer and die for their mistakes during the winter. She is delighted when mortals make petty, pathetic attempts to survive, such as eating boots and leather scraps when no real food is to be found.

**Awful to Behold.** When a bheur hag is fully in the throes of combat and has recently slain one of her foes,

she often forgoes a direct attack on her remaining enemies and instead takes a moment to feed on the corpse, dismembering it and tearing meat from bone. The sight of this savagery is enough to render witnesses temporarily insane.

**Covens.** A bheur hag that is part of a coven (see the "Hag Covens" sidebar in the *Monster Manual*) has a challenge rating of 9 (5,000 XP).

## BHEUR HAG

Medium fey, chaotic evil

Armor Class 17 (natural armor)

Hit Points 91 (14d8 + 28)

Speed 30 ft.

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

Saving Throws Wis +4

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

Damage Immunities cold

Senses darkvision 60 ft., passive Perception 14

Languages Auran, Common, Giant

Challenge 7 (2,900 XP)

**Graystaff Magic.** The hag carries a *graystaff*, a length of gray wood that is a focus for her inner power. She can ride the staff as if it were a *broom of flying*. While holding the staff, she can cast additional spells with her Innate Spellcasting trait (these spells are marked with an asterisk). If the staff is lost or destroyed, the hag must craft another, which takes a year and a day. Only a bheur hag can use a *graystaff*.

**Ice Walk.** The hag can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost her extra movement.

**Innate Spellcasting.** The hag's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

At will: *hold person*,\* *ray of frost*

3/day each: *cone of cold*,\* *ice storm*,\* *wall of ice*\*

1/day each: *control weather*

## ACTIONS

**Slam.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 10 (2d8 + 1) bludgeoning damage plus 3 (1d6) cold damage.

**Maddening Feast.** The hag feasts on the corpse of one enemy within 5 feet of her that died within the past minute. Each creature of the hag's choice that is within 60 feet of her and able to see her must succeed on a DC 15 Wisdom saving throw or be frightened of her for 1 minute. While frightened in this way, a creature is incapacitated, can't understand what others say, can't read, and speaks only in gibberish; the DM controls the creature's movement, which is erratic. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the hag's Maddening Feast for the next 24 hours.



# HOBGOBLINS

Hobgoblins of the cruelest bent gain admittance to elite organizations that provide special training above and beyond what military service has to offer. The Academy of Devastation and the Iron Shadows are two such organizations, and their graduates are feared among the ranks of goblinkind.

## HOBGOBLIN DEVASTATOR

In hobgoblin society, the Academy of Devastation identifies hobgoblins with a talent for magic and puts them through a grueling training regimen that endows them with the ability to call down fireballs and other destructive magic on the host's behalf. A hobgoblin devastator on the battlefield is simultaneously a boon to all its allies and a threat to every foe around it.

**Into the Fray.** While other cultures treat their wizards as cloistered academics, hobgoblins expect their spellcasters to fight. Devastators learn the basics of weapon use, and they measure their deeds by the enemies defeated though their magic.



Devastators have the respect of other members of the host, and they receive obedience and deference from many quarters. Their ability to lay waste to entire formations with a single use of magic allows them to gain far more glory in battle than a single warrior.

Other cultures might view the use of such abilities as a short cut to glory, but to hobgoblins a gift for magic is as valued and useful as a strong sword arm or brilliance in tactics. They are all boons from Maglubiyet that must be cultivated and unleashed upon the enemy.

**Only Results Matter.** Devastators study a simplified form of evocation magic. Their training lacks the theory and context that other folk study, making them skilled in battle but relatively illiterate on the finer points of how and why their magic works.

The Academy of Devastation believes that an academic approach to magic is a sign of weakness and inefficiency. A warrior doesn't need to know about metallurgy to wield a blade, so why should a wizard care about where magic comes from? Devastators love to prove their superiority in battle by seeking out enemy spellcasters and destroying them.

## HOBGOBLIN DEVASTATOR

Medium humanoid (goblinoid), lawful evil

Armor Class 13 (studded leather)

Hit Points 45 (7d8 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	14 (+2)	16 (+3)	13 (+1)	11 (+0)

Skills Arcana +5

Senses darkvision 60 ft., passive Perception 11

Languages Common, Goblin

Challenge 4 (1,100 XP)

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

**Army Arcana.** When the hobgoblin casts a spell that causes damage or that forces other creatures to make a saving throw, it can choose itself and any number of allies to be immune to the damage caused by the spell and to succeed on the required saving throw.

**Spellcasting.** The hobgoblin is a 7th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): *acid splash*, *fire bolt*, *ray of frost*, *shocking grasp*  
1st level (4 slots): *fog cloud*, *magic missile*, *thunderwave*  
2nd level (3 slots): *gust of wind*, *Melf's acid arrow*, *scorching ray*  
3rd level (3 slots): *fireball*, *fly*, *lightning bolt*  
4th level (1 slot): *ice storm*

### ACTIONS

**Quarterstaff.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage, or 5 (1d8 + 1) bludgeoning damage if used with two hands.





## HOBGOBLIN IRON SHADOW

The Iron Shadows are hobgoblin monks that serve as secret police, scouts, and assassins. Among other hobgoblins, they spy to ferret out treachery, rebellion, and betrayal.

**Trained in Secret.** Iron Shadows are recruited from across the hobgoblin ranks. Each member keeps her eyes open for potential recruits, those whose agility and stamina are matched only by an ironclad commitment to Maglubiyet's will.

A candidate for admission undergoes a series of tests designed to reveal any potential for treachery. Those who fail are slain, while those who pass receive secret training in the magical and martial arts. This indoctrination is a slow and arduous process; many aspirants don't finish it, and years might go by during which the Iron Shadows welcome no new members into their ranks. While a recruit is in training, it serves the Iron Shadows by looking for and reporting suspicious behavior.

**Masters of Shadow and Fist.** When a recruit's training is complete, she is ready to wield a deadly combination of unarmed fighting techniques and shadow magic to deceive and defeat her foes. She continues to spy on

other hobgoblins, but is now also empowered to conduct assassinations and spy missions, both against enemies and among goblinoids. These missions are ordained by the clerics of Maglubiyet, who keep a careful eye on the goblinoid community to ensure that it functions according to Maglubiyet's will.

**Masked Devils.** Iron Shadows on a secret mission wear masks crafted to resemble devils, both to conceal their identities and to strike fear into their foes.

Their masks also signify the supposed origin of their fighting techniques. The priests of Maglubiyet teach that the Great One stole the secrets of shadows from an archdevil, allowing his followers to conceal their identities, walk between shadows, and craft illusions to confuse and confound their enemies.

## HOBGOBLIN IRON SHADOW

Medium humanoid (goblinoid), lawful evil

**Armor Class** 15

**Hit Points** 32 (5d8 + 10)

**Speed** 40 ft.

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

**Skills** Acrobatics +5, Athletics +4, Stealth +5

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

**Languages** Common, Goblin

**Challenge** 2 (450 XP)

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

Cantrips (at will): *minor illusion*, *prestidigitation*, *true strike*  
 1st level (3 slots): *charm person*, *disguise self*, *expeditious retreat*, *silent image*

**Unarmored Defense.** While the hobgoblin is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

### ACTIONS

**Multiattack.** The hobgoblin makes four attacks, each of which can be an unarmed strike or a dart attack. It can also use Shadow Jaunt once, either before or after one of the attacks.

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

**Dart.** *Ranged Weapon Attack.* +5 to hit, range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

**Shadow Jaunt.** The hobgoblin magically teleports, along with any equipment it is wearing or carrying, up to 30 feet to an unoccupied space it can see. Both the space it is leaving and its destination must be in dim light or darkness.