

MONSTERS

OF THE

GUILD



MONSTERS OF THE GUILD



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FOREWORD



NEVER in a million years would I ever have guessed that I'd have the opportunity to spark a community of some of the most creative minds in *Dungeons & Dragons* that exist outside of the team here at *Wizards of the Coast*. When I launched the *Dungeon Masters Guild*, I honestly had NO idea it would get this big. To be honest, I guess that all I had was the hope in my heart that there were a few fans out there, who like myself, were possessed of a burning desire to create for this ETERNAL game and put their creations on display for the rest of the world to enjoy. As it turned out, the "few fans" I imagined are in fact a LEGION!

It is extremely humbling to see just how many folks are excited to participate in this creative community, and to watch them come together within that community and assemble such products of wonder and imagination is magnificent to behold. Herein are the labors of 40+ creators who've come together to provide a plethora of new creatures for your D&D game. I don't know about you, but as a Dungeon Master, I never seem to have enough monsters to choose from. I personally look forward to jamming as many of these new creatures as I can possibly manage, into my personal D&D games.

So, without further ado, I leave you with this warning... Kitchen tables and other such gaming spaces of the world beware, for the Monsters of the Guild are certain to leave their mark upon the stories you're planning to tell within the campaigns you want to run... and most certainly upon the characters that dare adventure there.

Well Met and Good Gaming!

Chris Lindsay

Humble Bard Among Wizards and Proud Guildmaster



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INTRODUCTION

Dungeons & Dragons (D&D) is a diverse hobby. It is a game played globally, by every kind of humanoid you can imagine. It is this diversity that makes the game great. Groups of disparate people, who would never have normally met, are united through *D&D*, through the stories from their tables, their love for their characters, and their hatred for their nefarious DMs. Despite the huge range of players and tables, the things that remain true in all games of *D&D* are the deadly foes which the heroes must fight.

In this tome, *Monsters of the Guild*, we put the great diversity of *D&D* on show. We have compiled a tremendous volume of over 40 Dungeon Master's Guild (DMsGuild) creators from all around the world, including best-selling giants and toe-dipping goblins. These amazing folks have donated over 100 monsters to this remarkable encyclopedia, and the beasts within reflect the diversity of their creators. This book covers all variety of monstrosity, from tiny mind flayer tadpoles to towering crystal dragons and everything in between.

We creators hope that the monsters presented in this book will serve to inspire players and DMs alike. We've done our best to include the best creatures that the DMsGuild has to offer, including beasts to befriend, bargain with, and bring low. These strange critters include maps that animate once opened and teleport characters to far off lands, oozes whose forms warp each time they are struck kicking back the damage they just took, terrifying lycanthropes whose humanoid guises will entangle heroes in webs of deceit, and deceptively deadly killer kobolds. Hopefully you will recognize many of these beasts from the adventures in which they were first published, including best-sellers like

Banquet of the Damned, *Shore of Dreams*, *Encounters in the Savage Jungles* and *The Haunt*. These monsters have served their purposes in those publications and are headed straight for your table.

It is our sincere hope that with this publication, you will discover beasts to terrify and delight your players and uncover DMsGuild creators whose work you otherwise might not have had the pleasure of encountering. This amazing collaboration could not exist without the plethora of talented authors, designers, producers and artists who contributed to it, and this is as much a thank you to them as it is a gift to you.

From all of us here at *Monsters of the Guild*;
Happy Gaming!

JVC Parry
March, 2018



AARAKOCRA NECROMANCER

The aarakocra necromancer was once a leader among his tribe. His knowledge of the arcane set him above the rest and he thought very highly of himself. His ego drove him to reckless undertakings that put him and members of the tribe in danger.

A Dreadful Pact. This propensity toward recklessness is what caused the necromancer's demise. This caught the attention of Ras Nasi and he offered the necromancer a chance of being reborn as a more powerful being. In return for this, the necromancer was to help Ras Nasi in his quest for immortality by assisting the infamous lich, Acererak. Acererak was in the process of producing a device that would collect the souls of the fallen of Faerun and feed an entity that could destroy all Toril. Upon accepting the deal, the necromancer was reborn more powerful, yet once the device was created, he began to gradually lose his life force as all that are affected by the Death Curse have to deal with.

AARAKOCRA NECROMANCER ORIGINS

The Aarakocra Necromancer swooped onto the DMsGuild in the Guild Adept Adventure *'Ruins of Matolo'* by the sensational Cindy Moore.



AARAKOCRA NECROMANCER

Medium humanoid (aarakocra), neutral evil

Armor Class 12 (15 with mage armor)

Hit Points 90 (20d8)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	16 (+3)	12 (+1)	9 (-1)

Saving Throws Dex +5, Int +6

Skills Arcana +6, Perception +4

Senses passive Perception 14

Languages Common, Auran

Challenge 4 (1,100 XP)

Spellcasting. The necromancer is a 5th level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The necromancer has the following wizard spells prepared:

Cantrips (at will): *chill touch*, *dancing lights*, *mage hand*, *mending*

1st level (4 slots): *false life**, *mage armor*, *ray of sickness**

2nd level (3 slots): *blindness/deafness**, *ray of enfeeblement**, *web*

3rd level (2 slots): *animate dead**, *bestow curse**, *vampiric touch**

*Necromancy spell of 1st level or higher

Grim Harvest. When the necromancer kills a creature that is neither a construct or undead with a spell of 1st level or higher, the necromancer regains hit points equal to twice the spell's level, or three times if it is a necromancy spell.

ACTIONS

Talon. *Melee Attack:* +5 to hit, reach 5 ft., one creature.

Hit: 4 (1d4 + 2) slashing damage.

Withering Touch. *Melee Spell Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (2d4) necrotic damage.

ABYSSAL GIANT LIZARD

In the Abyss, some of the demon princes or other powerful demonic creatures favor reptilian creatures. These sovereigns employ giant lizards as pets, guards, or shock troops in their armies. Zuggtmoy's underground realm of fungus and filth is a perfect place for the abyssal giant lizards. The layer of the Abyss ruled by Sess'innek, the demon lord revered by evil lizardfolk, teems with the creatures.

Demonic Shock Troops. While other demon lords rely on manes or dretches to fill the bulk of their forces, Sess'innek is more comfortable with abyssal giant lizards. Therefore, the souls he steals or devours turn into giant abyssal lizards.

Gifts of Sess'innek. Sess'innek sometimes grants his most deserving and brutal worshippers and adherents one or more abyssal giant lizards as a gift. These gifted creatures follow the commands of their new masters to the letter, only disobeying if the commands are vague. The abyssal giant lizards provided to the faithful only appear if a gem is offered to Sess'innek in return. When the creature is killed, it disappears in a cloud of noxious smoke, and the gem is left in its place. The value of the gem must be at least 10gp. Some sages speculate that more valuable gems might increase the power of the lizard: diamonds increase the toughness of the scales, rubies add a fire breath to the lizards, etc. None have been able to confirm this academic theory.

Corrupted Reptiles. Normal folk often mistake an abyssal giant lizard with a normal beast of that variety. However, the abyssal variety is a demon rather than a natural beast, meaning their coloring and odor are often nastier and more revolting. Their scales are tinted purplish-black and their red eyes glow with malice. They reek of brimstone and rot, which spreads with every drop of their poisonous saliva.



ABYSSAL GIANT LIZARD

ORIGINS

This fiend first crawled on to the scene in the best-selling Chultan adventure *'Return of the Lizard King'*. It was masterfully crafted by super the talented DMsGuild Adept; the mad wizard, Shawn Merwin.

ABYSSAL GIANT LIZARD

Large fiend (demon), chaotic evil

Armor Class 11 (natural armor)

Hit Points 37 (5d10 + 10)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	15 (+2)	4 (-3)	10 (+0)	4 (-3)

Damage Resistances cold, fire, lightning

Damage Immunities poison

Condition Immunities charmed, frightened, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands Abyssal and Draconic but cannot speak

Challenge 1 (200 XP)

Rampage. When it reduces a creature to 0 hit points with a melee attack on its turn, the abyssal giant lizard can take a bonus action to make a bite attack against a different creature.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage, plus 5 (2d4) poison damage.

ARACHTUS

Arachtus are unintelligent, ambulatory carnivorous plants that look like giant spiders formed out of multiple cacti. They are found in arid desert regions where they exist to do little more than hunt and feed.

A Prickly Bunch. Though unintelligent, arachtus are intensely territorial and seek out territory with a ready source of water - be it an oasis, a spring, or some other source. As well as providing the small amount of water they need to survive, these sites also serve to attract prey. Arachtus are indiscriminate about what they attack; if a creature is smaller than the arachtus and in its territory, then it is dinner.

Natural Camouflage. Because the arachtus is a plant, when it is at rest, it is nearly unrecognizable until potential prey stumbles into its domain, whereupon the monster springs into action and attacks. Many an unwary traveler has met their doom while cutting open an arachtus to extract water from the seemingly benign cactus.

ARACHTUS ORIGINS

The Arachtus was conjured up by ENnie Award-nominated and Loot The Room's finest, Chris Bissette, and makes its debut here in this publication.

ARACHTUS

Large plant, unaligned

Armor Class 12

Hit Points 120 (16d10 + 32)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	15 (+2)	5 (-3)	11 (+0)	4 (-3)

Senses tremorsense 60 ft., passive Perception 10

Languages -

Challenge 4 (1,100 XP)

False Appearance. While the arachtus remains motionless, it is indistinguishable from a group of cacti.

Ambusher. The arachtus has advantage against creatures it has surprised.

Aggressive. As a bonus action, the arachtus can move up to its speed towards a hostile creature that it can see or sense with its tremorsense.

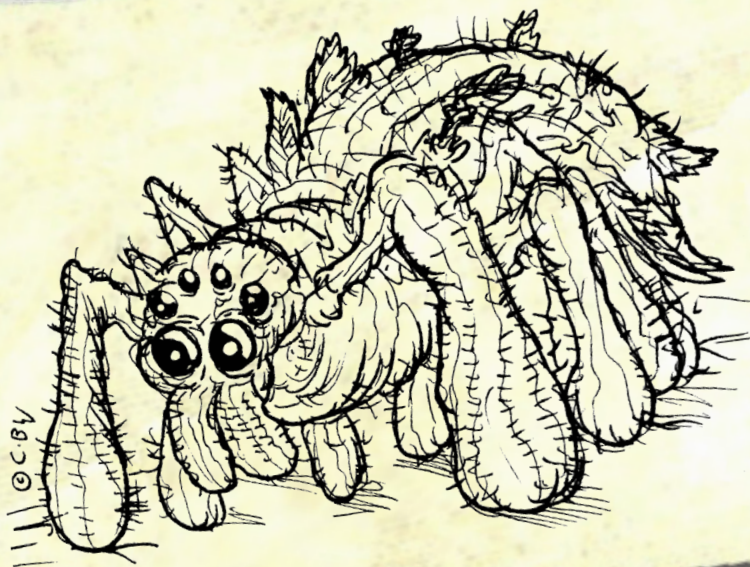
Spiked Body. A creature that touches the arachtus or hits it with a melee attack while within 5 feet of it takes 3 (1d6) piercing damage.

ACTIONS

Multiattack. The arachtus makes one bite attack and one spine flick attack.

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

Spine Flick. The arachtus uses its hind legs to flick the spines on its back in a 15' cone. Each creature in that area must make a DC 14 Dexterity saving throw, taking 11 (2d10) piercing damage on a failed save, or half as much damage on a successful one.



ARROW DEMON

Arrow Demons are four-armed human shaped fiends that fight with two large longbows. Abyssal strength allows it to wield its longbows with deadly accuracy. This emaciated creature's gray skin is moist, oily, and entirely hairless. Its four toed feet grip the ground as it walks.

Scouts and Spies. These cruel demons serve as warriors in the endless Blood War. They are common soldiers in the armies of demon lords against all who would challenge the lords of the abyss. In large battalions they rain down arrows upon their enemies. In smaller cohorts they make effective assassins.



ARROW DEMON

Medium fiend(demon), chaotic evil

Armor Class 14 (natural armor)

Hit Points 66 (6d8+24)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	11 (+0)	13 (+1)	12 (+1)

Saving Throws Dex +5, Con +6

Skills Athletics +6, Perception +3, Stealth +5

Damage Resistances cold, fire, lightning

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 15

Languages Abyssal, telepathy 120 ft.

Challenge 4 (1,100 XP)

Point Blank Shot. The arrow demon can ignore disadvantage on an attack roll if they are within 5 feet of a hostile creature who they can see and isn't incapacitated.

Large Weapon Wielder. The arrow demon can wield weapons up to one size larger than their size would allow.

Innate Spellcasting. The arrow demon's spellcasting ability is Charisma (spell save DC 14). It can innately cast the following spells, requiring no material components:

At will: *dimension door*

ACTIONS

Multiattack. The arrow demon makes two large longbow attacks or claw attacks.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 4) piercing damage.

Large Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

ARROW DEMON ORIGINS

The Arrow Demon can be summoned from the best-selling, deep delving, underdark monster supplement, *'Monster Codex: Underdark Enemies'* by DMsGuild Adept - Robert Adducci.

AUROCHON

When nascent acolytes seek to make contact with beings beyond the stars, they are often compelled to make an offering. By sacrificing powerful creatures, those elder forces gain vessels they can corrupt for their own ends and use to enter the Material Plane in physical form. Unfortunately for those forces beyond the stars, the most powerful creature available for such timid and young acolytes to sacrifice is often the humble cow.

Uncanny Beasts. The terrifying aurochon is a creature of cold and shadow, clinging to the corrupted flesh of a bovine sacrifice. The hulking thing strides on four massive, hooved legs but bears little else in common with its ancestor. Darkness clings to the beast and a long row of tentacles erupt from along the spine, gyrating with malice. Hearts seize up as a deep thrum blares out from the aurochon's shrouded face, spraying its enemies with shards of ice.

Signs of Corruption. Like their creators, aurochons are initially found in urban and rural locations. After arriving on the Material Plane, an aurochon searches for a dark lair, often in a cave or sewer, but never far from the cult's base.

AUROCHON ORIGINS

The Aurochon was first manifested in the adventure, *'Rise of the Champions (Book 1: Champions of Crown City)'* by Richard Malena-Webber.

This 'creature' provided a method to add a surprising, and slightly comic example of cosmic horror to a low level campaign.

AUROCHON

Large aberration, chaotic evil

Armor Class 16

Hit Points 58 (6d10 + 18)

Speed 50 ft.

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

Saving Throws Str +8, Con +6, Wis +4

Skills Athletics +10, Perception +4

Damage Resistances cold, piercing

Condition Immunities charmed, exhausted, poisoned

Senses darkvision 120 ft., passive Perception 12

Languages -

Challenge 5 (1,800 XP)

Legendary Resistance. Once per round, if the Aurochon fails a saving throw, it can use its reaction to succeed instead.

Enshrouded. Shadows cling to the Aurochon, increasing its Armor Class by two and providing resistance to piercing damage. In bright daylight, these bonuses are removed.

Born of the Void. Upon its death, the Aurochon's form seeks to return to its cosmic home. The Aurochon's corpse crystallizes and breaks apart into shards of dark ice which quickly melt away.

ACTIONS

Tentacles. *Melee Weapon Attack:* +9 to hit, reach 5 ft., two creatures. *Hit:* 9 (1d6+5) piercing damage.

Frozen Breath. The Aurochon exhales in a 25-foot cone. Each creature in that area must make a DC 12 Constitution saving throw, taking 7 (2d6) cold damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

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

Trample. The Aurochon stomps around the battlefield, knocking opponents to the ground. All opponents within 20 feet of the creature must succeed at a DC 12 Dexterity saving throw or else fall prone and take 8 (1d8+4) bludgeoning damage.

Thrum of Fear. A burst of sound erupts from the Aurochon, affecting all opponents within earshot. Anyone affected must succeed at a DC 12 Charisma saving throw. Opponents who fail cannot move closer to the Aurochon next turn.

AUROCHON



AZERS

Azers are elemental warriors crafted from bronze native to the Elemental Plane of Fire. Whilst most azers are content with a life in the forges of their kingdoms, others turn to worship and oaths to fill their time.

AZER ACOLYTE

Medium elemental, lawful neutral

Armor Class 17 (natural armor, shield)

Hit Points 46 (7d8+14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	12 (+1)	14 (+2)	10 (+0)

Saving Throws Con +4

Damage Immunities fire, poison

Condition Immunities poisoned

Senses passive Perception 12

Languages Ignan

Challenge 3 (700 XP)

Heated Body. A creature that touches the azer or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage.

Heated Weapons. When the azer hits with a metal melee weapon, it deals an extra 3 (1d6) fire damage (included in the attack).

Illumination. The azer sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

Spellcasting. The Azer Acolyte is a 1st-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The Azer Acolyte has the following cleric spells prepared:

Cantrips (at will): *mending, sacred flame, thaumaturgy*
1st level (3 slots): *bless, cure wounds, sanctuary*

ACTIONS

Warhammer. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage, or 8 (1d10+3) bludgeoning damage if used with two hands to make a melee attack, plus 3 (1d6) fire damage.

AZER PRIEST

Medium elemental, lawful neutral

Armor Class 17 (natural armor, shield)

Hit Points 77 (11d8+22)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	12 (+1)	16 (+3)	10 (+0)

Saving Throws Con +4

Damage Immunities fire, poison

Condition Immunities poisoned

Senses passive Perception 13

Languages Ignan

Challenge 4 (1,100 XP)

Heated Body. A creature that touches the azer or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage.

Heated Weapons. When the azer hits with a metal melee weapon, it deals an extra 3 (1d6) fire damage (included in the attack).

Illumination. The azer sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

Divine Eminence. As a bonus action, the Azer Priest can expend a spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the priest expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Spellcasting. The Azer Priest is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The Azer Priest has the following cleric spells prepared:

Cantrips (at will): *mending, sacred flame, thaumaturgy*
1st level (4 slots): *cure wounds, guiding bolt, sanctuary*
2nd level (3 slots): *lesser restoration, spiritual weapon*
3rd level (2 slots): *dispel magic, spirit guardians*

ACTIONS

Warhammer. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage, or 8 (1d10+3) bludgeoning damage if used with two hands to make a melee attack, plus 3 (1d6) fire damage.

AZERS ORIGINS

The Azer Acolyte and Azer Priest can be found in the best-selling, deep delving, underdark monster supplement, *'Monster Codex: Underdark Enemies'* by DMsGuild Adept - Robert Adducci.

AZER PRIEST



BAPHOMET'S MINIONS

Baphomet: Demon Lord of Minotaurs and the Prince of Beasts. Worshipped by the bestial minotaurs, the ogres, and the giants. Baphomet commands an army of demonic minions from his Endless Maze within the 600th Layer of the Abyss. Three of these have served different purposes to Baphomet in his endless wars and each with their own unique abilities and characteristics.

ANKASHAR

This horrifying demon resembles a mixture of man, bat, bull, bear and crocodile. Its patchy hair reveals areas of scales, boil-covered flesh and bone on its broad, muscular frame. Despite their bulky bodies, ankashars have a pair of bat-like wings which allow them to fly in and out of combat.

Baphomet's Experiment. The first ankashar were created when Baphomet decided to create a winged mount to fly into combat. The results of this experiment were the ankashar, who quickly proved too unpredictable to be trusted as mounts, or even allies. These beasts were allowed to run feral, where they have bred into a variety of twisted forms.

Variable Physiology. Although all ankashar have similar traits (bull-like horns, wings of stretched skin, powerful tails and bulky limbs), each individual is unique. Some have clawed, reptilian feet where others have hooves. Some have the face of a tormented man whilst others bare a twisted visage of man and beast. The form of these fiends is almost as unpredictable as their behaviour.

Proof of Zeal. Occasionally, Baphomet sends an ankashar to one of his cults on the Material Plane who have beseech him to send them aid. The ankashar is just as likely to devour the cultists as it is to obey their commands, but Baphomet believes that if they fall beneath its wrath, then they were not strong enough to exist anyway.

BULEZAU

With a blood-curdling howl of glee, an eight foot tall, goat-headed demon charges into battle with an oversized longspear, ravaging those that fall under its charge. The fiends eyes are rheumy and whirl in their sockets, desperately searching for their next fight.

Corrupted Corpses. Bulezau are created from the corpses of women who died valiantly serving good deities. Their bodies are exhumed from the grave, subjected to dark rituals by Baphomet's cults and transformed into bloodthirsty, goat-headed demons to serve as shock troops for cults and demon lords across the planes.

Vicious Opportunists. All demons show relentless ferocity, but few rival the focussed brutality of a bulezau. These beasts delight in running down opponents, then goring them with their twisting horns. If a foe of a troop of bulezau falls prone, the whole pack will dive on the victim, tearing it to pieces. Even as a bulezau takes punishment in combat, it becomes more and more ferocious.

GHOUR

These monstrous, ogre-sized demons appear similar to a minotaur, but have the ability to breath noxious gas, cast spells and roar loud enough to shatter a creatures psyche.

Baphomet's Commanders. The presence of a ghour on the Material Plane shows that the Demon Lord Baphomet is happy with his worshippers. These dominating fiends lead not only his humanoid cults, but also minotaurs, ogres and renegade giants who revere the Prince of Beasts. These rampaging demons are brutal leaders, driving their congregation to commit bestial acts.

Atrophying Breath. In combat, a ghour likes to open with a blast of its breath weapon. The suffocating gas this demon produces chokes the life from mortals and visibly saps their strength, leaving even the strongest of barbarians choking for breath. Often, this attack will be followed up with a deafening roar which clears a way for the charge of baphomet's cultists.

Ankashar Variant – Warpflesh

Some ankashar carry a foul disease known as warpflesh, which causes the area bitten by an ankashar to twist and bend, becoming deformed. A creature bitten by an ankashar must succeed on a DC 15 Constitution saving throw against disease or contract Warpflesh. An infected creature immediately has its Dexterity score reduced by 1d4. If this reduces the creature's Dexterity to 0, it dies.

At the end of each long rest, the creature must repeat the saving throw. On a failed save, its Dexterity score is reduced by a further 1d4. Whilst infected by Warpflesh, a creature has disadvantage against any effect that would alter its form, such as the flesh to stone or polymorph spell.

Warpflesh can only be removed through magical healing, such as a casting of heal or remove disease.

Perseus.

BULEZAU



ANKASHAR



ANKASHAR

Large fiend (demon), chaotic evil

Armor Class 14 (natural armor)

Hit Points 115 (11d10 + 55)

Speed 30ft., fly 40ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	20 (+5)	6 (-2)	14 (+2)	11 (+0)

Damage Resistances cold, fire, lightning: bludgeoning, piercing and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120ft., passive Perception 12

Languages Abyssal

Challenge 5 (1,800 XP)

Compact Body. As a bonus action on its turn, the ankashar can fold in its wings and retract its legs. Whilst in the form, it cannot fly or use attack actions, but counts as Medium size and gains advantage on Dexterity (Stealth) checks. It can end this form as a bonus action on subsequent turns.

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

ACTIONS

Multiattack. The ankashar makes two attacks with its bite, or one with its bite and one with its tail.

Bite. Melee Weapon Attack: +7 to hit, reach 5ft., one target.
Hit: 13 (2d8 + 4) piercing damage.

Tail. Melee Weapon Attack: +7 to hit, reach 10ft., one target.
Hit: 11 (2d6 + 4) bludgeoning damage. Instead of dealing damage, the ankashar can knock the target prone.

Gaze of Madness (Recharge 5-6). The ankashar targets one creature it can see within 30 feet of it. The target must succeed on a DC 13 Charisma saving throw against this magic or take 10 (3d6) psychic damage and suffer one level of short-term madness.

BULEZAU

Large fiend (demon), chaotic evil

Armor Class 16 (natural armor)

Hit Points 115 (11d10 + 55)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	18 (+4)	20 (+5)	8 (-1)	15 (+2)	10 (+0)

Saving Throws Str +7, Dex +7, Wis +5

Damage Resistances cold, fire, lightning: bludgeoning, piercing and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60ft., passive Perception 12

Languages Abyssal, telepathy 120ft.

Challenge 9 (5,000 XP)

Charge. If the bulezau moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be pushed up to 10 feet away and knocked prone.

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

Ravage the Fallen. The bulezau deals an extra 7 (2d6) damage to prone targets.

Wounded Fury. While it has 25 hit points or fewer, the bulezau has advantage on attack rolls. In addition, it deals an extra 7 (2d6) damage to any target it hits with a melee attack.

ACTIONS

Multiattack. The bulezau makes three attacks: one gore attack and two with its longspear.

Gore. Melee Weapon Attack: +7 to hit, reach 5ft., one target.
Hit: 13 (2d8 + 4) piercing damage.

Longspear. Melee Weapon Attack: +7 to hit, reach 10ft., one target.
Hit: 15 (2d10 + 4) piercing damage.

Blood Cry Recharge (5-6). Each creature within 15 feet of the bulezau must make a DC 15 Constitution saving throw. On a failed save, a creature takes 22 (5d8) thunder damage and is pushed 10 feet away from the bulezau. On a successful save, a creature takes half as much damage and isn't pushed.

BAPHOMET'S MINIONS ORIGINS

The Ankashar, Bulezau, and Ghour have been detailed in older editions of D&D, however, they can now be found for 5th Edition in the epic series, *'The Minotaur Trilogy'* by JVC Parry, and super prolific Phil Beckwith of P.B. Publishing.

GHOUR

Huge fiend (demon), chaotic evil

Armor Class 14 (natural armor)

Hit Points 241 (21d12 + 105)

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	8 (-1)	20 (+5)	15 (+2)	13 (+1)	11 (+0)

Saving Throws Str +9, Con +8, Int +5, Wis +4

Skills Perception +4

Damage Immunities cold, fire, lightning; bludgeoning, piercing and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120ft., passive Perception 14

Languages Abyssal, Giant

Challenge 15 (13,000 XP)

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

Innate Spellcasting. The ghour's spellcasting ability is Intelligence (spell save DC 15). The ghour can innately cast the following spells, requiring no material components:

At will: *darkness*, *detect magic*, *dispel magic*

1/day each: *confusion*, *fear*, *maze*

ACTIONS

Multiattack. The ghour uses its Noxious Gas Breath if it can. It then makes three attacks: one with its gore and two with its fists.

Noxious Gas Breath (Recharge 6). The ghour exhales a 30-foot-long, 10-foot-wide line of noxious gas. Each non-demon creature in the area must succeed on a DC 16 Dexterity saving throw. On a failed save, a creature takes 22 (4d10) poison damage and has its Strength score reduced by 1d6. The creature dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a long or short rest. On a successful save, a creature takes half the damage and does not have its Strength score reduced.

Fist. *Melee Weapon Attack:* +9 to hit, reach 10ft., one target.
Hit: 19 (3d8 + 6) bludgeoning damage.

Gore. *Melee Weapon Attack:* +9 to hit, reach 10ft., one target.
Hit: 28 (4d10 + 6) piercing damage.

Roar (1/Day). The ghour bellows an ear-splitting roar. Each non-demon creature within 30 feet of the ghour that can hear it must succeed on a DC 16 Constitution saving throw or become stunned for 1d4 rounds. Creatures that fail by 5 or more take 11 (2d10) psychic damage and are deafened for the same number of rounds.



BEHOLDER, EYE OF THE DEEP

The eye of the deep is a cousin of the beholder spawned in the deepest chasms of the Plane of Water. It appears as a spherical crustacean, eight feet across, with thick chitinous plates covering its bulk. A single eye sits in its center from which it can emit a blinding light, particularly effective in the Darkened Depths. It possesses two large pincers and a mouth full of crooked, razor-sharp teeth, which it uses to rend flesh from blinded or stunned opponents. Unlike a normal beholder, it only has two eye stalks, but both are tuned to help it hunt in deep waters.

Solitary Hunters. Eyes of the Deep lurk in the aquatic depths of the Plane of Water, stalking prey for days on end. Like all beholders, they are xenophobic, each believing that they are the pinnacle of beholder perfection. The darkness of their territory drives them to solitude, so they are rarely encountered with minions.

Shiny Objects. If an eye of the deep has one weakness, it is for shiny objects. Their lairs are often decorated with the pilfered treasures of their past meals, but only if they reflect their blinding light. Mirrors are prized above all else – they are shiny and they let the eye of the deep admire their own perfect form.



BEHOLDER, EYE OF THE DEEP

Large aberration, lawful evil

Armor Class 18 (natural armor)

Hit Points 136 (16d10+48)

Speed 0 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	17 (+3)	12 (+1)	15 (+2)	14 (+2)

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

Skills Perception +5

Condition Immunities prone

Senses darkvision 120 ft., passive Perception 15

Languages Aquan, Deep Speech

Challenge 8 (3,900 XP)

Amphibious. The eye of the deep can breathe air and water.

Blinding Cone. The eye of the deep's central eye emits a 120-foot cone of blinding light. At the start of each of its turns, the eye of the deep decides which way the cone faces and whether the cone is active. Creatures that start their turn in the cone must make a successful DC 14 Constitution saving throw or be blinded until the beginning of their next turn.

ACTIONS

Multiattack. The eye of the deep makes three melee attacks, one with its bite and two with its pincers.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8+4) piercing damage.

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

Eye Rays. The eye of the deep shoots both of its magical eye rays, choosing targets for each it can see within 120 feet of it.

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

EYE OF THE DEEP ORIGINS

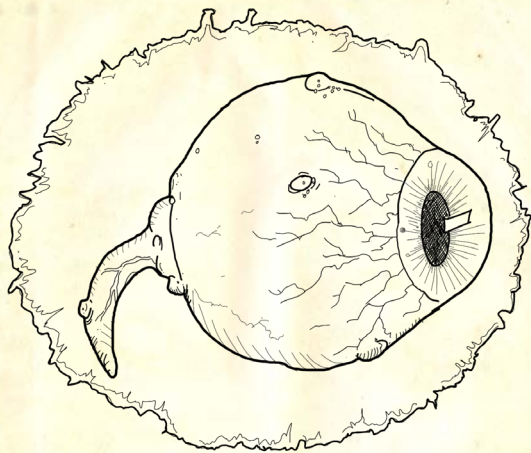
This deep dweller was first published in 'Codex of the Infinite Planes Vol 2: Plane of Water' by the prolific Dave Coulson.

BIG GREEN EYE

Cousin to the beholder, the big green eye lurks in dark hallways and shadows of the darker corners of an area. It waits patiently to exercise its non-merciful attacks on any prey nearby. It feeds on its own evil.

Lairs. The big green eye can share lairs with beholders, provided there is detente or solidarity among the creatures. The big green eye, however, has no lair actions of its own.

Tactics. The big green eye enacts its Blue Shield at will. It can turn it off and on as long as it still retains the shield. The shield gives off a blue glow, so the big green eye may want to remove it when trying to hide. The big green eye uses its rays in combination to try and confuse, paralyze, frighten, and/or wound its prey appropriately.



BIG GREEN EYE ORIGINS

The Big Green Eye first blinked onto the scene in the twisted adventure 'Unknown Whom' by the mad wizard of Fantasy Grounds, Rob Twohy.

It was used to menace players in a dungeon being controlled by an unknown (torturous) enemy.

BIG GREEN EYE

Large aberration, neutral evil

Armor Class 18 (natural armor)

Hit Points 39 (6d8+12)

Speed fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	14 (+2)	13 (+1)	14 (+2)	11 (0)

Skills Perception +6

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities prone

Senses darkvision 120 ft., passive Perception 16

Languages Deep Speech, Undercommon, telepathy 120 ft.

Challenge 3 (700 XP)

Blue Shield. A blue energy shield surrounds the eye representing its resistances. If the resistances are eliminated, the blue shield disappears.

ACTIONS

Eye Rays. The big green eye shoots one of the following magical eye rays at one or two creatures it can see within 90 feet of it. It can use each ray only once on a turn.

1. **Confusion Ray.** The target must succeed on a DC 13 Wisdom saving throw, or it can't take reactions until the end of its next turn. On its turn, the target can't move, and it uses its action to make a melee or ranged attack against a randomly determined creature within range. If the target can't attack, it does nothing on its turn.
2. **Paralyzing Ray.** The target must succeed on a DC 13 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
3. **Fear Ray.** The target must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, with disadvantage if the big green eye is visible to the target, ending the effect on itself on a success.
4. **Wounding Ray.** The target must make a DC 13 Constitution saving throw, taking 5 (1d10) necrotic damage on a failed save, or half as much damage on a successful one.

REACTIONS

Spell Reflection. If the big green eye makes a successful saving throw against a spell, or a spell attack misses it, the big green eye can choose another creature (including the spellcaster) it can see within 30 feet of it. The spell targets the chosen creature instead of the big green eye. If the spell forced a saving throw, the chosen creature makes its own save. If the spell was an attack, the attack roll is rerolled against the chosen creature.

BLIGHT SWARM

The Blight Swarm is a cruel mixture of shambling mound and blights. These creatures are combined into one horrific swarm, which scuttles, shambles and drags itself around using its many plant-like appendages. It is created when a number of smaller plants are infected with evil spirit and malevolence; the spirit combines the resources around it to create a Blight Swarm.

Draining Presence. The blight swarm moves through nearby vegetation choking the life from it; it will climb trees, force its roots into them to strangle and eventually kill them; the blight swarm is a murderous evil essence and so seeks out life to kill and then drain.



BLIGHT SWARM ORIGINS

The Blight Swarm was developed by James Baxter and makes its debut here in this publication.

BLIGHT SWARM

Medium swarm of tiny plants, neutral evil

Armor Class 13 (natural armor)

Hit Points 44 (8d8+8)

Speed 25ft., climb 25ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	14 (+2)	6 (-2)	9 (-1)	5 (-3)

Skills Stealth +4

Damage Resistances bludgeoning, piercing and slashing damage

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, prone, restrained, stunned

Senses passive Perception 9

Languages Common

Challenge 2 (450 XP)

False Appearance. While the swarm remains motionless, it is indistinguishable from a mass of dead shrubs and vines.

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

Swarm. The swarm can occupy another creature's space and vice versa. While in the same space as a creature, the swarm has advantage on attack rolls when using Constrict against that creature. The swarm can move through any opening large enough for a Tiny plant. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Multiattack. The blight swarm makes 2 melee attacks or 2 ranged attacks.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit:* 9 (2d6+2) piercing damage or 5 (1d6+2) piercing damage if the swarm is at half its hitpoints or fewer.

Needles. *Ranged Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit:* 12 (4d4+2) piercing damage or 7 (2d4+2) piercing damage if the swarm is at half of its hit points or fewer.

Constrict. *Melee Weapon Attack:* +4 to hit, reach 10ft., one target. *Hit:* 11 (3d6+1) bludgeoning damage and if the target is Large or smaller, it is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the swarm can't constrict another target. If the swarm is at half its hitpoints or fewer, it cannot use this attack.

BOG WORM

The colossal monster that is the bog worm torments swampland creatures as it swims through deep marshes in pursuit of prey. An oafish creature with a voracious appetite, this creature thinks of everything it comes into contact with as a prospective meal.

Apex Predator. Even the smallest noises attract the bog worms, which have been known to lie hidden in wait and strike quickly when prey is near. Civilizations which live close to swamps maintain special vigil around their settlements to deter these monsters. Though most common in large swamps, bog worms are sometimes seen on the surface world in wetlands and waterlogged areas. The jaws of a bog worm are large enough to swallow a grown man whole and no creature is safe from its appetite. It can quickly thrust itself forward by alternately contracting and expanding its body, catching other bog dwellers by surprise with the speed of its advance.

Bounty of the Bog Worm. When a bog worm burrows through the quagmire, it gobbles up dirt and stones and even boulders, which it breaks down and constantly excretes. Just like their purple cousins, valuable metals and precious stones can also be found within the bodies of bog worms and they are sought out and hunted for this treasure by reckless adventurers. A burrowing bog worm keeps creating new passages throughout the wetlands, which become useful for other creatures to navigate subterranean caves. Consequently, regions with abundant prey quickly become interlaced with a complex maze of passages under the wetlands when a few bog worms come together to hunt.

BOG WORM ORIGINS

The Bog Worm was developed by Krishnasaamy Sankar, and makes its debut here in this publication.

BOG WORM

Huge monstrosity, unaligned

Armor Class 18 (natural armor)

Hit Points 125 (10d12 + 60)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	7 (-2)	22 (+6)	2 (-4)	12 (+1)	5 (-3)

Senses blindsight 60 ft., tremorsense 60 ft., passive Perception 12

Languages -

Challenge 7 (2,900 XP)

Amphibious. The worm can breathe both air and water.

Ambusher. The worm has advantage on attack rolls against any creature it has surprised.

Barbed Hide. At the start of each of its turns, the worm deals 5 (1d10) piercing damage to any creature grappling it.

False Appearance. While the worm remains motionless, it is indistinguishable from swamp vegetation.

Tunneler. The worm can burrow through solid rock at half its burrow speed and leaves a 10-foot-diameter tunnel in its wake.

ACTIONS

Multiattack. The worm makes two attacks; one with its bite and one with its stinger.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) piercing damage. If the target is a Medium or smaller creature, it must succeed on a DC 17 Dexterity saving throw or be swallowed by the worm. A swallowed creature is blinded, restrained, and poisoned. It has total cover against attacks and other effects outside the worm and it takes 13 (3d8) acid damage at the start of each of the worm's turns. If the worm takes 15 damage or more on a single turn from a creature inside it, the worm must succeed on a DC 21 Constitution saving throw or regurgitate all swallowed creatures which fall prone in a space within 10 feet of the worm. If the worm dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 10 feet of movement, exiting prone.

Stinger. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage. If the target is a creature, it must succeed on a DC 17 Constitution saving throw or be poisoned. A creature poisoned in this way can only use half its movement speed on its turn and can make the save again at the end of each of its turns, ending the effect on a success.



BOG WORM

BONE GIANT

Unlike its smaller skeleton cousins, the Bone Giant - the animated bones of a Hill Giant - was not originally created using dark magic. Ulrich, the dwarven cleric of Lathandar, created the giant to guard a powerful magic item against evil forces.

Lumbering Hulk. The Bone Giant is a slow, yet powerful animation. Those who battle a Bone Giant had better keep their distance or risk being pummeled by a massive bone club.

Grand Guardians. Due to their slow speed, Bone Giants are typically only used in dungeons or as guardians. They don't make for good group troops seeing as how most other creatures walk three times faster than the white hulks. However, they do make practical guards in castles and other structures where movement is limited.

BONE GIANT ORIGINS

The Bone Giant first lumbered into the Guild in the adventure, 'The Throne of Bone' by storyteller extraordinaire Jeff C. Stevens.

The Bone Giant acted as one of the final guardians of the Throne of Bone in this adventure.

BONE GIANT

Huge undead, chaotic evil

Armor Class 12

Hit Points 136 (13d12 + 52)

Speed 10 ft.

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

Saving Throws Str +8, Con +7

Damage Vulnerabilities bludgeoning

Condition Immunities blinded, charmed, exhaustion, deafened, paralyzed, poisoned

Senses blindsight 50ft., passive Perception 9

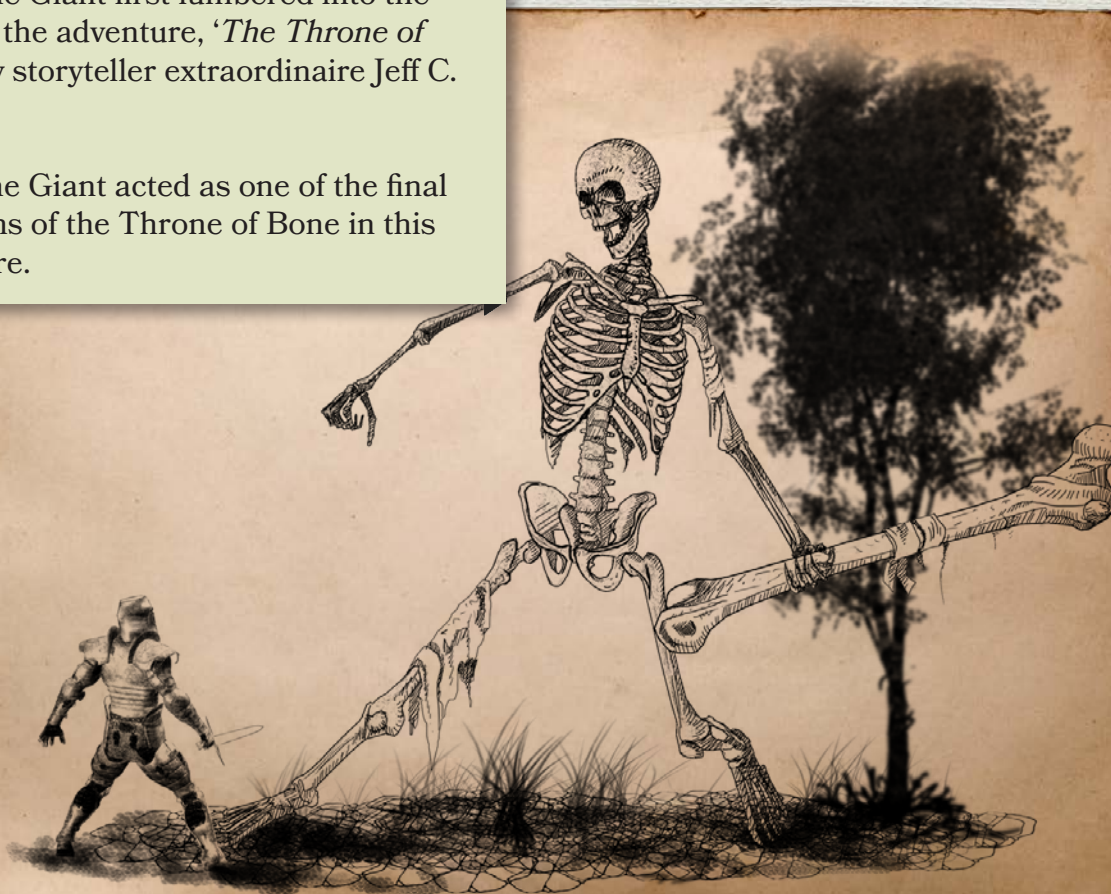
Languages understands Common and Giant but can't speak

Challenge 6 (2,300 XP)

ACTIONS

Multiattack. The bone giant makes two bone club attacks.

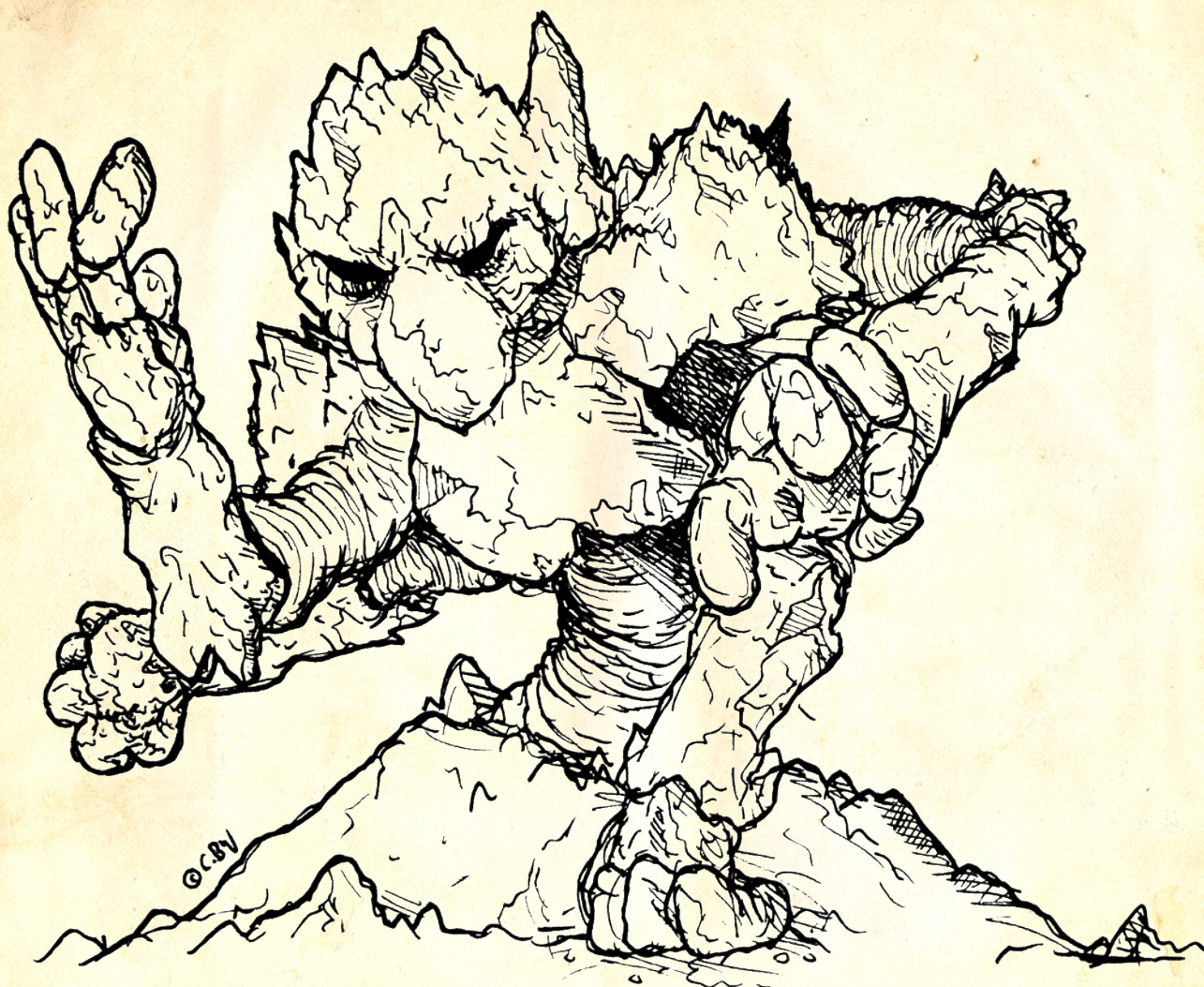
Bone Club. *Melee Weapon Attack:* +8 to hit, reach 10ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage.



BOUND COLOSSUS

The colossus is a weapon of elemental destruction created by the proto-gods in a bid for power over a realm where magic flowed raw, unbridled, and unchecked. Standing nearly forty feet tall when on its feet, the colossus dwarfs modern-day giants and is rivaled only by the sheer size of the tarrasque. The bipedal tower has a natural armor that resembles a mountainous landscape and gives off its own magnetic aura. As the gods settled into their portfolios, the need for these beings passed and they soon fell into obscurity. This bound specimen may very well be the last one in existence.

Forgotten Master. Although it is not clear why the colossus is bound to its location, tomes of old purport of a malicious wizard who may be the cause. Ancient scribes sought to omit his name, letting it fade into the annals of history, but do tell of a unique gemstone created through what must be a powerful variant of the imprisonment spell. Nicknamed "Maximilian" by the unlikeable master, the colossus served him as it did the gods; as a weapon. When the time came for the wizard to pass on, it was thought best for the realm if the weapon was put to rest alongside him.



Earthen Grasp. Spellcasters that know the spell Maximilian's Earthen Grasp regularly pay homage to this being, though not in the way they would expect. As the books tell, Maximilian was not pleased to be the puppet of a mere wizard and often attempted to reach out for the gemstone that kept the elemental in its prison. Though it seems unlikely, the legends state that the hand that bursts forth as a result of the casting of this spell is actually the hand of Maximilian, still

in search of that gemstone. As the creator of Maximilian's Earthen Grasp, that was the wizard's legacy, the eternal taunting of a planar weapon. How foolish...

BOUND COLOSSUS ORIGINS

The Bound Colossus was crafted by Andrew Morley and makes its debut here in this publication.

BOUND COLOSSUS

Gargantuan elemental, lawful evil

Armor Class 17 (natural armor)

Hit Points 364 (18d20 + 180)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	15 (+2)	30(+10)	11 (+0)	16 (+3)	10 (+0)

Saving Throws Str +14, Con +16

Skills Athletics +14

Damage Immunities poison

Damage Resistances acid; bludgeoning, piercing and slashing damage from nonmagical weapons

Damage Vulnerabilities thunder

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned, prone, restrained, unconscious

Senses tremorsense 240 ft., darkvision 120 ft. passive Perception 13

Languages Terran

Challenge 21 (33,000 XP)

Magic Resistance. The magnetic field surrounding the colossus slightly bends the weave of magic around it, granting it advantage on saving throws against spells and other magical effects.

Earth Glide. The colossus can burrow through nonmagical, unworked earth and stone. While doing so, the colossus doesn't disturb the material it moves through.

Siege Monster. The colossus deals double damage to objects and structures.

Elasticity. By morphing, the arms of the colossus can reach out to incredible distances. For every sixty feet, that is between the base of the colossus and its target, its attacks lose 1 die of damage to a minimum of 2.

Magnetism. The colossus emits its own magnetic field to a radius of 240 feet. If a creature that is wearing or carrying metal equipment enters this space or begins its turn there, they must make a DC 14 Strength saving throw. On a failure,

they are drawn 30 feet closer to the base of the colossus. A creature who fails this saving throw may choose to drop the worn or carried items to automatically succeed on this check instead. If a creature hits the base of the colossus after failing this saving throw, they are restrained and must succeed a DC 14 Strength saving throw in order to escape.

Multiple Arms. The bound colossus has four arms. Each arm can be attacked (AC 17; 30 hit points; vulnerability to thunder damage). Destroying an arm deals 15 damage to the colossus. The colossus can construct a new arm by using an action to pull one out of its body but it must have a free arm to do so.

ACTIONS

Multiattack. The Bound Colossus makes as many slam or earthen grasp attacks as it has remaining arms.

Slam. Melee Weapon Attack: +14 to hit, reach 5 ft., one target. **Hit:** 26 (5d6+8) bludgeoning damage.

Earthen Grasp. The colossus reaches through the ground and reaches for one creature within 5 feet of its hand. The target must succeed on a contested grapple check. On a failed check, the target takes 26 (5d6+8) bludgeoning damage and is restrained. On subsequent turns, the colossus can attempt to crush a restrained target, which must make a DC 22 Strength saving throw. The target takes 26 (5d6+8) bludgeoning on a failed save, or half as much damage on a successful one. A restrained target can use their action to attempt to escape by making another contested grapple check and succeeding.

LEGENDARY ACTIONS

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

Attack. The colossus makes one slam attack.

Magnetic Pulse (Costs 2 Actions). The colossus emits a sudden magnetic pulse (see Magnetism).

Grow Arm (Costs 3 Actions). The colossus regrows one of the arms it has lost; it doesn't need a free arm in order to do so.

These creatures look aesthetically similar to any other zombie, save for a subtle dark brown vapor which escapes from their mouth and nostrils. This strange gas is the result of dark magic users experimenting with mixing raise dead spells with materials infected with disease. As a result, these zombies are a disease unto themselves. Their incessant cackling sends an eerie shiver down the spine of most who hear it as they slowly shuffle and stammer their way through the dungeon, easily infecting those they encounter. If not caught and dealt with quickly, the cackling fever can quickly infect an entire small village.

Unknown Infection. Due to the nature of cackling fever, adventurers who are infected may not be aware for many hours after infection, allowing them to return to their favorite inn or tavern and spread the disease through a village or city. The disease can quickly escalate and result in a full blown outbreak. If the area is a trade hub, it can easily be spread to nearby areas, causing a region wide epidemic.



The first cackling zombies were raised by Justin Handlin of Crit Academy, and make their debut here in this publication.

Medium undead, neutral evil

Armor Class 8

Hit Points 22 (3d8 + 9)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	16 (+3)	6 (-2)	3 (-4)	5 (-3)

Skills Perception -2

Saving Throws Wis +0

Damage Immunities poison

Senses darkvision 60ft., passive Perception 8

Languages understands languages it knew in life, but can't speak

Challenge 1/4 (50 XP)

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5+ the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Cackle Fever. When the cackling zombie takes damage it must make a DC 13 Constitution saving throw. On a failed save, the the zombie takes 5 (1d10) psychic damage and becomes incapacitated with mad laughter for 1 minute. It can repeat the saving throw at the end of each of its turns, ending the mad laughter and the incapacitated condition on a success.

Any humanoid creature that starts its turn within 10 ft. of the zombie in the throws of mad laughter must succeed on a DC 10 Constitution saving throw or become infected with Cackle Fever. Once a creature succeeds on this save, it is immune to the mad laughter of that particular infected creature for 24 hours.

At the end of each long rest, an infected creature can make a DC 13 Constitution saving throw. On a successful save, the DC for this save and for the save to avoid an attack of mad laughter drops by 1d6. When the saving throw DC drops to 0, the creature recovers from the disease. A creature that fails three of these saving throws gains a randomly determined form of indefinite madness.

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

CAIRNLORD

The ever twisting, wooden form of the cairnlord is a dreamy mockery of an archfey; a gangly humanoid comprised of gnarled branches, adorned with flora and moss. Their features are seemingly formed out notches in the bark itself as if a death mask crafted by a sculptor. It stands about 8ft tall, towering over the few mortals that visit its realm. Some cairnlords take on unique, animal qualities such as mock antlers or tails.

The Undying Fey. A cairnlord is created when a fey of power strives to achieve true immortality, connecting themselves completely to nature and sacrificing their body to it. As part of this ritual, they build a cairn of stones in a landscape of their choosing, to which they bind their soul in a similar way a lich would to a phylactery. From this point on, the cairnlord protects this land and draws immense power from it.

Fickle Masters of Nature. In order to gain favor from the local mortals, the cairnlord will hand out blessings and gifts in exchange for additions to their cairn and protection for it. Ancient cairnlords guard earthworks that tower above the tallest trees in their forests or rival the rolling hills. Over time, this construction will begin to feature treasures of various kinds and start to house wildlife. However, cairnlords are not benevolent and do seek to utterly control the lands they are bound to. As they grow in power, they seek to expand their territory, often coming into conflict with other forces. When this occurs, the cairnlord will stop at nothing to achieve domination, especially against another cairnlord as they seek to add the conquered cairn to their own.

A CAIRNLORD'S LAIR

A cairnlord claims ownership over an area of land at the heart of which is sequestered their cairn, a primitive structure of balanced stones that contains their soul. Other fey beings, and rarely some non-fey, can find

themselves serving to protect this area in exchange for power or gifts. Nature in this area bends at the command of the cairnlord and wildlife flourishes here as long as the cairnlord wishes.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the cairnlord takes a lair action to cause one of the following effects; the cairnlord cannot use the same effect two rounds in a row.

- **Blessing of Rain.** A bolstering rain descends on the area by the cairnlord's command, granting plants in the region 5 temporary hit points.
- **Demand Servitude.** Any fey creature within the cairnlord's lair must make a DC 18 Constitution saving throw or have their type changed to plant. A fey can choose to fail this save.
- **Baleful Ball.** Until initiative count 20 on the next round, any non-plant creature that tries to leave the lair must make a DC 18 Wisdom saving throw. On a failure, they take 10 (3d6) force damage and are pushed 10ft back into the lair.

REGIONAL EFFECTS

The region around the cairnlord's cairn is effected by their strange magics in any of the following ways:

- The area in which the cairnlord is located is under the effect of a perpetual *druid grove* spell. The grasping undergrowth and mist seemingly react instinctively to hamper intruders. Four awakened trees are present in the area at all times, but will only attack at the cairnlord's command.
- The local flora and fauna grow rapidly and in unique ways. Animals of all varieties can be found in both unusually large and small forms. Trees can become twisted or barren, flowers can become carnivorous or exhibit odd colors.

- Recipients of restorative magic will find small flowers or stones growing from the affected areas. These wither, die and fall off within an hour of leaving the region.
- Altar-like stones emerge from the ground with regularity. The older examples of these stones are adorned

with carvings, decorations and littered with offerings. Anyone who leaves an appropriate offering at one of these stones will earn the favor of the cairn lord, similarly, if anyone takes any of the offerings or desecrates the stone in any way they will earn its ire.



CAIRNLORD ORIGINS

The Cairnlord was crafted by S. G. Tillings (Beeholder Press), and makes its debut here in this publication.

CAIRNLORD

Medium fey, neutral evil

Armor Class 16 (natural armor)

Hit Points 184 (13d12 + 100)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	16(+3)	14(+2)	18 (+4)	20 (+5)

Saving Throws Cha +10, Dex +8

Skills Deception +10, Insight +9, Intimidation +10, Perception +9

Damage Vulnerabilities necrotic

Damage Resistances bludgeoning, piercing and slashing from nonmagical weapons

Damage Immunities radiant, poison

Condition Immunities charmed, poisoned

Senses darkvision 120ft., truesight 60ft. (whilst within its lair), passive Perception 19

Languages Common, Elvish, Sylvan

Challenge 13 (10,000 XP)

Rebirth. A destroyed cairnlord is regrown over a period of 1d12 months if its cairn is not completely destroyed. A remove curse spell must be cast upon the stones to destroy an inactive cairnlord completely.

Font of Life. If the cairnlord begins its turn within 5ft of its cairn, it regains 6 (1d12) hit points.

Spellcasting. The cairnlord is a 10th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). The cairnlord has the following spells prepared:

Cantrips (at will): *magic stone*, *mold earth*

1st level (4 slots): *catapult*, *dissonant whispers*, *entangle*

2nd level (3 slots): *flaming sphere*, *moonbeam*, *spike growth*

3rd level (3 slots): *conjure animals*, *hypnotic pattern*

4th level (3 slots): *blight*, *conjure woodland beings*

5th level (2 slots): *insect plague*, *wrath of nature*

6th level (1 slot): *flesh to stone*

ACTIONS

Multiattack. The cairnlord can use its Sapping Aura and makes one attack with its Gnarled Fist.

Gnarled Fist. *Melee Weapon Attack:* +8 to hit, reach 5ft., one target. *Hit:* 12 (3d6 + 3) bludgeoning damage. If the target is a creature, it must succeed on a DC 18 Strength saving throw or have their movement slowed to half until the end of their next turn.

Sapping Aura. The cairnlord releases a pulse of draining energy that targets all other creatures within 60ft of its cairn. Targets must succeed on a DC 18 Constitution saving throw or take 3 (1d6) necrotic damage. The cairnlord gains 1 temporary hit point for each creature that takes damage this way.

LEGENDARY ACTIONS

The cairnlord can take three 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 creatures turn. The cairnlord regains spent legendary actions at the start of its turn.

Attack. The cairnlord makes one attack with its Gnarled Fist or uses its Sapping Aura.

Turn Mundane. The cairnlord points a twig-like finger at a non-elf, non-fey creature at demands it to flee. The target must succeed on a DC 18 Wisdom saving throw or spend its next turn moving away from the cairnlord.

Awaken Tree (Costs 2 Actions). The cairnlord utters a word to its grove and breathes life into one of the trees in the surrounding area, summoning an awakened tree to fight alongside it.

Stone Form (Costs 2 Actions). The cairnlord calls upon its cairn to protect it, summoning a swarm of stones and rocks to form a protective layer around its body. Until the end of its next turn, the cairnlord has an AC of 20 and its Gnarled Fist deals an additional 10 (3d6) bludgeoning damage.

CALLER FROM THE DEEPS

It is theorized that callers from the deep are natural occurrences in the Plane of Water, where cast-offs of all manner are common. Where magic and death come to rest in the Darkened Depths, malevolence grows, and sometimes that malevolence grows impatient for its next meal. The caller from the deep appears as a monstrous mass of writhing black tentacles, reaching and grasping for its next meal. It has no mouth or eyes but senses living things in the water around it.

Patient Lurker. A caller from the deep lurks in the shadows and crevasses of the deepest sections of the Plane of Water, but it is not uncommon for one to form in the Sea of Light, especially in a particularly devastating sea wreck. It feeds on ambient life energy and can go for long stretches without feeding.

Necromantic Hunger. It has been theorized by some hydromancers that a caller from the deep only appears when a planar crack appears between the Plane of Water and the Plane of Shadow. That would explain the creature's life draining capabilities and hunger for living creatures, though no definitive research has been done to date. All attempts have ultimately resulted in the demise of all researchers.



CALLER FROM THE DEEPS

Huge elemental, neutral evil

Armor Class 15 (natural armor)

Hit Points 157 (15d12+60)

Speed 0 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	18 (+4)	14 (+2)	12 (+1)	14 (+2)

Damage Resistances acid, bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, prone, unconscious

Senses blindsight 120 ft., passive Perception 11

Languages Aquan

Challenge 7 (2,900 XP)

Water Breathing. The caller from the deep can breathe only underwater.

ACTIONS

Multiaction. The caller from the deep makes two tentacle attacks.

Tentacle. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one creature. *Hit:* The target takes 16 (3d6+6) bludgeoning damage, and it is grappled (escape DC 15). Until this grapple ends, the target is restrained, cannot regain hit points, and it takes 27 (6d8) necrotic damage at the start of each of its turns. The caller from the deep can constrict up to four targets at a time.

Luring Song (Recharge 5-6). The caller from the deep emits a magical lure in the form of a powerful subsonic song. The luring song can be felt by creatures up to 120 feet, and all non-elementals in range must make a DC 15 Charisma saving throw. On a failure, they must move their full movement towards the caller from the deep on each of their turns for 1 minute. Each victim can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

CALLER FROM THE DEEPS

ORIGINS

This subaquatic elemental was first published in D&D 5th Edition supplement, 'Codex of the Infinite Planes Vol 2: Plane of Water' by the prolific Dave Coulson.

CHART ATTACK

Constructed Nature. An animated object doesn't require air, food, drink, or sleep.

A Mysterious Map. Chart attacks are constructs which appear to be simple maps made of parchment. They are usually tan or grey in color. All the lines on the map appear to be written in black ink. The area shown on the map always includes the current location. Once someone begins to read the map, the construct will attempt to teleport the reader to a random location on the false map. The legend of these monsters has made people rather wary of using unknown maps.

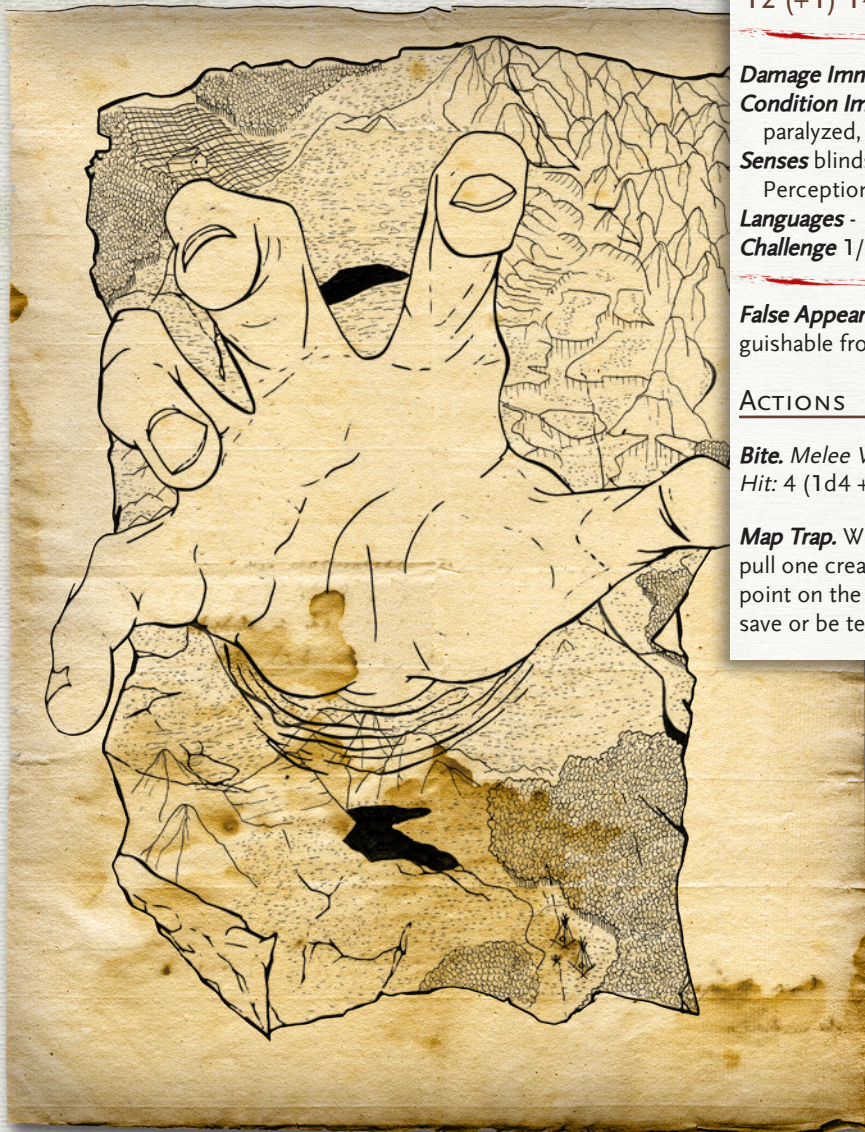


CHART ATTACK ORIGINS

First seen in the Platinum best-selling supplement, *'Dungeon Master's Handbook II'* by creator supreme Cawood Publishing.

CHART ATTACK

Tiny construct, unaligned

Armor Class 16

Hit Points 12 (5d4)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	10 (+0)	1 (-5)	3 (-4)	1 (-5)

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft. (blind beyond this range), passive Perception 6

Languages -

Challenge 1/2 (100 XP)

False Appearance. Before the chart attack strikes, it is indistinguishable from an ordinary map.

ACTIONS

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

Map Trap. Without warning, the chart attack can attempt to pull one creature inside it and teleport that victim to a random point on the map. The victim must make a DC13 Wisdom save or be teleported away.

CHILLING EYES

Clothed in tattered clothes with a cruel sneer etched upon its face, the undead horror that is the chilling eyes was created by gods of evil and chaos. It takes delight in ruin and corruption. These irreverent creatures are bent upon leading the pure and righteous into evil and completely destroying those who do not follow their malevolent and sadistic orders.

Moral Corruptors. A chilling eyes keeps its skeletal form covered in a ragged, hooded cloak as it first approaches a victim. It may appear to two friends walking down a dark highway and demand that one of them kill the other, or else both will die, or it may order a pious cleric to betray her religion. In any case, if the victim shows any form of resistance, the chilling eyes reveals its true nature by moving the hood aside to show its true visage: a skull with two shining gems, one blue and one black, glittering in the sockets where one would expect eyes. It strikes magical fear in its victims until they yield to its twisted desire, or freezes them to death if they cannot be corrupted. Should a chilling eyes be overpowered, it flees to the Ethereal Plane.

Returned Worshippers. Chilling eyes are creations of evil gods. Whenever such a deity fancies it, they may send the soul of one of their most morally corrupt and wicked worshippers back to the mortal coil to inhabit a skeletal corpse. Should a chilling eyes be destroyed, its gem-eyes lose their magical properties, though each is still worth 2,000 gp.

CHILLING EYES ORIGINS

Krishnasaamy Sankar is responsible for the creation of the terrifying chilling eyes, which makes its debut here in this publication.

CHILLING EYES

Medium undead, chaotic evil

Armor Class 14

Hit Points 78 (12d8+24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	17 (+3)	18 (+4)	17 (+3)	19 (+4)

Saving Throws Int +7, Wis +6, Cha +7

Skills Acrobatics +5, Arcana +10, Perception +9, Stealth +5

Damage Resistances piercing and slashing from nonmagical weapons

Damage Immunities cold, necrotic, poison

Condition Immunities exhausted, poisoned, frightened

Senses darkvision 120ft., truesight 120 ft., passive Perception 19

Languages Common

Challenge 6 (2,300 XP)

Turn Resistance. The chilling eyes has advantage on any roll against being turned.

Ethereal Jaunt. As a bonus action, the chilling eyes can magically shift from the Material Plane to the Ethereal Plane, or vice versa.

Deflect Magic. Any time the chilling eyes is targeted by a spell affecting its vision, the chilling eyes is unaffected and the effect is reflected back at the caster as though it originated from the chilling eyes.

ACTIONS

Multiattack. The chilling eyes makes two claw attacks or a single claw attack and either an eye of fear or chilling attack.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) slashing damage.

Eye of Fear (Recharge 5-6). All creatures in a 60ft. cone originating from the chilling eyes must succeed on a DC 15 Wisdom saving throw or be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if the chilling eyes is visible to them, ending the effect on itself on a success.

Eye of Chilling (Recharge 5-6). The chilling eyes shoots line of frigid air 5 ft. wide and 100 ft. long. Each creature in that line must make a DC 15 Dexterity saving throw, taking 14 (4d6) cold damage and 10 (3d6) necrotic damage on a failed save, or half as much damage on a successful one.



CHILLING EYES

CROCOTTA

To the untrained eye, a Crocotta may look like a really large wolf or a weird bear. However, experienced adventurers will immediately notice that this beast is neither and far more dangerous. This large beast can change its colors in order to camouflage with the environment. It will lurk near farms and camps to try and listen to the names of its occupants. Then, the Crocotta will repeat a name in order to single out a person and lure it away. Only when the victim is far away from any help will the beast pounce on it, unceremoniously ripping it apart and eating.

Frightening Presence. Legends say that the Crocotta's howl and presence are so ghastly that even a veteran adventurer can be frozen in the spot, terrified.

Gleaming Eyes. A lesser-known fact about these beasts and the reason that their eyes are so big and shiny is that they are actually incredibly rare gems. Some even say putting one in your mouth will grant the person minor fortune-telling abilities.



CROCOTTA ORIGINS

The Crocotta was developed by Beatriz Dias and makes its debut here in this publication.

CROCOTTA

Large monstrosity, unaligned

Armor Class 14

Hit Points 110 (20d8 + 20)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	15 (+2)	6 (-2)	13 (+2)	7 (-2)

Proficiency bonus +4

Saving Throws Str +9, Con +6

Skills Athletics +9, Intimidation +2, Perception +6

Senses passive Perception 16

Languages -

Challenge 4 (1,100 XP)

Keen Hearing and Smell. The Crocotta has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Color Changing. The coloration of a Crocotta can change to match the background of any environment at will. This effect gives it a +5 circumstance bonus on Stealth checks.

Human Voice. The Crocotta can mimic names and simple sentences it has heard before. It uses it to draw prey into the forest.

ACTIONS

Multiattack. The crocotta can make two bite attacks.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target.
Hit: 15 (2d10 + 4) piercing damage.

Chilling Howl. Ranged Spell: All creatures in a 100 ft. radius must succeed on a 14 DC Wisdom saving throw or become frightened. They can leave the frightened state if on their turn they succeed a Wisdom saving throw higher than 13 minus the number of turns after Chilling Howl was used.

DARK ROSE

A dark rose is a huge, bloated plant filled with demonic corruption. It sprawls throughout gardens taking on a life of its own and eating any fleshy creatures that stray too close. Its thick, thorny vines snake their way throughout the place, leading back to a swollen blood-red flower head filled with teeth.

Demonic Incursion. When a powerful demon or demon lord wishes to corrupt the Material Plane, they have a huge variety of ways in which to do so. Many demon lords can send literal demons from the Abyss, but some prefer to corrupt what is already present on the Material Plane. The dark rose is an example of this, where a powerful demon, such as Zugtmoy or Demogorgon, has tainted a rose garden with their abyssal magic.

Flailing Tendrils. The dark rose appears as a thicket of flailing, thorny tendrils, topped by a blood red rose, which often drips with the blood of its victims. These tendrils make it extremely difficult to attack the main body of the plant as getting close will inevitably result in being slashed to pieces by the vicious thorns. Not only this, but the dark rose can grapple creatures, pick them up and throw them around.



DARK ROSE ORIGINS

The Dark Rose first appeared in the beauty-corrupting adventure 'Seeds of Chaos' by JVC Parry.

DARK ROSE

Large plant, neutral evil

Armor Class 14 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	19 (+4)	6 (-2)	13 (+1)	6 (-2)

Saving Throws Con +7

Damage Vulnerabilities fire

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60ft., passive Perception 11

Languages -

Challenge 5 (1,800 XP)

ACTIONS

Multiattack. The dark rose makes three attacks: one with its bite and two with its tendrils.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target.
Hit: 12 (2d8 + 3) piercing damage.

Tendrils. *Melee Weapon Attack:* +6 to hit, reach 10ft., one target. *Hit:* 7 (1d8 + 3) slashing damage plus 4 (1d8) poison damage. If the target is Medium or smaller, it is grappled (DC 13) and restrained until the grapple ends. The dark rose has two tendrils, each of which can grapple one target.

Tendril Slam. The dark rose slams creatures grappled by it into each other or a solid surface. Each creature must succeed on a DC 14 Strength saving throw or take 10 (2d6 + 3) bludgeoning damage and be stunned until the end of the dark rose's next turn. On a successful save, the target takes half the bludgeoning damage and isn't stunned.

LEGENDARY ACTIONS

The dark rose can take up to 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 creatures turn. The dark rose regains spent legendary actions at the start of its turn.

Uproot. The dark rose moves up to 30 feet.

Erupting Tendrils (Costs 2 Actions). The dark rose shoots 4 tendrils up from the ground within a 30-foot radius of itself. Each tendril makes a melee weapon attack (+6 to hit) dealing 5 (2d4) slashing damage on a hit.

DEATH GOLEM

The death golem is a shield guardian that has been reforged using techniques for iron golem construction, powered by necromantic magic, infusing it with a spirit from the Shadowfell. This tiny spark of death has no memory, personality, or history, it is simply the impetus to move and obey. Death golems are specifically designed to look more sinister and threatening than ordinary shield guardians.

Master's Amulet. Like a shield guardian, every death golem has an amulet magically linked to it. A death golem can have only one corresponding amulet and if that amulet is destroyed, the death golem is incapacitated until a replacement amulet is created. A death golem's amulet is subject to direct attack if it isn't being worn or carried. It has AC 10, 10 hit points, and immunity to poison and psychic damage. Crafting an amulet requires 1 week and costs 1,000 gp in components.

A death golem's solitary focus is to protect the amulet's wearer. The amulet's wearer can command the golem to attack its enemies or to guard the wielder against attack. If an attack threatens to injure the wearer, the construct can magically absorb the blow into its own body, even at a distance.

A spellcaster can store a single spell within a death golem, which can then cast the spell on command or under specific conditions. Many a wizard has been rendered helpless by enemies, only to surprise those foes when its death golem unleashes potent magical power.

Magnificent Treasure. Because a death golem's ownership can be transferred by giving its matching amulet to another creature, some wizards collect exorbitant sums from princes, nobles, and crime lords to create death golems for them. At the same time, a death golem makes a mighty prize for anyone who slays its master and claims its amulet.

Torturous Origins. The first death golems were created by artificers held prisoner by a necromantic death cult in possession of a Manual of Iron Golems. Some of the necromancers already owned shield guardians and wanted them modified to be more fearsome and powerful. If they were to wage war against the living, they needed to have more than just control over the undead; they needed an army of powerful machines at their disposal.

After capturing two renowned artificers with advanced knowledge of constructing shield guardians, they put them to work. To keep them blindly loyal, the necromantic death cult threatened to kill the artificer's families and raise them as undead. Eventually, the artificers succeeded in their work.

Constructed Nature. A golem doesn't require air, food, drink, or sleep.

DEATH GOLEM ORIGINS

The death golem is a creation of John Huser and makes its debut here in this publication.



DEATH GOLEM

Large construct, unaligned

Armor Class 20 (natural armor) or 22 (natural armor, shield)

Hit Points 210 (20d10 + 100)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	20 (+5)	6 (-2)	10 (+0)	3 (-4)

Skills Perception +5

Damage Resistances fire

Damage Immunities necrotic, poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, stunned

Senses **blindsight** 10 ft., darkvision 120 ft., passive Perception 15

Languages understands commands given in any language, but can't speak

Challenge 15 (13,000 XP)

Necrotic Absorption. Whenever the golem is subjected to necrotic damage, it takes no damage and instead regains a number of hitpoints equal to the necrotic damage dealt.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Magic Resistance. This golem has advantage on saving throws against spells and other magical effects.

Magic Weapons. The golems weapon attacks are magical.

Bound. The golem is magically bound to an amulet. As long as the golem and its amulet are on the same plane of existence, the amulet's wearer can telepathically call the golem to travel to it, and the golem knows the distance and direction to the amulet. If the golem is within 60 feet of the amulet's wearer, half of any damage the wearer takes (rounded up) is transferred to the golem.

Regeneration. The golem regains 10 hitpoints at the start of its turn if it has at least 1 hitpoint.

Spell Storing. A spellcaster who wears the golem's amulet can cause the golem to store one spell of 5th level or lower. To do so, the wearer must cast the spell on the golem. The spell has no effect but is stored within the golem. When commanded to do so by the wearer or when a situation arises that was predefined by the spellcaster, the golem casts the stored spell with any parameters set by the original caster, requiring no components. When the spell is cast or a new spell is stored, any previously stored spell is lost.

ACTIONS

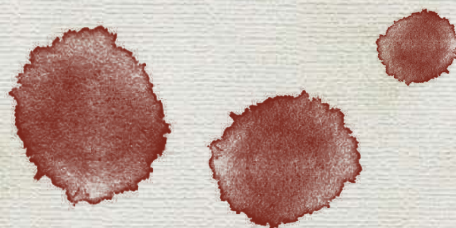
Multiattack. The golem makes two melee attacks with its sword, and one bonus attack with its shield or fist.

Shield Slam or Fist. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Sword. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 6) slashing damage or 25 (3d12 + 6) slashing damage if used with two hands.

Frightful Visage. The golem looks menacing and evil, inspiring fear in its enemies. Each enemy creature within 30 feet of the golem that can see it must make a DC 18 Wisdom saving throw. On a failed save, the target is frightened for 1 minute. A frightened target can repeat the save at the end of each of its turns and whenever they take damage, ending the effect on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the golem's Frightful Visage for the next 24 hours.

Necrotic Radiation (Recharge 5-6). Flame-like shadows wreath the golem's body, causing it to become heavily obscured to others. The shadows turn dim light within 10 feet of the golem into darkness, and bright light in the same area to dim light. Until the effect ends, the golem gains resistance to radiant damage. In addition, whenever a creature within 10 feet of the golem hits it with an attack, the shadows lash out at that creature, dealing it 9 (2d8) necrotic damage. The golems melee attacks also deal an extra 9 (2d8) necrotic damage while this ability is active. This effect lasts up to 1 minute and requires concentration by the golem.



DEMON BLIGHT

A demon blight can blame its existence on druids with evil intent. Usually, these horrendous fiends are summoned during a ritual which combines a hatred for forests, blood sacrifices and the power from the roots of a Gulthias Tree. These creatures are then put to work protecting the Gulthias Tree's supplicant army as it spreads its evil across the land.

Twisted Limbs. Demon Blights move in an almost bi-pedal fashion, its long branchlike arms pushing and pulling it. When hunched over, the demon blight is approximately six feet in height, but when standing tall it is more like nine. Its appearance is a mass of animated branches, twigs and vines with pseudo-wings and long twisting horns on its forehead.

Silent Killers. A demon blight can't speak, but makes a clacking sound, which speeds up as it coils for an attack. This sound can be heard with a DC 10 Wisdom (Perception) check, but its source can't be determined, especially if the blight is motionless in the undergrowth.



DEMON BLIGHT ORIGINS

First seen in the best-selling adventure, 'The Tree of Blight' by Dreadful Dungeons.

As the brave adventurers enter the Cursed Glade to confront the evil druidess, it is the Demon Blight that stalks in the party with deathly intent, maybe to their demise.

DEMON BLIGHT

Medium fiend, neutral evil

Armor Class 16 (natural barkskin)

Hit Points 72 (9d10+27)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	9 (-1)	17 (+3)	8 (-1)	13 (+1)	8 (-1)

Condition Immunities blinded, deafened

Senses blindsight 60 ft., passive Perception 12

Languages Understands common, infernal (but doesn't speak)

Challenge 3 (700 XP)

Entangling Plants (Recharge 5-6). Grasping roots and vines sprout in a 15 ft. radius centered on the Demon Blight, withering away after one minute. For the duration, that area is difficult terrain for non-plant characters. In addition, when first invoked, each creature (as chosen by the Demon Blight) must succeed on a DC 12 Strength saving throw or become restrained. A creature restrained may take its action to free itself with a DC 12 Strength check, freeing itself or others entangled within reach on a success.

False Appearance. When the Demon Blight is motionless, it is indistinguishable from a dead shrub.

ACTIONS

Multiattack. The Demon Blight can make 2 melee attacks per combat round or 1 ranged attack.

Claw. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one creature. *Hit:* 12 (2d8 + 3) piercing damage.

Constrict. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one creature. *Hit:* 10 (3d6 + 1) bludgeoning damage. If the target is Medium or smaller, it is grappled (escape DC 13) and pulled 5 ft. toward the demon blight. The target is restrained until the grapple is broken.

DHANAVA

Dhanavas are created in the Nine Hells by taking the soul of a learned scholar and mixing it with that of a rakshasa. Some evil scholars and clerics undergo this ritual willingly to serve as spies for other rakshasas. Dhanavas are erudite and devious, and well versed in dark, arcane arts. They usually serve as advisors and strategists to other rakshasas in their shared pursuit of human flesh and worldly power. Dhanavas often bring rakshasas together by forming alliances between various rakshasas, who would otherwise work alone.

Disguised Manipulators. Dhanavas are able to alter their form at will, and are even more bloodthirsty than their rakshasa cohorts since they believe that humanoid flesh and blood increases their cognitive capacities. Moreover, these fiends consider it their sole purpose in life to acquire one or two rakshasa disciples and pass on all their knowledge to them, turning them into dhanavas as well.

Expert Negotiators. Dhanavas are known for their cunning and their affinity for playing politics, and steering others towards their own goals. They are often crucial in founding and managing small clans of rakshasas, using them to conquer whole cities and sometimes even entire kingdoms. They increase their arcane power by performing various elaborate rituals, feeding off the dark energy from the torture and suffering of humanoids.

Knowledge Seekers. A dhanava's malleable form allows him or her to blend into most factions and among the citizenry of various kingdoms, allowing them access of huge amounts of information and the ability to be in the right place at the right time. Dhanavas usually have the creatures they intend to impersonate stalked and kidnapped, they then study their victims carefully while torturing them for their secrets. This helps them in their eternal quest for knowledge and helps them in their struggle for power.

DHANAVA

Medium fiend, lawful evil

Armor Class 16 (natural armor)

Hit Points 110 (13d8 + 52)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	18 (+4)	18 (+4)	16 (+3)	20 (+5)

Skills Deception +10, Insight +8

Damage Vulnerabilities piercing from magic weapons wielded by good creatures

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 60 ft., passive Perception 13

Languages Common, Infernal

Challenge 14 (11,500 XP)

Limited Magic Immunity. The dhanava can't be affected by spells of 4th level or lower unless it wishes to be. It has advantage on saving throws against all other spells and magical effects.

Blood Frenzy. The dhanava has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Shapechanger. The dhanava can use its action to polymorph into a Small or Medium humanoid it has seen, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is carrying or wearing isn't transformed with it. It reverts to its true form if it dies.

Innate Spellcasting. The dhanava's innate spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). The dhanava can innately cast the following spells, requiring no material components:

At will: *detect thoughts*, *mage hand*, *message*, *minor illusion*, *vicious mockery*

3/day each: *charm person*, *detect magic*, *invisibility*, *major image*, *suggestion*

1/day each: *charm person*, *dominate person*, *enthrall*, *fly*, *plane shift*, *true seeing*

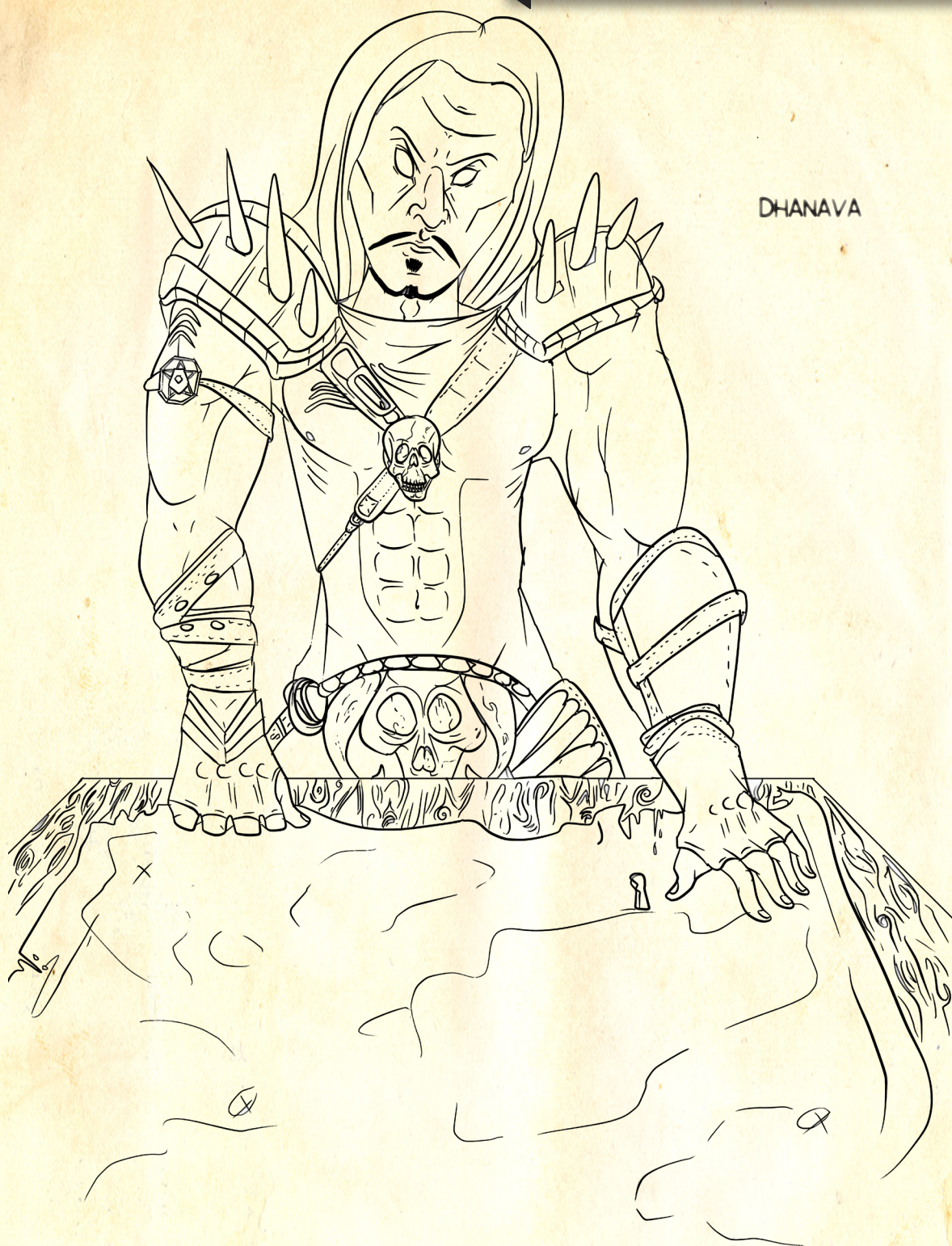
ACTIONS

Multiattack. The dhanava makes two claw attacks.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage and the target is cursed if it is a creature. The magical curse takes effect whenever the target takes a short or long rest, filling the target's thoughts with horrible images and dreams. The cursed target gains no benefit from finishing a short or long rest. The curse lasts until it is lifted by a remove curse spell or similar magic.

DHANAVA ORIGINS

Krishnasaamy Sankar is the creator of the dhanava, which makes its debut in this publication.



DHANAVA

DOKUFU

The dokufu is a giant, monstrous, spider-like creature that has been corrupted by taint. These beasts are hugely dangerous and create lairs that can test even the most proficient adventuring parties.

Magical Exoskeleton. A dokufu is covered with a heavy exoskeleton resembling the rocks of its mountain habitat, allowing it to blend in perfectly with its surroundings. It also has the ability to change the color of its exoskeleton to shades of white to blend in with snowy environments. Its exoskeleton provides the dokufu with ample protection against physical harm, as well as magical harm as the chitin thickens with age.

Extended Lifespan. It is unknown how long dokufu live but they can most certainly become several thousand years old. They mature and grow very slowly, becoming immensely large in old age. While a dokufu spiderling is no bigger than a small dog, they are about the size of a panther by the time they become younglings. Once they reach adulthood, they're about as large as a horse and truly ancient dokufu will grow to be the size of a mammoth.

Feared and Avoided. If it is discovered that an area is home to a young dokufu, a hunting party is quickly gathered to kill the creature before it matures. Areas that contain mature dokufu are usually avoided completely as many a great warrior has faced off against a dokufu, only to become fodder for its young. They are greatly feared throughout the world and even speaking their name inspires terror in children and adults alike.

Masters of Illusions. While they might resemble brutish creatures, dokufu are cunning and wise. They have the innate ability to create powerful illusions which they utilize to lure prey closer. Their magical prowess becomes more powerful as they mature. Once old enough, dokufu can even use the snow or stone beneath their feet as others would use a door, seemingly teleporting through the ground.

Tainted Nature. Dokufu eyes act as lenses, greatly increasing the potential of their illusory magics. This odd mutation is caused by the massive amount of taint within the creature, which has rendered their eyes useless for seeing but granted it an otherworldly sense for perceiving its surroundings. This fact isn't widely known, however, and more than one warrior has attempted to blind a dokufu adversary only to discover that it wasn't hindered by it in the least.

Dark Reproduction. Dokufu are androgynous. They reproduce by implanting eggs into humanoid bodies to provide food for their young. Deep within caves, they hang the hosts from the ceiling, often while still alive. Shortly before the egg hatches inside the host, the adult dokufu will swallow the host, so the egg can hatch inside its digestive tract.

A DOKUFU'S LAIR

Unless traveling to another region which might provide better hunting grounds, a dokufu usually creates its lair within a cave. While in its lair, a dokufu has access to Lair Actions. An adult dokufu encountered in its lair has a challenge rating of 15 (13,000 XP).

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the dokufu takes a lair action to create one of the following effects, though it can't use the same effect two rounds in a row:

- A dokufu spiderling bursts forth from a humanoid host that's wrapped in webbing, appearing in an empty space within 100 feet of the dokufu.
- Each creature within the lair must succeed a Dexterity saving throw or be encased in webbing, as if the dokufu had used its Web action. The save DC is 14 for an adult dokufu and 17 for an ancient dokufu.
- The dokufu conjures forth 1d4 ice spiders, which appear in empty spaces within 60 feet of the dokufu.

REGIONAL EFFECTS

The region containing the dokufu's lair is warped by its powerful illusionary magic, though all of the effects feel real. Creatures with truesight can see through the illusions, however, all other elements of the illusion remain, so while the creature is aware of the illusion's presence, the creature can still physically interact with the illusion. The dokufu itself is unaffected by all detrimental effects. The region contains the following effects:

- Every so often an ice sculpture of a horrible spider-like monstrosity appears. A creature that sees such a sculpture must succeed a DC 15 Wisdom saving throw or become frightened for 1 minute and gain the following flaw while in the region: ***"I'll never leave this mountain alive"***.
At the end of each of its turns while frightened, a creature must succeed another DC 15 Wisdom saving throw or take 9 (2d8) psychic damage. Randomly determine which creature a sculpture is visible to, as each sculpture is only visible to a single creature.
- Each creature must succeed a DC 10 Constitution saving throw at the end of each hour or gain one level of exhaustion.

Creatures with resistance or immunity to cold damage automatically succeed on the saving throw, as do creatures wearing cold weather gear and creatures naturally adapted to cold climates.

- The strong winds in the region carry with them snow and ice, thus imposing disadvantage on ranged weapon attack rolls and Wisdom (Perception) checks that rely on hearing or sight. A creature can see no further than 10 feet in front of it and all terrain is difficult terrain. Additionally, all open flames are extinguished, fogs are dispersed, and flying by nonmagical means is nearly impossible. A flying creature in the region must land at the end of its turn or fall.
- Dokufu tracks can be found in the snow. If a creature follows the tracks, it will walk in circles. A creature with truesight isn't fooled by this, and other creatures can discern the trickery with a successful DC 15 Wisdom (Survival) check after having completed the circle. At a regular pace, it takes between two and three hours to complete the circle once.

If the dokufu dies, these effects end immediately.



DOKUFU ORIGINS

The dokufu and their ice spider kin were created by Marc Altfuldisch, and can be found in his *'Monsters of the Orient: Complete Bestiary'*.

ADULT DOKUFU

Large monstrosity, neutral evil

Armor Class 19 (natural armor)

Hit Points 230 (20d10 + 120)

Speed 30 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	19 (+4)	23 (+6)	15 (+2)	17 (+3)	15 (+2)

Skills Athletics +10

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

Damage Immunities acid, poison

Condition Immunities blinded, exhaustion, paralyzed, petrified, poisoned, unconscious

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 13

Languages understands Common and Giant, but can't speak

Challenge 12 (8,400 XP)

False Appearance. While the dokufu remains motionless in rocky or snowy terrain, it is indistinguishable from its surroundings.

Innate Spellcasting. The dokufu's innate spellcasting ability is Wisdom (spell save DC 15). The dokufu can innately cast the following spells, requiring no material, somatic, or verbal components:

At will: *major image*

1/day each: *dispel magic*, *programmed illusion*, *project image*

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

Magic Weapons. The dokufu's weapon attacks are magical.

Mountain Step (1/Day). While the dokufu is in contact with rocky or snowy terrain, it can use a bonus action to teleport up to 60 feet to an unoccupied space where there is also rocky or snowy terrain. When it does so, it appears to be burrowing into the ground and instantly bursts up from the ground at a different location.

Siege Monster. The dokufu deals double damage to objects and structures.

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

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

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

ACTIONS

Multiattack. The dokufu can use its Frightful Presence. It then makes three attacks: one with its bite and two with its pincers. It can use its Swallow, its Vomit Spawn, or its Web instead of its bite.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage. If the target is a creature, it must succeed on a DC 14 Constitution saving throw or be infected with a disease - a minuscule dokufu egg. A humanoid host can carry one dokufu egg. Over four weeks, the egg gestates, and forms a dokufu spiderling.

After the egg is hatched, the host starts to feel unwell, its speed is halved, it has disadvantage on attack rolls, ability checks, and saving throws, and has its hit point maximum reduced by 8d10 every minute as the spiderling chews its way through vital organs until the host is dead. If the disease is cured before the egg hatches, the unborn spiderling is disintegrated. Fiends, oozes, and undead are immune.

Pincer. *Melee Weapon Attack:* +10 to hit, reach 10ft., one target. *Hit:* 16 (3d6 + 6) slashing damage. The target is grappled (escape DC 18) if it is a Medium or smaller creature and the dokufu doesn't have two other creatures grappled.

Frightful Presence. Each creature of the dokufu's choice within 60 feet of it and aware of it must succeed on a DC 14 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if the dokufu is within line of sight, 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 Frightful Presence for the next 24 hours.

Swallow. The dokufu makes one bite attack against a Medium or smaller creature it is grappling. If the attack hits, the target takes the bite's damage, the target is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the dokufu, and it takes 21 (6d6) acid damage at the start of each of the dokufu's turns.

If the dokufu takes 20 damage or more on a single turn from a creature inside it, the dokufu 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 dokufu. If the dokufu dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 30 feet of movement, exiting prone.

Vomit Spawn (Recharge 5-6). The dokufu spits out a dokufu spiderling, which lands in an empty space of the dokufu's choice within 20 ft. Each creature within 10 ft. of the point of impact must make a DC 14 Dexterity saving throw, taking 21 (6d6) acid damage on a failed save, or half as much on a successful one. The spiderling acts on its own initiative.

Web (Recharge 4-6). *Ranged Weapon Attack:* +8 to hit, range 30/60 ft., one creature. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 14 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 20; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

DOKUFU SPIDERLING

Small monstrosity, neutral evil

Armor Class 17 (natural armor)

Hit Points 150 (20d6 + 80)

Speed 25 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	19 (+4)	18 (+4)	11 (+0)	14 (+2)	11 (+0)

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

Damage Immunities acid, poison

Condition Immunities blinded, exhaustion, paralyzed, petrified, poisoned, unconscious

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 12

Languages understands Giant, but can't speak

Challenge 6 (2,300 XP)

False Appearance. While the dokufu remains motionless in rocky or snowy terrain, it is indistinguishable from its surroundings.

Magic Weapons. The dokufu's weapon attacks are magical.

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

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

ACTIONS

Multiattack. The dokufu makes one attack with its bite and one with its pincers.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

Pincers. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage. If the target is a Small or smaller creature, it is grappled (escape DC 12). Until this grapple ends, the dokufu can attack only the grappled creature and has advantage on attack rolls to do so.



ICE SPIDER

These ferocious creatures are very aggressive and attack humanoid on sight. Ice spiders don't exist naturally but are instead conjured into existence by powerful dokufu. Sometimes, however, a few ice spiders skitter away after being conjured, living out the rest of their lives high up in the mountains. They often serve as a warning that a dokufu nest is nearby. Luckily, they are unable to reproduce on their own, immensely reducing the threat they pose to travelers.

ICE SPIDER

Medium monstrosity, unaligned

Armor Class 14

Hit Points 22 (4d8 + 4)

Speed 30 ft., climb 30 ft.

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

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities cold

Senses darkvision 60 ft., passive Perception 11

Languages -

Challenge 3 (700 XP)

Living Ice. A creature that touches the ice spider takes 3 (1d6) cold damage.

Snow Camouflage. The ice spider has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

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

Web Walker. The ice spider ignores movement restrictions caused by webbing.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8 + 4) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 18 (4d8) cold damage on a failed save, or half as much damage on a successful one. If the cold damage reduces the target to 0 hit points, the target is stable but petrified for 1 hour as it is frozen solid. The creature is petrified for the duration even after regaining hit points.



OOZE DRAGON

DRAGONS

Dragons, Chromatic, Metallic, and otherwise, have been widely documented in many publications to date. However, there are some obscure, rare and often quite unknown breeds of dragons that are simply not found in such places. The following extracts will address a select few of these extraordinary examples of such unique dragons.

OOZE DRAGON

No matter the difference in honor between chromatic and metallic dragons, one would be hard-pressed to argue that they aren't noble creatures. The inverse is true of Ooze Dragons; beings so strange that not even the ever-changing layers of Limbo can spit them out. Only one ooze dragon has been publicly known to exist, though it is whispered there are more. Born as an experiment of a crazed

alchemist who sought to create a weapon so powerful none could oppose them. Over years of work and arcane horrors, a wyrmlings flesh and blood was warped to become translucent and gelatinous. The dragon was driven mad by this process, however, eventually killing its creator and escaping into the wild.

Digestive Tactics. Those few who claim to have met an ooze dragon and lived to tell the tale, usually do not come back whole. Due to its amorphous body, the ooze dragon can absorb creatures and eat away at their flesh with its caustic ichor, melting those who cannot escape within minutes. Trails of half-digested flora and fauna can be found in the wake of the dragon, and entire skeletons are commonly found here too.

Terrible Reminder. The body of an ooze dragon is entirely molded out of a translucent blue gel that loosely grips the last remaining elements of a vestigial

skeleton. An entire skull is present but missing its bottom jaw, its spine and ribcage float aimlessly in its malformed torso and the claws in its feet remain. Empty eye sockets peer out of the skull but it is clear the creature can still see. In the center of the beast, a large heart has ceased beating and crystallized into a deep red gem that glistens in the light.

Without Purpose. None are sure what an ooze dragon wants, but most agree that neither does the dragon itself. It takes no permanent lair, does not attempt to communicate with other dragons and seems

to have no interest in collecting treasure or relics of importance. It ignores humanoids when it can and swiftly deals with any threats without attempting diplomacy. Most regard it as a force of nature and simply stay out of its way, but others have noticed from patterns of movement that it seems to be searching; for what, no one knows.

OOZE DRAGON ORIGINS

The Ooze Dragon was created by Beeholder Press (S.G. Tillings) and makes its debut here in this publication.

OOZE DRAGON

Huge dragon (ooze), unaligned

Armor Class 18 (natural armor)

Hit Points 172 (15d12+75)

Speed 20ft., climb 20ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	21 (+5)	14 (+2)	13 (+1)	17 (+3)

Saving Throws Dex +5, Con +10, Wis +6, Cha +8

Skills Perception +11

Damage Immunities acid, lightning

Senses blindsight 120ft., passive Perception 21

Languages Common, Draconic

Challenge 20 (25,000 XP)

Legendary Resistance (3/day). If the dragon fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The dragon can use its Amorphous Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10ft., one target.
Hit: 13 (2d4+6) piercing damage plus 7 (2d6) acid damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5ft., one target.
Hit: 9 (1d4+6) slashing damage plus 5 (2d4) acid damage.

Tail. *Melee Weapon Attack:* +11 to hit, reach 15ft., one target.
Hit: 15 (2d8+6) bludgeoning damage.

Amorphous Presence. Each creature, of the dragon's choice, that is within 5 feet of the dragon must succeed on a DC 18 Dexterity saving throw. On a successful save, nothing happens. On a failed save, the creature takes 14 (4d6) acid damage and is engulfed within the dragons form. Engulfed creatures cannot breathe, are grappled and restrained, and take 28 (8d6) acid damage at the start of each of the dragons turns.

An engulfed creature can try to escape by taking an action to make a DC 18 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the dragon.

Digesting Breath (Recharge 5-6). The dragon exhales gelatinous ooze in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 18 Dexterity saving throw, taking 21 (6d6) acid damage on a failed save, or half as much on a successful save. Any nonmagical weapons or armor that is worn by a creature that fails the save begin to corrode, taking a permanent and cumulative -1 penalty to either damage or AC dependant on the item.

LEGENDARY ACTIONS

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

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Loose Form (Costs 2 Actions). The dragon loses its defined shape and spreads out as a pool of acidic ooze. Each creature within 60ft of the dragons current position must make a DC 18 Dexterity saving throw or take 14 (4d6) acid damage and have their movement speed halved whilst in this effect. In this form, the dragon can no longer attack and has its speed reduced to 0. At the beginning of its next turn, the dragon reforms in the space it occupied prior to activating this action. Any creatures under the effects of the dragons Amorphous Presence are freed.

REACTIONS

Split. When the dragon that is Huge or larger would take more than 30 lightning or slashing damage from one spell or attack, it splits into two new dragons. Each new dragon has hit points equal to half of the original dragon at the point of it splitting, rounded down. New dragons are one size smaller than the original dragon. Any creatures under the effects of the dragons Amorphous Presence are freed. Split ooze dragons are considered separate entities henceforth.

AMETHYST DRAGON (GEM DRAGON)

Amethyst dragons are the most regal and magnanimous of the gem dragons. They speak in low tones that resonate with immense power, nevertheless choosing to treat all living creatures with dignity— unless those creatures prove undeserving. Their respect for life is so great that many refuse to eat animal flesh, even that of livestock, choosing instead to subsist on a diet of magically imbued gemstones.

ADULT AMETHYST DRAGON

Huge dragon, neutral

Armor Class 18 (natural armor)

Hit Points 229 (17d12 + 119)

Speed 40 ft., burrow 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	25 (+7)	16 (+3)	14 (+2)	25 (+7)

Saving Throws Dex +5, Con +12, Wis +7, Cha +12

Skills Perception +12, Persuasion +17, Stealth +5

Damage Resistances force

Damage Immunities poison

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 22

Languages Common, Draconic, Terran

Challenge 16 (15,000 XP)

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

At will: *levitate*, *unseen servant*

3/day each: *slow*, *telekinesis*

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

Planar Travel. The dragon can cast plane shift without material components after spending one hour in uninterrupted meditation.

ACTIONS

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

Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage.

Claw. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Impartial Arbitrators. Amethyst dragons are accomplished diplomats, and they take special interest when war between dragons—or even between humanoids—threatens the stability of the land. If the stakes are truly dire, they seek out the warring factions' leaders to broker a peace. Amethyst dragons rarely interfere in smaller conflicts unless their aid is directly requested by a third party. They might answer the call as intermediaries but never enter a conflict on behalf of any side.

Tail. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target.

Hit: 17 (2d8 + 8) bludgeoning damage.

Soothing Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 20 Wisdom saving throw or be affected by the calm emotions spell (both effects) for 1 minute. If a creature's saving throw is successful, the effect is dispelled, or the dragon attacks, the effect ends and the creature is immune to the dragon's Soothing Presence for the next 24 hours.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons.

1. **Explosive Gem.** The dragon spits an amethyst sphere up to 45 feet away. The gem explodes into razor-sharp shards in a 20-foot radius. Each creature in that area must make a DC 20 Dexterity saving throw, taking 63 (18d6) slashing damage on a failed save, or half as much damage on a successful one.
2. **Kinetic Breath.** The dragon exhales a beam of glimmering energy in a 60-foot line that is 5 feet wide. The first object or creature of Medium size or smaller in that line must succeed on a DC 20 Constitution saving throw or become restrained until the start of its next turn. The amethyst dragon may telekinetically hurl any creature or object restrained in this way up to 60 feet in any direction, dealing 3 (1d6) bludgeoning damage per 10 feet traveled.

LEGENDARY ACTIONS

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

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 21 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.



AMETHYST DRAGON



CRYSTAL DRAGON (GEM DRAGON)

Crystal dragons are gregarious and free-spirited, and travelers consider them to be the most hospitable of the gem dragons. Though crystal dragons enjoy solitude as much as other gem dragons, they value family more than their isolationist kin. When on the Material Plane, they make their homes atop solitary mountain peaks, building magnificent palaces of shining ice to store their treasure hoards.

Angelic Appearances. Their hooked snouts and jagged dorsal spikes lend crystal dragons a fearsome, predatory appearance, but their frightful image is softened by the dazzling beauty of their scales. Crystal wyrmlings' scales are glossy white like the shells of their eggs, becoming translucent and prismatic as they age. Fully grown crystal dragons, when shining in the full light of the sun, might be mistaken for radiant angels.

GEM DRAGONS ORIGINS

The Crystal and Amethyst Gem Dragons made their first appearance in the Platinum best-seller, *'Gem Dragons of Faerûn'* by James Haeck, and D&D 5th Edition third party-giant, Kobold Press.

YOUNG CRYSTAL DRAGON

Large dragon, chaotic neutral

Armor Class 17 (*natural armor*)

Hit Points 123 (13d10 + 52)

Speed 40 ft., burrow 20 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	18 (+4)	15 (+2)	11 (+0)	16 (+3)

Saving Throws Dex +3, Con +7, Wis +3, Cha +6

Skills Perception +6, Persuasion +6, Stealth +3

Damage Immunities cold

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 16

Languages Common, Draconic, Auran

Challenge 6 (2,300 XP)

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

At will: *calm emotions*, *detect thoughts*
1/day each: *charm person*, *color spray*

Planar Travel. The dragon can cast *plane shift* without material components after spending one hour in uninterrupted meditation.

ACTIONS

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

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target.
Hit: 15 (2d10 + 4) piercing damage.

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

Razor Breath (Recharge 5–6). The dragon exhales razor-sharp crystalline shards in a 30-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 40 (9d8) slashing damage on a failed save, or half as much damage on a successful one.

EADOCHAS

An eadochas was once a powerful warlock, cursed by its former patron for failing in a task, breaking its pact, or swearing fealty to another. They float a few feet off the ground like spectres and vary in appearance depending on their previous patron and pact boon.

A Pact, Broken. For whatever reason, through a purposeful choice or through ineptitude, when a warlock breaks their pact, perishes while performing a task, or displeases their patron, they risk becoming an eadochas. These pitiable creatures are twisted into a perverted manifestation of what power they once had; a former Pact of the Blade eadochas' body may be driven through with dozens of rusted blades, causing them constant pain; a Pact of the Chain warlock may be bound with heavy chains, forcing them to carry an unbearable weight for all eternity; a Pact of the Tome warlock may be cursed to have the entirety of their tome stitched into their very skin and carved into their bones.

Creature of Despair. An eadochas' existence is one of despair. They despair for the power they have lost, they despair for the opportunities they have squandered and they despair for the future that was taken from them. Through the curse, the eadochas can still touch the power of their former patron but it is like a raindrop in the desert for them.

Unknowning Tasks. Many of these creatures lash out at anyone they can find, particularly those of power. Others journey the lands in the hopes of completing the task they failed in and having their former power returned to them.

EADOCHAS ORIGINS

The Eadochas first appeared beneath the waves bound to a mysterious white tome in *'The Beast of Bastion Bay'* by Emmet Byrne

EADOCHAS

Medium undead, chaotic evil

Armor Class 15 (natural armor)

Hit Points 81 (18d8)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16(+3)	20(+5)	16(+3)	20(+5)	14(+2)	15(+2)

Damage Resistances bludgeoning, piercing and slashing from non magical attacks

Damage Immunities cold, necrotic

Condition Immunities charmed, exhausted, frightened, paralyzed, poisoned, prone

Senses blindsight 30ft., darkvision 120ft., passive Perception 10

Languages Common and any languages it knew in life

Challenge 5 (1,800 XP)

Aura of Despair. Any creature within 5 feet of the eadochas has disadvantage on attack rolls made against it.

Incorporeal Movement. The eadochas can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

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

At will: *chill touch*, *eldritch blast*, *vicious mockery*

3/day each: *darkness*, *hex*, *hellish rebuke*, *misty step*, *shatter*

1/day each: *hunger of hadar*, *slow*

ACTIONS

Corrupting Touch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 12 (3d6+2) necrotic damage.

Mournful Cry. The eadochas releases a tortured scream. Each creature within 60 feet of the eadochas that can hear it must make a DC 14 Wisdom saving throw. On a failed save the creature is frightened for 1 minute or until it takes damage. While frightened, the creature's speed is 0, and it can't benefit from any bonus to its speed. On a successful save, or if the effect ends, the creature is immune to the eadochas' Mournful Cry for the next 24 hours.



EADOCHAS

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EELFOLK

Eelfolk are a piscine race with rubbery skin and patterned coloration meant to provide camouflage amid shifting underwater light. They slink and hunt through caves and shoals, carving out territory in bursts of aggressive expansion. Eelfolk often lair along shorelines and submerged caverns, never too far from the surface where they must occasionally gulp great mouthfuls of air.

Ambushers. Eelfolk keep to the fringes of the sea and ambush any who encroach upon their territory. While hunting, they prefer to lie in wait for prey to draw close before lunging out to attack. Two pouches behind their necks generate an electrical charge they use to sense their quarry, even in the murkiest depths.

Storm Worshippers. Eelfolk worship the squalls of the sea as though they were gods, viewing all storms as divinely inspired. Sailors at sea have reported seeing dozens of eelfolk cavorting through the water during tempests.

Growing Pains. Eelfolk grow larger and more powerful with age, shifting from stealthy hunters to vicious brutes. Fully matured eelfolk grow extra electrical pouches that cover their bodies in crackling energy. These scourges are more cunning and aggressive than their younger brethren. They lead surprise raids along shoreline settlements in order to satiate their ever-growing hunger for violence and food.

Storm's Fury. During raging ocean storms, the strongest and most cunning eelfolk fight with each other to throw themselves in the path of a lightning strike. Rarely, one lucky creature will be enveloped in a great blast of energy. The lightning burns the eelfolk's bulky body away, replacing it with a gaunt form housing magnificent power. These eelfolk stormcallers gain the ability to channel the tempest's might, summoning lightning bolts and gales of wind to pummel their foes.



EELFOLK

Medium humanoid (eelfolk), chaotic evil

Armor Class 15 (hide armor, shield)

Hit Points 19 (3d8 + 6)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	14 (+2)	6 (-2)	10 (+0)	7 (-2)

Skills Stealth +3

Damage Immunities lightning

Senses blindsight 60 ft., passive Perception 10

Languages Eelfolk

Challenge 1/2 (100 XP)

Death Burst. When the eelfolk dies, it explodes in a burst of pent-up electricity. Each creature within 10 feet of it must make a DC 12 Dexterity saving throw, taking 7 (2d6) lightning damage on a failed save, or half as much on a successful one.

Hold Breath. The eelfolk can hold its breath for 1 hour.

Lunge. If the eelfolk moves at least 20 feet straight toward a target and then hits it with a long knife attack on the same turn, the target takes an extra 7 (2d6) piercing damage.

ACTIONS

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

EELFOLK HUNTER

Medium humanoid (eelfolk), chaotic evil

Armor Class 13 (hide armor)

Hit Points 37 (7d8 + 6)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	14 (+2)	6 (-2)	10 (+0)	7 (-2)

Skills Perception +2, Stealth +5

Damage Immunities lightning

Senses blindsight 60 ft., passive Perception 12

Languages Eelfolk

Challenge 1 (200 XP)

Ambusher. The hunter has advantage on attack rolls against any creature it has surprised.

Death Burst. When the eelfolk dies, it explodes in a burst of pent-up electricity. Each creature within 10 feet of it must make a DC 12 Dexterity saving throw, taking 7 (2d6) lightning damage on a failed save, or half as much on a successful one.

Hold Breath. The eelfolk can hold its breath for 1 hour.

Lunge. If the eelfolk moves at least 20 feet straight toward a target and then hits it with a spear attack on the same turn, the target takes an extra 7 (2d6) piercing damage.

ACTIONS

Multiattack. The hunter makes two spear attacks.

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

EELFOLK SCOURGE

Medium humanoid (eelfolk), chaotic evil

Armor Class 13 (hide armor)

Hit Points 82 (10d10 + 27)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	7 (-2)	13 (+1)	9 (-1)

Skills Perception +3, Stealth +5

Damage Immunities lightning

Senses blindsight 60 ft., passive Perception 13

Languages Eelfolk

Challenge 4 (1,100 XP)

Death Burst. When the eelfolk dies, it explodes in a burst of pent-up electricity. Each creature within 10 feet of it must make a DC 13 Dexterity saving throw, taking 7 (2d6) lightning damage on a failed save, or half as much on a successful one.

Electrified Body. A creature that touches the scourge or hits it with a melee attack while within 5 feet of it takes 5 (1d10) lightning damage.

Hold Breath. The eelfolk can hold its breath for 1 hour.

Lunge. If the eelfolk moves at least 20 feet straight toward a target and then hits it with a claw or bite attack on the same turn, the target takes an extra 7 (2d6) piercing damage.

ACTIONS

Multiattack. The scourge makes three melee attacks: one with its bite, two with its claws.

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

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.



EELFOLK STORMCALLER

Medium humanoid (eelfolk), chaotic evil

Armor Class 15 (hide armor)

Hit Points 117 (18d8 + 36)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	8 (-1)	14 (+2)	18 (+4)

Skills Intimidation +7, Perception +5, Stealth +8

Damage Immunities lightning

Senses blindsight 60 ft., passive Perception 15

Languages Eelfolk

Challenge 6 (2,300 XP)

Death Burst. When the eelfolk dies, it explodes in a burst of pent-up electricity. Each creature within 10 feet of it must make a DC 13 Dexterity saving throw, taking 7 (2d6) lightning damage on a failed save, or half as much on a successful one.

Hold Breath. The eelfolk can hold its breath for 1 hour.

Innate Spellcasting. The stormcaller'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*, *thunderwave*

2/day each: *call lightning*, *fog cloud*, *lightning bolt*

ACTIONS

Multiattack. The stormcaller makes two claw attacks.

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

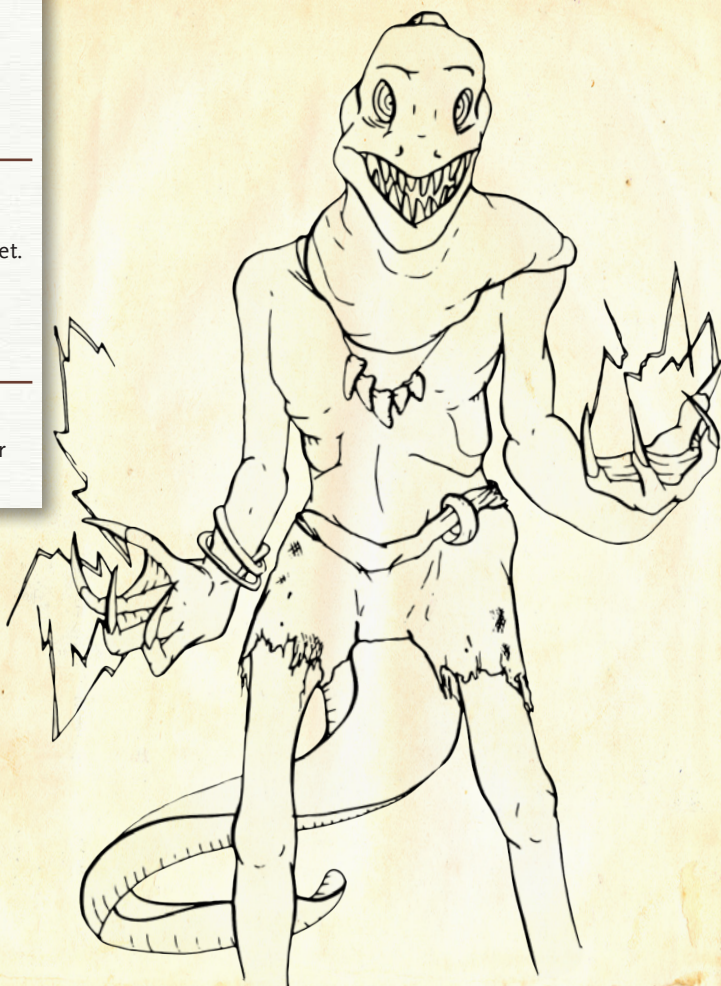
Hit: 6 (1d6 + 3) slashing damage plus 7 (2d6) lightning damage.

REACTIONS

Lighting Reflexes. The stormcaller adds 3 to its AC against one melee attack that would hit it. To do so, the stormcaller must see the attacker.

EELFOLK ORIGINS

The eelfolk were originally used as insidious invaders in 'The Secrets of Skyhorn Lighthouse' by Kelsey Dionne.



ICE ELEMENTAL ORIGINS

The Ice Elemental first appeared in the icy adventure, 'Winter Yonderland' by JVC Parry.

The Ice Elemental haunts the savage tundra in this epic adventure.



ELEMENTAL (ICE)

Similar to elementals of other varieties, an ice elemental can be found in areas linked to its elemental plane. Ice elementals are hulking shards of ice crystal capable of smashing their foes with incredible force, but with a serious vulnerability to fiery attacks. They are also capable of whipping up a blizzard effortlessly.

Embodiment of Winter. Ice Elementals sometimes spontaneously form during particularly harsh winters or in places, such as the poles, that are constantly assaulted by snowstorms or covered in ice. These elementals will guard their element until they are destroyed, attempting to smite down those who would bring fire into their realm, or try to cultivate the frozen earth.

Frozen Ambushers. Because ice elementals can move through ice and snow, they are deadly in areas covered in these materials. Frozen glaciers are the favored

ICE ELEMENTAL

Large elemental, neutral

Armor Class 13

Hit Points 90 (12d10 + 24)

Speed 30ft., burrow 30ft.

STR	DEX	CON	INT	WIS	CHA
20(+5)	8(-1)	14(+2)	6(-2)	10(+0)	5(-3)

Damage Resistances acid, bludgeoning, piercing and slashing from nonmagical weapons

Damage Immunities cold, poison

Damage Vulnerabilities fire

Condition Immunities exhaustion, grappled, paralysed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60ft., passive Perception 10

Languages Aquan

Challenge 5 (1,800 XP)

Ice Glide. The elemental can burrow through nonmagical, unworked ice and snow. While doing so, the elemental doesn't disturb the material it moves through.

Freezing Body. A creature that touches the elemental or hits it with a melee weapon attack while within 5 feet of it takes 7 (2d6) cold damage.

ACTIONS

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Blizzard (Recharge 4-6). Each creature within 5 feet of the elemental must make a DC 13 Dexterity saving throw. On a failed save, a target takes 14 (2d8 + 5) cold damage and 3 (1d6) bludgeoning damage. If the saving throw is successful, the target takes half of the cold damage and no bludgeoning damage.

lair of an ice elemental for they can patrol the surface of the ice from inside its frigid form. Once intruders are located, the elemental can rise up from the glacier itself, surprising the unlucky adventurers.

Vulnerable to Flame. Like all ice and snow, fire and heat will cause an ice elemental to melt. Because of this, these creatures attempt to hunt down open fires whilst they are still small and extinguish them with their freezing bodies or by training their blizzards upon them. Any magical fire that cannot be extinguished conjures up an innate form of fear in these elementals, causing them to flee from its presence.

EMPTY SACK ORIGINS

The Empty Sack was developed by the evil genius of Glen Cooper and makes its debut here in this publication.

EMPTY SACK

Moving covertly amongst the politically charged south of Faerun. There was once a group who peddled information and secrets, who called themselves the 'Gobji Ferrymen'. They worked tirelessly to plant seeds of dissent to help over-throw entire kingdoms for their masters in the Border Kingdoms. On one of their excursions into the darkest reaches of the Shaar, a cell of Ferrymen brought back a strange parasite. The organism, dubbed the 'Empty Sack' by the Ferrymen before the creatures eradicated them, had infiltrated most houses and kingdoms of the Border Kingdoms. Now they look further across Faerun, seeking to supplant leaders and politicians of other powerful organizations and kingdoms; thriving on chaos, war, and domination of the entire human species.

Body Snatchers. Empty Sacks spend most of their time disguised as their latest victim. Once an empty sack has spent 2 weeks of solitude, wrapped around its host, the slack leathery skin which forms its body stretches over and it becomes the skin of that creature. Over the 2 weeks, an empty sack painfully works away at the creatures subconscious, subduing them, keeping them alive long enough to learn all their secrets. Then, the empty sack assumes their identity, completely controlling them and their lives.

We are Sacks. In sack form, an empty sack claws its way along the floor and walls as a loose bag of skin. Once it has found a host, it will envelop them and assume their identity. An empty sack in host form immediately knows if it is within 60ft of another empty sack. When they touch each other (handshake, kiss, etc), they know for certain who they are. The host is subservient to an



empty sack for 3 years before it must find a new host to attach to. Gradually they work their way to the very top of governments, spreading their lies and discovering secrets which could topple kingdoms.

Entourage. An empty sack is never far away from its entourage of 2-6 human worshippers. They follow their masters around, knowing full well that they may have to sacrifice their bodies should an empty sack need to escape, or remain hidden. An empty sack secures their servitude by kidnapping or threatening the lives of their families and loved ones. There are of course promises of a better, if not shorter life - but this, of course, is all a lie...



EMPTY SACK

Medium Aberration, neutral evil

Armor Class 14 (natural barkskin)

Hit Points 60 (11d8 +11)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	10 (+0)	16 (+3)	12 (+1)	16 (+3)

Saving Throws Dex +6, Int +6, Wis +5, Cha +7

Skills Stealth +6, Athletics +6, Deception +7, Insight +7

Damage Vulnerabilities fire

Damage Resistances bludgeoning from nonmagical weapons

Condition Immunities charmed, exhaustion, frightened, paralysed, deafened, stunned; prone (in sack form)

Senses darkvision 60 ft., passive Perception 15

Languages understands Deep Speech, Common, Undercommon, but can't speak

Challenge 4 (1,100 XP)

Empty Sack Sense. Once an empty sack is within 60ft of another empty sack, they will sense one another. Touching each other will confirm if the creature is an actual host body.

Ambusher. The empty sack has advantage on attack rolls against any creature it has surprised.

Damage Transfer. While a creature is swallowed, the empty sack takes only half the damage dealt to it (rounded down), and that creature takes the other half.

Surprise Attack. If the empty sack surprises a creature and hits it with an attack during the first round of combat, the target takes an additional 7 (2d6) damage from the attack.

False Appearance. In sack form, while the empty sack remains motionless, it is indistinguishable from an ordinary material sack.

Shapechanger. After 2 weeks of continuous envelopment, the empty sack uses its action to polymorph into (assume the identity) the skin of the Medium or smaller humanoid it has swallowed, or back into its true form, thus killing the host in the process. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if the host dies. If at anytime, a greater restoration spell is cast upon the empty sack, this gives the host a single chance to resist the subservience placed upon it using a Charisma save with a DC16 +2 for each month the host has been subservient to the empty sack.

ACTIONS

Multiattack. The empty sack makes two attacks: one with its bite and one with its claws, or two with its claws.

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

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 1d6+2 piercing damage and the target is grappled (escape DC 16). Until this grapple ends the target is restrained and the empty sack cannot bite another target.

Swallow. The empty sack makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is swallowed by the sack body, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the empty sack, and it takes 5 (2d4) non-lethal psychic damage at the start of each of the empty sack's turns until it passes out (zero hit points). The empty sack can have only one target swallowed at a time. If the empty sack dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

ESTINFALO

There are many reasons why a swamp will be deemed 'impassable' or 'too dangerous', and a flock of Estinfalos nesting in it is one of them. Luckily, these birds are easily spotted and not confused with normal cranes. The reason for this is also the reason why they are so dangerous. Estinfalos have feathers and bones made of solid bronze, being able to use them to their full extent.

Pack Tactics. These carnivorous birds, when in a group, are lethal and cruel. They launch their dagger-like feathers until the prey is visibly incapacitated; they'll then dive in and rip it apart.

Cleanliness. Aside from their deadly and carnivorous tendencies, it's also important to note that estinfalos are incredibly clean birds. After killing their prey, they will spend hours cleaning each other free of blood so they can always shine brightly under the sun.

ESTINFALO ORIGINS

The Estinfalo was developed by Beatriz Dias and makes its debut here in this publication.

ESTINFALO

Small beast, unaligned

Armor Class 13

Hit Points 17 (4d6+3)

Speed 10 ft., fly 35 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	10 (+0)	4 (-3)	12 (+1)	6 (-2)

Saving Throws Dex +4

Skills Acrobatics +4

Senses passive Perception 13

Languages -

Challenge 1 (200 XP)

Pack Tactics. The estinfalo has advantage on any melee attack rolls against a creature if at least one other estinfalo is within 5 feet of the creature and the estinfalo isn't incapacitated.

ACTIONS

Multiattack. The estinfalo can make two melee attacks, Beak Stab and Scratch, or four ranged attacks.

Beak Stab. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d8 -1) piercing damage.

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

Throw feather. *Ranged Weapon Attack:* +2 to hit, reach 30 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.



FIENDISH MAGGOT

Fiendish maggots are foul parasites of the lower planes. These creatures grow inside sentient humanoids and burst out when reaching adulthood,, killing its host in the process.

The Demon Inside. Fiendish maggots are capable of infesting humanoids and growing inside them. When this occurs, the humanoids become visibly sick. Symptoms include pallid skin, has dark circles under the eyes and a raspy voice. With a successful DC 14 Wisdom (Medicine) check, a character identifies the symptoms as those of a supernatural curse or disease. A *detect good and evil* spell cast on the sufferer also reveals a faint fiendish aura emanating from inside of them.

Rapid Growth. These fiends are capable of storing any energy absorbed from feeding inside a host within their bodies without using it to grow. If they are expelled, such as through an exorcism or death, they use these stores of energy to rapidly grow from the size of a regular maggot to that of a small bear. They develop gnashing mandibles capable of chopping off limbs and decapitation

Demonic Minions. Many powerful demons use fiendish maggots as their minions. When they infest a humanoid who then fails on a DC 18 Constitution saving throw, they can exert some control over their behaviour, forcing them to do the bidding of the greater demons. This abyssal connection makes them prime manipulators of humanoids.

FIENDISH MAGGOTS ORIGINS

From the genius mind of Benoit de Bernardy, these creatures appear several times during the Platinum best-selling mystery adventure, *'Banquet of the Damned'*.

Their most memorable appearance is inside Mortimer Wormstooth, who was manipulated, by the maggots inside him, into creating tainted food for a greed demon.



FIENDISH MAGGOT

Medium fiend, chaotic evil

Armor Class 12 (natural armor)

Hit Points 39 (6d8+12)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	15 (+2)	3 (-4)	5 (-3)	4 (-4)

Damage Resistance cold, fire, lightning

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 7

Languages -

Challenge 1 (200 XP)

Stench. Any creature that starts its turn within 10 feet of the fiendish maggot must succeed at a DC 12 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the fiendish maggot's stench for 24 hours.

ACTIONS

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



FIREFLY GOLEM

Legends describe Dareu, the Queen of Forests, as awe-inspiring, possessing such beauty that weak beings go blind from beholding her countenance. A popular legend tells the story of her mercy and gratitude, and how she gives back sight to loyal pilgrims who travel to her oak castle

just to see her. Queen Dareu is often seen visiting the Material Plane in the form of a grand white unicorn. She travels the lands healing wounded beasts and sometimes the lesser races with her healing powers.

Queen Dareu crafted a powerful artifact eons before elves roamed the land; a mighty goblet that she infused with the life-force of a dying Archfey just like herself. This was

the Queen of Bees and Insects, Anaralla. She perished from her wounds in one of the Feywild wars, with her spirit and might preserved in a new form, inside a magical goblet. The Goblet of Fireflies is the only way to create a firefly golem.

A firefly golem is not a construct or even solid. They are actually swarms of fireflies with the gift of sentience. Each insect is nothing but an appendage while the swarm is intelligent and sentient. The firefly golem is usually dispersed and only coalesces into golem form when it needs to perform its creator's will. Queen Dareu created hundreds of firefly golems and gave them tasks. Most of them serve their queen as guardians and protectors. A few have been stolen and repurposed for other nefarious things.

Swarm Density. When a swarm of fireflies gets together to form the firefly golem, the insects are so tightly packed that they form a full physical being. The firefly golem's abilities and attacks are only available to it once it takes physical form.

Insect Intelligence. Firefly golems are somewhat intelligent but are unable to abandon their insect-like nature. The only language they understand is sylvan but they cannot speak it.

Territorial Nature. Firefly golems are fearsome protectors. The area they guard is their sole priority. It is not apparent to the observer that the place is closely guarded because the fireflies are dispersed, but as soon as a threat arises, the firefly golem condenses into physical form and attacks.

FIREFLY GOLEM ORIGINS

Cartographer mastermind, Derek Ruiz from Elven Tower, brings us this massive swarm of insect goodness, originating in the adventure, 'Goblet of Fireflies'.

Firefly golems were created to protect the Goblet of Fireflies for eternity.



FIREFLY GOLEM

Large swarm of Tiny beasts, unaligned

Armor Class 14 (natural armor)

Hit Points 75 (10d8+30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20(+5)	12(+1)	16(+3)	8(-1)	10(+0)	12(+1)

Saving Throws Con +6, Wis +1

Skills Athletics +8

Damage Resistance bludgeoning, piercing, and slashing from non-magical weapons

Condition Immunities charmed, frightened, paralyzed, petrified, prone, restrained, stunned

Senses passive Perception 10

Languages understands Sylvan but can't speak

Challenge 6 (2,300 XP)

Magic Weapons. The firefly golem's attacks are considered magical for overcoming magic resistances.

Regeneration. The firefly golem regains 10 hit points at the start of its turn if it has at least 1 hit point. If it takes fire damage, this trait doesn't function at the start of its next turn.

Immutable Form. The firefly golem is immune to any spell or effect that would alter its form.

Sudden Reform. As a bonus action, the firefly golem splits into hundreds of tiny insects, flies away 30 ft. and takes its physical form once more without provoking attacks of opportunity.

ACTIONS

Multiattack. The firefly golem makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage plus 5 (2d4) poison damage.

FORMICANS

Formicans are a variety of sentient giant ants with an incredibly regimented hierarchy. They manifest in a variety of forms depending upon their rank within the colony.

These insects are the size of a pony and are typically avoided at all costs.

Complex Hierarchy. Formicans have no queens like a conventional ant colony but are led by a council of formican psions, who psychically assault any enemies of their nest. Being mentally superior, psions organize the leadership of the nest but are physically outmatched by the formican shockers. These hulking guard insects, with their oversized jaws and statically charged bodies, are capable of cleaving a man in two. Below these are the soldiers, who eventually evolve to replace shockers lost in battle. Next come the drones; winged ants who scout for new nest sites and foes. The bottom rank is the workers; still formidable foes but more docile, dedicating their time to rearing young and nest construction.

Voracious Predators. To keep their colonies alive, formicans scavenge almost anything they can get their mandibles on. Their immense size means they require a huge quantity of food and their young are no different. Formicans have been known to devour flocks of sheep, herds of cattle, and unlucky villages of halflings.

Towering Nests. Like regular ants, formicans create towering mounds which contain nests in which to live. These structures are enormous, reaching at least as high as human architecture. Often, these nests are dug into cliff faces, under the ground, or are formed from the trunks of pine trees. Because of their need for construction materials, formicans can tear through a forest or mountain range to gather available timber and stone. Formicans also have a habit of hoarding valuable stones and minerals. It is said that anyone brave, or foolish enough to invade a nest will be set for life from the treasure within; if they can escape that is.

FORMICANS ORIGINS

The Formicans were developed by JVC Parry and make their debut here in this publication.

FORMICAN PSION

Large beast, unaligned

Armor Class 16 (natural armor)

Hit Points 52 (7d10 + 14)

Speed 40ft., burrow 10ft.

STR	DEX	CON	INT	WIS	CHA
15(+2)	13(+1)	15(+2)	7(-2)	9(-1)	16(+3)

Senses darkvision 60ft., tremorsense 30ft., passive Perception 9

Languages -

Challenge 2 (450 XP)

Limited Telepathy. The formican psion can magically transmit simple messages and images to any creature within 60 feet of it that can understand a language. This form of telepathy doesn't allow the receiving creature to telepathically respond.

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

Innate Spellcasting (Psionics). The formican psion's innate spellcasting ability is Charisma (spell save DC 13). It can innately cast the following spells, requiring no material components.

3/day: *Suggestion*

1/day: *Confusion*

ACTIONS

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

Psychic Blast (Recharge 5-6). The formican psion targets one creature it can see within 30 feet of it. The target must make a DC 13 Wisdom saving throw against this magic or take 10 (3d6) psychic damage and be stunned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Acid Spray (Recharge 6). The formican psion sprays acid in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 10 (3d6) acid damage on a failed save, or half as much damage on a successful one.



FORMICAN SHOCKER

Large beast, unaligned

Armor Class 18 (natural armor)

Hit Points 68 (8d10 + 24)

Speed 40ft., burrow 10ft.

STR	DEX	CON	INT	WIS	CHA
18(+4)	14(+2)	16(+3)	7(-2)	9(-1)	3(-4)

Senses darkvision 60ft., tremorsense 30ft., passive Perception 9

Languages -

Challenge 5 (1,800 XP)

Limited Telepathy. The formican shocker can magically transmit simple messages and images to any creature within 60 feet of it that can understand a language. This form of telepathy doesn't allow the receiving creature to telepathically respond.

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

Charged Body. A creature that touches the formican shocker or hits it with a melee attack while within 5 feet of it takes 7 (2d6) lightning damage.

ACTIONS

Multiattack. The formican shocker makes two bite attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit:* 12 (2d8 + 3) piercing damage and 3 (1d6) lightning damage.

Acid Spray (Recharge 6). The formican shocker sprays acid in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 10 (3d6) acid damage on a failed save, or half as much damage on a successful one.

FORMICAN SOLDIER

Large beast, unaligned

Armor Class 17 (natural armor)

Hit Points 68 (8d10 + 24)

Speed 40ft., burrow 10ft.

STR	DEX	CON	INT	WIS	CHA
18(+4)	13(+1)	16(+3)	7(-2)	9(-1)	3(-4)

Senses darkvision 60ft., tremorsense 30ft., passive Perception 9

Languages -

Challenge 4 (1,100 XP)

Limited Telepathy. The formican soldier can magically transmit simple messages and images to any creature within 60 feet of it that can understand a language. This form of telepathy doesn't allow the receiving creature to telepathically respond.

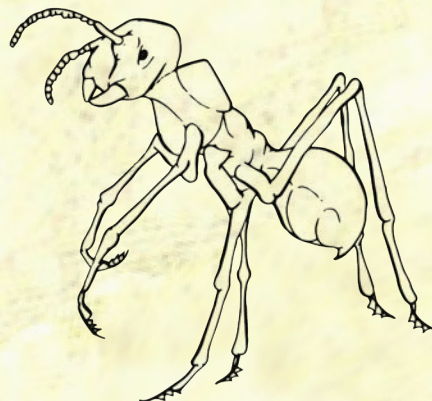
Pack Tactics. The formican soldier has advantage on an attack roll against a creature if at least one formican ally is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Multiattack. The formican soldier makes two bite attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit:* 12 (2d8 + 3) piercing damage and the target is grappled (escape DC 13). Until the grapple ends, the target is restrained, and the formican can't bite another target.

Acid Spray (Recharge 6). The formican soldier sprays acid in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 21 (6d6) acid damage on a failed save, or half as much damage on a successful one.



FORMICAN DRONE

Large beast, unaligned

Armor Class 20 (natural armor)

Hit Points 52 (7d10 + 14)

Speed 40ft., burrow 10ft., fly 60ft.

STR	DEX	CON	INT	WIS	CHA
13(+1)	18(+4)	15(+2)	7(-2)	9(-1)	3(-4)

Senses darkvision 60ft., tremorsense 30ft., passive Perception 9

Languages -

Challenge 3 (700 XP)

Limited Telepathy. The formican drone can magically transmit simple messages and images to any creature within 60 feet of it that can understand a language. This form of telepathy doesn't allow the receiving creature to telepathically respond.

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

ACTIONS

Multiattack. The formican drone makes three acid shot attacks.

Acid Shot. *Ranged Weapon Attack:* +6 to hit, range 100/200 ft., one target. *Hit:* 8 (1d8 + 4) acid damage.

Acid Spray (Recharge 5-6). The formican drone sprays acid in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 10 (3d6) acid damage on a failed save, or half as much damage on a successful one.

FORMICAN WORKER

Large beast, unaligned

Armor Class 17 (natural armor)

Hit Points 52 (7d10 + 14)

Speed 40ft., burrow 10ft.

STR	DEX	CON	INT	WIS	CHA
15(+2)	13(+1)	15(+2)	7(-2)	9(-1)	3(-4)

Senses darkvision 60ft., tremorsense 30ft., passive Perception 9

Languages -

Challenge 2 (450 XP)

Limited Telepathy. The formican worker can magically transmit simple messages and images to any creature within 60 feet of it that can understand a language. This form of telepathy doesn't allow the receiving creature to telepathically respond.

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

ACTIONS

Multiattack. The formican worker makes two bite attacks.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Acid Spray (Recharge 6). The formican worker sprays acid in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 10 (3d6) acid damage on a failed save, or half as much damage on a successful one.

FRABULUNBIOG

AVATAR OF NEUGMIROS

Neugmiros is one of the evil forces of the Feywild that competes with life itself, drawing power from the decay and death. Life is a balance of the living and dead, and Neugmiros represents the strength that pulls living beings into the void.

Eons ago, Frabulunbiog was a pixie. He felt limited by his station and craved power. Neugmiros took advantage of this and offered Frabulunbiog a deal. Immortality and power in exchange for representing the Fey Lord in the material world. The young pixie accepted and his life force was absorbed by the void of decay. He returned from the 'sea of nothingness' a new being, superficially identical but changed inside.

Arcane Interests. Neugmiros is interested in acquiring exotic magical items and magic tomes. He values craftsmanship, art, and knowledge. Frabulunbiog roams the Material Plane in search of such objects. Once he acquires an object of value, he travels back to the Feywild and delivers it to Neugmiros' House of Decay.

Double Appearance. Frabulunbiog's innate shapechanging ability lets him assume two forms. In pixie form, he looks as he did before the deal with Neugmiros. In avatar form, he appears as a handsome androgynous elf. This appearance is similar to the real Fey Lord. Frabulunbiog retains his innate power of invisibility, even in avatar form. He is rarely visible unless he wishes to be seen.

Accomplished Trickster. Frabulunbiog is prone to tricking friends and foes alike. If his odds of acquiring a magical artifact are not good, Frabulunbiog often hires or cons people into getting it for him. He is a good liar and his pixie appearance gives a semblance of harmlessness.

FRABULUNBIOG ORIGINS

Another great monster from Elven Tower, as Derek Ruiz brings us this evil pixie flavored avatar, originating in the adventure, 'Goblet of Fireflies'.

FRABULUNBIOG, AVATAR OF NEUGMIROS

Medium fey, neutral evil

Armor Class 16 (scale mail)

Hit Points 86 (12d8+36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16(+3)	20(+5)	16(+3)	20(+5)	14(+2)	15(+2)

Saving Throws Dex +7, Cha +4

Skills Deception +5, History +5, Perception +4, Performance +5, Stealth +7 (with disadvantage if armor is worn)

Damage Resistances bludgeoning, piercing, and slashing that is nonmagical

Condition Immunities charmed, frightened

Senses darkvision 120ft., passive Perception 14

Languages Sylvan, Common

Challenge 6 (2,300 XP)

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

Innate Spellcasting. Frabulunbiog's innate spellcasting ability is Charisma (spell save DC 14). It can innately cast the following spells, requiring only his pixie dust as a component:

At will: *druidcraft*, *eldritch blast*

3/day: *blight*

1/day each: *confusion*, *dancing lights*, *detect evil and good*, *detect thoughts*, *dispel magic*, *entangle*, *fly*, *phantasmal force*, *polymorph*, *plane shift*, *sleep*

ACTIONS

Multiattack. Frabulunbiog makes two rapier attacks.

Rapier. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 11 (1d8 + 7) piercing damage plus 7 (2d6) poison damage.

Superior Invisibility. Frabulunbiog magically turns invisible until his concentration ends (as if concentrating on a spell). Any equipment he wears or carries is invisible with him.

Change Shape. Frabulunbiog magically polymorphs into a tiny fey (pixie), or back into his true form. His statistics are the same in each form. Any equipment he is wearing or carrying is transformed too. He reverts to his true form if he dies.



FRABULUNBIOG

GIANT MIMIC

Just like their smaller cousins, giant mimics are shapeshifting predators that take on the form of large inanimate objects to lure creatures to their doom. They have an innate cunning and are imaginative predators.

Perfect Mimicry. Giant mimics can alter their skin texture to imitate wood, stone, and other basic materials, and they are capable of assuming the appearance of large objects which suit their chosen feeding grounds. A giant mimic in its altered form is nearly unrecognizable, right up to the point where the monster sprouts pseudopods and attacks.

Lone Bargainers. Giant mimics live and hunt alone, though they occasionally share an area with other creatures, uncontested. Simple conversations in Common or Undercommon are possible with a giant mimic. Such mimics might allow safe passage through their domains or provide useful information in exchange for meat.



GIANT MIMIC

Large monstrosity, unaligned

Armor Class 14 (natural armor)

Hit Points 78 (12d8 + 24)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	17 (+3)	5 (-3)	13 (+1)	8 (-1)

Saving Throws Str +7, Con +7

Skills Stealth +5

Senses darkvision 60 ft., passive Perception 11

Languages Common, Undercommon

Challenge 3 (700 XP)

Shapechanger. The mimic can use its action to polymorph into an object (large in size) or back to its true form. Its statistics are the same for each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Adhesive (object form only). The mimic adheres to anything that touches it. A huge or smaller creature adhered to the mimic is also grappled by it (escape DC 14). Ability checks made to escape this grapple have disadvantage.

False Appearance (object form only). While the mimic remains motionless, it is indistinguishable from an ordinary object.

Grappler. The mimic has advantage on attack rolls against any creature grappled by it.

ACTIONS

Multiattack. The mimic makes two melee attacks, only one of which can be a bite.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target (or two targets if they are in the wagon). *Hit:* 7 (1d8 + 3) piercing damage plus 7 (1d8 + 3) acid damage.

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 10ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage. If the target is Medium or smaller, it is grappled (escape DC 14, disadvantage) and is restrained until the grapple ends. The mimic has two tentacles, each of which can grapple one target.

GIANT MIMIC ORIGINS

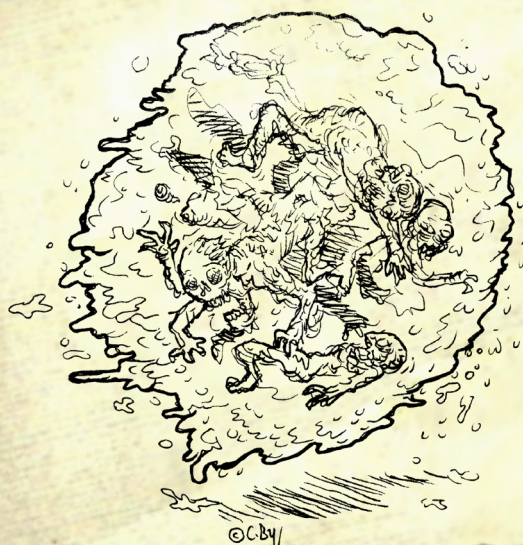
This brainchild of mastermind Glen Cooper first appeared in the best selling collaboration piece, 'Encounters in the Savage Cities' by Jeff Stevens. In the encounter, 'Fool me Once, Shame on You', it lures its unsuspecting prey into its jaws disguised as an ordinary wagon.

GRAVE WEIRD

Floods can have a devastating impact on the environment and settlements in the surrounding area. When these floods wash over centers of great conflict, they disrupt the soil these souls have come to rest in. In some rare cases, these souls coalesce into a single entity known as a Grave Weird. Grave Weirids are the animated remains of many souls joined together through a single disturbance, given form by the water that now surrounds them.

Singular Hatred. Grave Weirids embody a hatred for all who live. When formed, they wander the surrounding landscape intent on destroying and consuming any life they happen across. Once they glimpse life on the horizon, they lock onto that location, altering their path only when they detect a greater source. If the grave weird were to sense a settlement or city, the effects would be devastating if not put down quickly.

Consuming Nature. When a grave weird destroys the life force within a target, it consumes the corpse of the victim, bringing it into the fold and bolstering its form. As such, this growing hatred becomes more dangerous the longer it is allowed to continue. Their bloated form features the bodies of several small animals hidden among the greater corpse parts that bruise and batter any living victims engulfed within.



GRAVE WEIRD ORIGINS

The Grave Weird first showed up on the DMs Guild in the catacombs of the adventure, *'The Price of Life'* by Andrew Morley.

GRAVE WEIRD

Large elemental, chaotic evil

Armor Class 11

Hit Points 59 (6d10 + 24)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	19 (+4)	3 (-4)	5 (-3)	1 (-5)

Damage Resistances fire, acid, bludgeoning, piercing and slashing damage from nonmagical weapons

Damage Vulnerabilities cold

Condition Immunities blinded, exhaustion, frightened, grappled, paralyzed, poisoned, prone, restrained, unconscious

Senses detect life 120 ft. (blind beyond this radius)

Languages -

Challenge 6 (2300 XP)

Freeze. If the grave weird takes cold damage, it freezes; its speed is reduced by 20 feet until the end of its next turn.

Corpse Consumption. When the grave weird moves into the space of an unconscious creature, the weird regains 11 (2d10) hit points as it consumes that creature. If this ability would heal the weird past its current hit point total, its hit point total is also increased by that amount.

Monstrous. For every two Medium or larger creatures that are consumed, the grave weird grows in size to the next category. If this ability would cause the weird to enter a space occupied by another creature, that creature is shunted 5 feet to an unoccupied space. If there is no such space, the creature is automatically engulfed.

ACTIONS

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (2d10+3) bludgeoning damage.

Engulf. The grave weird attempts to enter the space of a smaller creature. That creature must succeed on a DC 14 Strength saving throw or become engulfed by the weird. The engulfed creature is restrained, unable to breathe unless it is able to breathe water. It must succeed on a DC 14 Constitution saving throw at the start of each of the weird's turns or take 12 (2d8 + 3) bludgeoning damage. If an engulfed creature dies as a result of this damage, they are automatically consumed by the weird. If the weird moves, the engulfed creature moves with it. The weird can only have one creature engulfed at a time. A creature that is within 5 feet of the weird can pull a creature out of it by taking an action to succeed a DC 14 Strength check.

GREAT GHUL

Great ghuls comprise the most wicked members of an inferior order of genies. They haunt burial grounds and feed on dead bodies. They are usually female, and all great ghuls are beguiling and seductive shape-changers. No matter what form they take, however, their feet always remain those of a donkey, though they often wear boots or long robes to conceal this aberration. Ghuls delight in devouring the flesh of victims and sucking the marrow from the bones.

Masters of Disguise. Great ghuls have thick hair and bushy eyebrows that often droop over their eyes. Their hands end in clawed fingers and their feet, and sometimes ears, are those of a donkey. Their jaws jut out and their bodies are powerfully muscled. Their dark grey or pale white skin is cold and clammy and they have a hunched posture. Great ghuls are aware of how their looks repulse other creatures and are eager to disguise their appearance. Because great ghuls are feared by humans and despised by genies, they rarely keep their own form, even when at home in their lonely caves and ruins. Shapeshifting has become a habit for the great ghuls and they are excellent actors and liars.

Secretive yet Social. Great ghuls serve genies when required but exert command over ghouls, who are considered unrefined and unreliable. Great ghuls who become sorcerers are very secretive; the other genies resent and fear the ghuls' power. Such great ghuls are destroyed when their homes are discovered. In general, great ghuls avoid contact with other races because violence often follows. Sometimes, they help those who come to them seeking help against other genies though. They also help humans in quests, which the great ghuls find interesting, without expectation of reward. Though solitary, they grow bored easily, and this motivates them to take part in pranks and daring deeds that puts them, and the secret of their true identities, at considerable

risk. Some of their pranks are less amusing than others; great ghuls are particularly fond of joining groups of nomads and travelers and then leading them astray. Many of these travelers are led to their deaths and consumed by the carrion-eating ghuls.

Predators of the Lonely Wastes. Great ghuls are normally solitary, though if they have kin, who are great ghuls as well, they will form a pack with them. Great ghuls live in seclusion in ruins or caves found in the emptiest deserts or on the highest mountains. Because of their sharp claws and incredible strength, great ghuls are able to climb sheer rock walls that would daunt most mountaineers. Only genies slain by great ghuls become ghuls themselves; all other races are simply slain and devoured.

GREAT GHUL ORIGINS

The Great Ghul can be found in 'Al-Qadim Archetypes: Scimitars Against the Dark', by Jeremy Forbing.



GREAT GHUL

Large undead, neutral evil

Armor Class 17 (natural armor)

Hit Points 184 (16d10 + 96)

Speed 40ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	23 (+6)	14 (+2)	16 (+3)	19 (+4)

Saving Throws Dex +6, Wis +7, Cha +8

Skills Deception +8, Religion +6, Stealth +6

Damage Vulnerabilities radiant

Damage Resistances acid, fire, lightning, thunder, necrotic

Damage Immunities cold; bludgeoning, piercing, and slashing from nonmagical weapons

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

Senses darkvision 60 ft., passive Perception 13

Languages Common, Primordial

Challenge 10 (5,900 XP)

Innate Spellcasting. The great ghul's innate spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). It knows the following spells:

At will: *detect evil and good*, *disguise self*, *shocking grasp*, *true polymorph (self only)*

1/day: *animate dead*, *invisibility*, *tongues*

Magical Weapons. The great ghul's weapon attacks are magical.

Mountainwalk. Great ghuls ignore difficult terrain and take no damage from falling.

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

Turning Defiance. The great ghul and any ghouls within 30 feet have advantage on saving throws against effects that turn undead.

ACTIONS

Multiattack. The great ghul makes two claw attacks or one claw attack and one bite attack.

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

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

GREAT GHUL SORCERER

Large undead, neutral evil

Armor Class 17 (natural armor)

Hit Points 229 (17d10 + 136)

Speed 40ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	26 (+8)	14 (+2)	16 (+3)	19 (+4)

Saving Throws Dex +6, Wis +7, Cha +8

Skills Deception +8, Religion +6, Stealth +6

Damage Vulnerabilities radiant

Damage Resistances acid, fire, lightning, thunder, necrotic

Damage Immunities cold; bludgeoning, piercing, and slashing from nonmagical weapons

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

Senses darkvision 60 ft., passive Perception 13

Languages Common, Primordial

Challenge 11 (7,200 xp)

Innate Spellcasting. The great ghul's innate spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). It knows the following spells:

At will: *detect evil and good*, *disguise self*, *shocking grasp*, *true polymorph (self only)*

1/day: *animate dead*, *invisibility*, *tongues*

Sorcerous Spellcaster. The great ghul sorcerer is a 10th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). It knows the following sorcerer spells:

Cantrips (at will): *chill touch*, *fire bolt*, *friends*, *prestidigitation*, *shape water**, *shocking grasp*, *vicious mockery*

1st level (4 slots): *charm person*, *chromatic orb*, *feather fall*, *ray of sickness*

2nd level (3 slots): *detect thoughts*, *dust devil**, *shatter*, *suggestion*

3rd level (3 slots): *counterspell*, *fear*, *vampiric touch*

4th level (3 slots): *storm sphere**, *wall of fire*

5th level (2 slots): *dominate person*

*spell appearing in the 'Elemental Evil Player's Guide'.

Magical Weapons. The great ghul's weapon attacks are magical.

Mountainwalk. Great ghuls ignore difficult terrain and take no damage from falling.

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

Turning Defiance. The great ghul and any ghouls within 30 feet have advantage on saving throws against effects that turn undead.

ACTIONS

Multiattack. The great ghul makes two claw attacks or one claw attack and one bite attack.

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

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



GULABUS

Gulabuses are repulsive creatures who look like morbidly obese humans with deformed facial traits. They mostly live in the Abyss but are occasionally encountered in the rest of the Lower Planes. They only come to the Material Plane when summoned, and most of the time, nobody ever knows they were there.

Masters of Rituals. Gulabuses, also known as Demons of Gluttony, use succulent dishes and fine drinks to corrupt the souls of sentient humanoids. They're masters of ritual magic and know how to make demonic food and beverages which gives them control over the people who consume them. Every gulabus has its own tricks so feel free to make up your own. If the demon is corrupting people with tainted cookies or wine, you're doing it right!

Secretive and Deceitful. Demons of gluttony prefer to stay out of sight and act from the shadows. A gulabus typically infiltrates a small community without anyone noticing it, corrupts a handful of people to act as its proxies, and then spread its influence to the entire village. By the time the local authorities realize what's going on, it's usually too late and the gulabus has an army of peasants to protect it. Because the demon of gluttony uses food and drinks to control people, anyone is a potential threat. Even an old lady selling cookies to buy her medicine might, in fact, be a gulabus's agent spreading its corruption.

GULABUS ORIGINS

From the genius mind of Benoit de Bernardy, this demon appears in the Platinum best-selling mystery adventure, *'Banquet of the Damned'*.

THE GULABUS

Medium fiend (demon), chaotic evil

Armor Class 15 (natural armor)

Hit Points 82 (11d8 + 33)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	17 (+3)	17 (+3)	13 (+1)	16 (+3)

Saving Throws Str +6, Cha +6

Skills Deception +6, Perception +4, Persuasion +6

Damage Resistance cold, lightning

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Common, Abyssal, telepathy 60 ft. (works only with creatures that understand Common or Abyssal)

Challenge 5 (1,800 XP)

ACTIONS

Multiattack. The gulabus can make three attacks: one with its bite, and two with its claws.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d10+3) piercing damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d4+3) slashing damage plus 10 (3d6) poison damage. The target can make a DC 14 Constitution saving throw to halve the poison damage.

HOUND ARCHON

Archons are natives of Mount Celestia who share a passion for righteous justice and championing the cause of good. Hound archons are muscular celestial humanoids with canine heads. They are disciplined soldiers, skilled with swords and their natural weapons.

Merciful Warriors. With the exception of fiends, hound archons dislike killing and prefer to incapacitate or disarm, whenever possible. The greatest and most merciful hound archons often become paladins. Hound archon heroes lead armies of celestials into battle against fiends, sometimes mounted on a copper dragon ally.

Secret Sentinels. Hound archons often guard sacred areas in unassuming canine forms using their Shapechanger feature. Appearing as a pack of dogs or a lone wolf gives hound archons cover they can maintain for years while guarding holy ground.

HOUND ARCHON ORIGINS

While the archon is a staple of D&D's history, James Introcaso's fifth edition version first appeared in his *'World Builder Blog Presents: Archons'* supplement, alongside the lantern and trumpet archon.



HOUND ARCHON

Medium celestial, lawful good

Armor Class 15 (natural armor)

Hit Points 75 (10d8 + 30)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	17 (+3)	10 (+0)	14 (+2)	16 (+3)

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

Skills Perception +5, Stealth +5

Damage Resistances radiant; bludgeoning, piercing, and slashing damage from nonmagical weapons

Damage Immunities lightning

Condition Immunities exhaustion, petrified

Senses darkvision 60 ft., passive Perception 15

Languages all, telepathy 60 ft.

Challenge 5 (1,800 XP)

Aura of Menace. Any hostile creature within a 20-foot radius of the archon must make a DC 14 Wisdom saving throw at the start of its turn. Creatures who fail have disadvantage on attack rolls and saving throws for 24 hours or until they hit the archon with an attack. Creatures who save or break the effect are immune to the archon's Aura of Menace for 24 hours.

Innate Spellcasting. The archon's spellcasting ability modifier is Charisma (spell save DC 14). It can innately cast the following spells:

At will: *detect evil and good*, *misty step*

3/day: *aid*, *continual flame*, *protection from evil and good*

1/day: *teleport*

Keen Hearing and Smell. The archon has advantage on Wisdom (Perception) checks that rely on hearing or smell.

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

Shapechanger. The archon can use its action to polymorph into a mastiff, wolf, or to its true form which is celestial. Its statistics are the same in each form. Any equipment it is carrying is also transformed, but cannot be used while in mastiff or wolf form. It reverts to its true form if it dies.

ACTIONS

Multiattack. The archon makes two attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage and the target must succeed on a DC 15 Strength saving throw or be knocked prone.

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

Slam (Celestial Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage.

HYPNOBOA

One of the jungles most deadly natural beasts, the hynoboa, can put targets under a trance in which it gains full command over them.

Giant Serpent. The hypnobia can grow anywhere from 4 to 8 feet long, growing as thick as a foot wide. They are a burnt ochre color with deep brown spots which break up their huge masses whilst slithering through the muddy undergrowth. Often travelers will stumble upon one of these creatures by accident, mistaking them for a log.

Stunning Flash. When ambushed by the serpent, their prey will become stunned as the boa flashes its unusual hood of vibrant colors. This sudden burst of color dazzles the creature, often causing them to freeze on the spot. The poor fool will then have the air crushed from their lungs before they are eaten, as the boa begins to constrict them.

Charming Eyes. The hypnobia has the bizarre ability to charm humanoids, as a snake-charmer would its serpent kin. If the snake can lock eyes with a humanoid, their eyes seem to spin in their sockets, getting faster and faster, accompanied by a low, subtle hissing which works its way into the psyche of the creature. Unless they have great mental fortitude, the humanoid will be charmed by the boa, falling into a stupefied state. Some say that older, more powerful hypnoboa have a charm strong enough to turn explorers against their traveling companions.

HYPNOBOA ORIGINS

The Hypnobia first appeared in the slithering adventure, 'Serpent Isle' by JVC Parry.

The hypnobia (and shadow snake) is one of the dangerous ophidians that characters might encounter whilst exploring the Serpent Isle.

HYPNOBOA

Large beast, unaligned

Armor Class 12

Hit Points 60 (8d12 + 8)

Speed 30ft., climb 30ft.

STR	DEX	CON	INT	WIS	CHA
19(+4)	14(+2)	12(+1)	10(+0)	10(+0)	3(-4)

Skills Perception +2

Senses blindsight 10ft., passive Perception 12

Languages -

Challenge 3 (700 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 10ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Constrict. *Melee Weapon Attack:* +6 to hit, reach 5ft., one creature. *Hit:* 13 (2d8 + 4) bludgeoning damage, and the target is grappled (escape DC 16). Until this grapple ends, the creature is restrained, and the snake can't constrict another target.

Hood Flash. The hypnobia flashes its hood at one creature it can see within 30 feet of it. The target must succeed on a DC 12 Wisdom saving throw or be stunned until the end of the hypnobia's next turn.

Hypnotic Gaze (1/Day). The hypnobia's eyes sparkle with opalescent light as it targets one creature it can see within 30 feet of it. If the target can see the snake, it must succeed on a DC 12 Wisdom saving throw against magic or be charmed by the hypnobia. The charmed target is under the hypnobia's control, can't take reactions, and the hypnobia and the target can communicate telepathically with each other over any distance. Whenever the charmed target takes damage, or at the end of each of its turns, the target can repeat the saving throw. On a success, the effect ends.



INFERNAL OBELISK

An infernal obelisk appears as a tall black obelisk which stands eight to nine foot tall, usually with four faces with a small pyramid atop. The obelisk has a large mouth roughly a third of the way up one of its faces and a single eye irregularly placed on each side, giving it all round vision. Around its base are stone-like protrusions from which four crab-like legs protrude along with four oily black tentacles. Each obelisk is a deep black in color although some have tints of red.

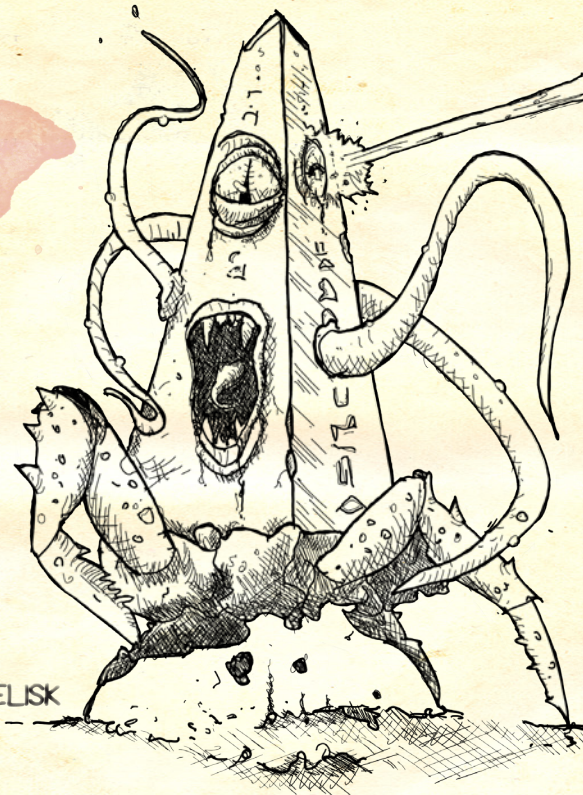
Infernal Obelisks are sent to the Prime Material world in order to serve as focal points of worship amongst mortals who pay homage to one of the great archfiends who rule the nine hells. In some cases, they act as the mouthpiece of their infernal master and act as a conduit to teach the cultists and warlocks who are loyal to their lord, dark magic and ancient knowledge.

Sacrificial Meals. The obelisk does not normally need to eat but encourages cultists who worship one of the archfiends whom it serves to feed it sacrifices and the bodies of the slain. Whilst it transfers the sacrificed souls to its infernal masters elsewhere, it devours the remaining meat whole and uses it to grow and repair any damage which may have been inflicted upon it.

Creeping Stillness. The infernal obelisk does not usually move, instead, it relies on its four tentacles to drag its food closer to devour. Each tentacle can whip out as far as ten feet in length, wrapping around its victims and dragging them towards its fang-filled mouth. If it does need to move, its crab-like legs allow it to uproot and slowly relocate itself.

Shadow Eyes. Each of its eyes allows it to see in all darkness, even magical darkness and can let loose infernal energy mimicking one of its four Warlock spells. Its stone-like exterior provides it with natural armor which rivals any man-made material.

INFERNAL OBELISK



INFERNAL OBELISK ORIGINS

The Infernal Obelisk was developed by Gary Bates and makes its debut here in this publication.

INFERNAL OBELISK

Large fiend, lawful evil

Armor Class 20 (natural armor)

Hit Points 127 (15d10 + 45)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	17 (+3)	10 (+0)	10 (+0)	15 (+2)

Saving Throws Str +4, Con +3, Cha +2

Skills Arcana +5, Deception +7, History +5, Insight +5

Damage Resistances cold; bludgeoning, piercing, and slashing from non-magical weapons that are not silvered

Damage Immunities fire, poison

Condition Immunities poisoned, petrified

Senses darkvision 120ft, passive Perception 18, 360 degree vision

Languages Infernal, telepathy 120ft

Challenge 11 (7,200 XP)

False Appearance. While an infernal obelisk remains motionless with its eyes shut, it is indistinguishable from a mortal made obelisk.

Grasping Tendrils. The infernal obelisk has four tendrils each of which can make an attack against opponents, or be used to move and manipulate objects. Each tendril can be attacked (AC 20; 20 hit points; same immunities as the rest of creature). Destroying the tendrils does no damage to the infernal obelisk and it can grow a replacement at one per day until all have been restored.

ACTIONS

Multiattack. The infernal obelisk may make up to four attacks with its tendrils and make one attack with its bite.

Bite. *Melee Attack:* + 9 to hit, reach 5ft., one creature. *Hit:* 13 (2d8+4) piercing damage.

Tendril. *Melee Weapons Attack:* +9 to hit, reach 30 ft., one creature. *Hit:* 7 (1d6+4) bludgeoning damage. **Alternately,** the Infernal Obelisk can elect to grapple the target. *Hit:* The target is grappled (escape DC15 to escape). Until the grapple ends, the target is restrained and has disadvantage on Strength checks and Strength saving throws and the infernal obelisk cannot use the same tendril on another target.

Reel. The infernal obelisk pulls each creature grappled by it up to 15ft straight towards it

Eye Rays. The infernal obelisk is able to use one of its four eyes to cast one of the four warlock spells from below each round as a bonus action. The eye must be able to see the target and the target must be in range of the spell. The eye rays do not require components to cast the spell. Each ray has a range of 120 feet.

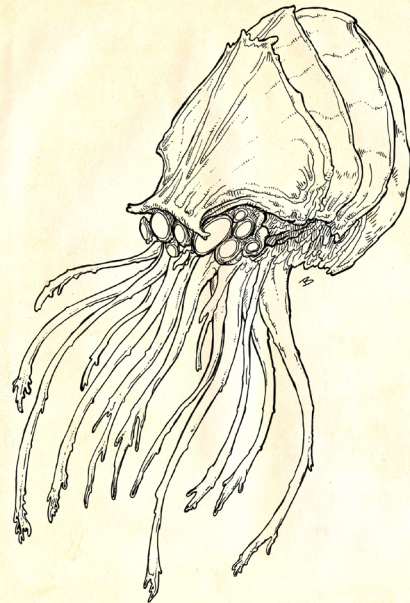
1. **Hellish Rebuke.** The targeted creature must succeed on a DC 15 Dexterity saving throw or be momentarily surrounded by hellish flames. If the target fails their saving throw they take 11 (2d10) fire damage, or half as much if they save.
2. **Ray of Enfeeblement.** The target creature must succeed on a DC 15 Strength saving throw or all attacks from the target using strength inflict half damage. At the end of each of the targets turns they may attempt a Strength saving throw again to end the effect..
3. **Fear.** The target creature must succeed a DC 15 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of its turns, ending the effect on itself on a success.
4. **Blight.** The targeted creature must succeed on a DC 15 Constitution saving throw or find the moisture and vitality draining from their body, causing 36 (8d8) necrotic damage. If they succeed in their saving throw they only take half.

JUNGLE WALKER

In the deepest, wildest jungles of the world, fearful tales surround creatures who let no man or beast survive their presence.

Otherworldly Beings. Known only as jungle walkers, these alien entities are marked by the unearthly chiming that resounds throughout the area as they move. The few who have actually seen these creatures and lived to tell about it describe not a creature that walks, but one that hovers strangely over the ground. The hunched, oval-shaped thing is covered in an insect's chitinous plates and sets of dark, glassy eyes gleam with a hungry intelligence. No mouth or mandible is visible; only wet tendrils that sway and search from below those dark eyes.

Tropical Terrors. Those that overhear such stories scoff, remarking that these creatures are only the stuff of legend. But on the rare and dark nights when the chimes can be heard, these brave doubters still douse their fires and pray that it stays away.



JUNGLE WALKER ORIGINS

Created by Alex Clippinger, this creature was originally used as the legendary Chultan entity known as Uluu Thalongh in the title, *'It Walks the Jungle at Night'*.

JUNGLE WALKER

Large aberration, unaligned

Armor Class 18 (natural armor)

Hit Points 135 (18d10+36)

Speed 0 ft., fly 35 ft. (hover)

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

Saving Throws Int +6, Wis +5, Cha +6

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons; psychic

Condition Immunities charmed, deafened, frightened, grappled, prone

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

Languages -

Challenge 8 (3,900 XP)

Frightful Presence. Each creature that can see the jungle walker at the start of its turn must succeed on a DC 12 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect early 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 jungle walker's Frightful Presence for the next 24 hours.

ACTIONS

Multiattack. The jungle walker makes two attacks with its tendrils.

Tendril. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one creature. *Hit:* 8 (2d4+3) slashing damage plus an additional 7 (2d6) psychic damage.

Deafening Chimes. The jungle walker's piping wail reaches excruciating levels for a brief moment. Each creature within 30 feet of the jungle-walker who can hear it must succeed on a DC 14 Wisdom saving throw or take 10 (3d6) psychic damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

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

Possess Jungle. The jungle walker makes a tendril attack against an enemy within 120 feet of it, by possessing a mundane plant.

Discordant Pulse (Costs 2 Actions). The jungle walker makes its Deafening Chimes action, though creatures make their saving throw with advantage.



KENNING ORIGINS

The Kenning was created by DMs Guild veteran, Scott Bean, and makes its debut here in this publication.

KENNING

Medium fey, chaotic good

Armor Class 13 (natural armor)

Hit Points 30 (4d10 + 8)

Speed 10 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
14(+2)	16(+3)	14(+2)	8(-1)	14(+2)	8(-1)

Skills Perception +4

Senses passive Perception 14

Languages Kenning, understands Common and Sylvan but can't speak

Challenge 1 (200 XP)

Keen Sight. The kenning has advantage on Wisdom (Perception) checks that rely on sight.

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

ACTIONS

Multiattack. The kenning makes two attacks: one with its beak, and one with its claws.

Beak. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target.
Hit: 5 (1d4 + 3) piercing damage.

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

KENNING

Kennings are known as protectors of sylvan forests. They are giant ravens that communicate with each other using their own language.

Giant Aerial Protectors. These creatures are similar to giant eagles in size. They understand but cannot speak Common and Sylvan. They usually patrol the treetops at the fringes of sylvan forests looking for trespassers.

Flocking Birds. If intruders are caught defiling a protected forest, kennings will band together and attack as a flock. They will also send one or more of their number to alert local druids or elves to perceived threats.

KOBOLDS

Kobolds come in many shapes and sizes, many of which have been detailed in other publications. There are a few kobold groups, however, that seem to have flown under the radar of those who study their culture and habitat. The following is a detailed study of five such groups within the kobold society.

KOBOLD AIR CAVALRY

Kobold's adoration of dragons is as ancient as the origin of Kurtulmak, and kobolds are known to provide service, and worship, to dragon kind. Occasionally a dragon may see fit to reward a tribe of kobolds with a momentous boon – a clutch of kobold/dragon hybrid eggs. Strong and agile winged kobolds with breath weapons are the result.

KOBOLD COMMANDO

The shock troops of a kobold clan, a pack of kobold commandoes can quickly overwhelm even the sturdiest opponents.

KOBOLD HUNTING DRAKE

With massive claws, thick broad shoulders and haunches, and powerful legs, the hunting drakes are built for climbing and pouncing. A beast that's all muscle, the drake stands three feet tall at the shoulders, grows to 12 feet from its nose to the end of its six-foot long tail end, and weighs up to 250 pounds. The drake is equally at home in mountains, forests, or the open plain. The hunting drake is a formidable foe, waiting to ambush from up high, ready to pounce down upon unsuspecting foes. Wise kobolds learned to domesticate the beasts as mounts, equipping them with special saddles that help the riders stay secure when the drake goes vertical and leaps horizontally.

KOBOLD RIDING DRAKE

Slender and sleek, with long, powerful legs, Kobolds have trained these swift eight foot long drakes as guards and mounts.

KOBOLD AIR CAVALRY

Small humanoid (half green dragon winged kobold), lawful evil

Armor Class 16 (studded leather armor)

Hit Points 44 (8d6+16)

Speed 30 ft., fly 50 ft.

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

Damage Resistances per color (see table below)

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 12

Languages Common, Draconic

Challenge 2 (450 XP)

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

Strafing Run. When flying, the kobold air cavalry can take the Dash action as a bonus action on its turn.

Quickload. Kobold air cavalry ignore the loading quality of light crossbows.

ACTIONS

Multiattack. Kobold air cavalry make two attacks with its light crossbow.

Light Crossbow. Ranged Weapon Attack: +6 to hit, range 80/320 ft., one target. Hit: 8 (1d8+4) piercing damage.

Short Sword. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6+3) piercing damage.

Breath Weapon (Recharge 5-6). The kobold exhales a breath weapon based upon its color type. Each creature in the area of effect must make a DC 11 saving throw dependent on color type, taking 21 (6d6) damage on a failed saving throw, or half as much damage on a successful one.

TABLE: BREATH WEAPON, RESISTANCE, AND SAVE TYPE PER COLOR

Color	Damage and Resistance Type	Save Type
Black	Acid (5 by 30 ft. line)	Dexterity
Blue	Lightning (5 by 30 ft. line)	Dexterity
Red	Fire (15 ft. cone)	Dexterity
Green	Poison (15 ft. cone)	Constitution
White	Cold (15 ft. cone)	Constitution

KOBOLD COMMANDO

Small humanoid (kobold), lawful evil

Armor Class 14 (leather armor)

Hit Points 18 (4d6+4)

Speed 30 ft.

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

Skills Stealth +5, Perception +4

Senses darkvision 60 ft., passive Perception 12

Languages Common, Draconic

Challenge 1 (200 XP)

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

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

Sharp Shot. If the kobold commando does not move on its turn it gains advantage on its crossbow attacks that turn.

Quickload. The kobold commando ignores the loading quality of light crossbows.

ACTIONS

Multiattack. The Kobold Commando makes two attacks with its light crossbow.

Light Crossbow. Ranged Weapon Attack: +5 to hit, range 80/320 ft., one target. Hit: 7 (1d8+3) piercing damage.

Short Sword. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6+3) piercing damage.

KILLER KOBOLDS ORIGINS

The kobold air cavalry, commando, hunting & riding drakes were first discovered in the aptly titled, bestselling and most deadly adventure, *'Killer Kobolds'* by the storyteller extraordinaire, Tony Petrecca. In this adventure, Kobold Air Cavalry, Kobold Commandos, and their deadly drakes use devastating and devious tactics to terrorize PCs throughout.

KOBOLD RIDING DRAKE

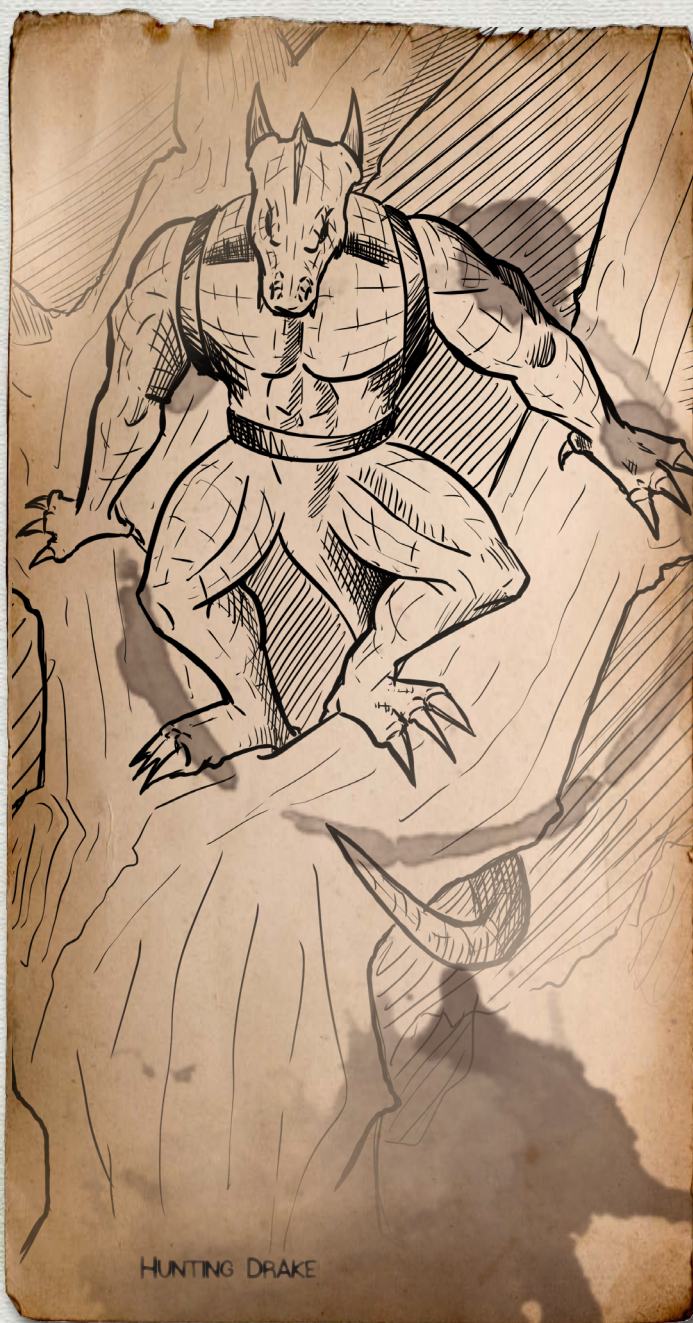


KOBOLD AIR CAVALRY



KOBOLD COMMANDO





KOBOLD HUNTING DRAKE

Medium dragon, unaligned

Armor Class 16 (natural armor)

Hit Points 75 (10d8+30)

Speed 50 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	16 (+3)	4 (-3)	10 (+0)	8 (-1)

Skills Athletics +7, Perception +4, Stealth +6

Senses darkvision 60 ft., passive Perception 14

Languages understands Draconic but can't speak

Challenge 3 (700 XP)

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

Pounce. If the kobold hunting drake moves at least 20 feet straight toward a creature and then hits it with a claw attack, the target must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the kobold hunting drake can make an additional bite attack against it as a bonus action.

Powerful Leaper. The kobold hunting drake has advantage on Strength (Athletics) checks that involve jumping. The kobold hunting drake doubles its Strength score when determining long jump and high jump distances cleared.

ACTIONS

Multiattack. The kobold hunting drake attacks twice; once with its claws and once with its bite.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.
Hit: 10 (1d10+5) piercing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.
Hit: 9 (1d8+5) piercing damage.

KOBOLD RIDING DRAKE

Medium dragon, unaligned

Armor Class 15 (natural armor)

Hit Points 39 (6d8+12)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	4 (-3)	10 (+0)	7 (-2)

Skills Perception +4, Stealth +5

Senses darkvision 60 ft., passive perception 14

Languages understands Draconic but can't speak

Challenge 1 (200 XP)

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

ACTIONS

Multiattack. The kobold riding drake attacks twice, once with its claws and once with its bite.

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

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

KOBOLD POISON FANATIC

Poison Fanatics are often part of a kobold dragon cult's leadership, using their charisma to persuade and their poison to kill potential adversaries and cement their power. Most are interested in personal power above all else.

KOBOLD POISON FANATIC

Small kobold, lawful evil

Armor Class 13 (leather armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	10 (+0)	13 (+1)	14 (+2)

Skills Deception +4, Persuasion +4, Religion +2

Damage Immunities Poison

Condition Immunities Poisoned

Senses passive Perception 10

Languages Common, Draconic

Challenge 1 (200 XP)

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

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

Spellcasting. The poison fanatic is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). When given the option, the poison fanatic will use the poison damage type. The poison fanatic has the following spells prepared:

Cantrips (at will): *infestation**, *poison spray*, *thaumaturgy*

1st level (4 slots): *chromatic orb*, *protection from poison*, *ray of sickness*

2nd level (3 slots): *hold person*, *dragon's breath**

3rd level (1 slot): *stinking cloud*

*from *Xanathar's Guide to Everything*

ACTIONS

Multiattack. The poison fanatic makes two melee attacks.

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or take 5 (2d4) poison damage.

KOBOLD POISON FANATIC

ORIGINS

The Kobold Poison Fanatic was concocted by Guild Adept, Robert Adducci, and makes its debut here in this publication.



LINDWORM

A lindworm is a large two-legged wingless dragon with a long snake-like body.

Poisonous Fangs. The creature has large fangs, like short swords between its powerful jaws; the fangs inject a deadly venom into those unfortunate enough to feel its bite.

Stealthy Camper. A lindworm usually waits in the undergrowth looking for easy victims, and then pounces on its unwary prey with its deadly bite and razor-sharp claws; afterward, the worm will usually wrap its snake-like form around the victim until it falls lifeless, and then subsequently consuming it whole.

LINDWORM ORIGINS

The Lindworm was created by DMs Guild veteran, Scott Bean, and makes its debut here in this publication.

LINDWORM

Large dragon, unaligned

Armor Class 18 (natural armor)

Hit Points 152 (16d10 + 64)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22(+6)	12(+1)	18(+4)	5(-1)	12(+1)	6(-2)

Skills Perception +5, Stealth +5

Senses passive Perception 15

Languages -

Challenge 11 (7,200 XP)

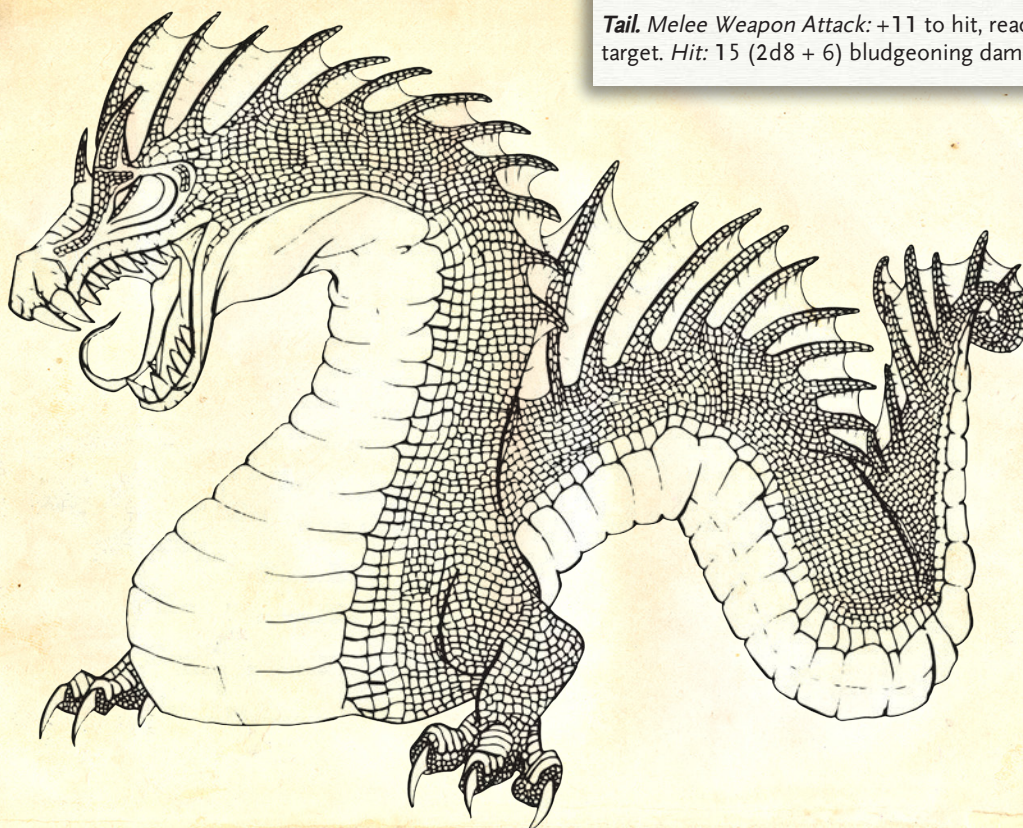
ACTIONS

Multiattack. The lindworm makes three attacks: one with its bite, and two with its claws.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 16 (3d6 + 6) piercing damage. The target must make a DC 17 Constitution saving throw, taking 14 (4d6) poison damage on a failed save, or half as much damage on a successful one.

Claws. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage. The target must make a DC 17 Strength saving throw if hit with a claw, or be knocked prone. If a target fails its saving throw, the lindworm may attack the prone creature with its tail.

Tail. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.



LIZARDFOLK HULK

Bulkier than their lizard-like kin, these hulks closer resemble obese crocodiles than lizards or dragons. They arise when a particularly hungry lizardfolk baby eats its family in the nest as they hatch from their eggs. Consuming this much flesh so early in development changes their physiology to make them the 'ogre' of lizardfolk.

Colossal Brutes. Like all lizardfolk, the hulks have an insatiable appetite that consumes them from birth. However, unlike others of their kind, this hunger impairs their mental capacity. Because of this, hulks are often subjugated in lizardfolk society, used as slave labor, bought with offerings of bountiful feasts.

Dangerous Escapees. Because most of the hulks in lizardfolk society are enslaved, they become used to a diet dictated by their owners. This works out well for both the slave and enslaver, unless the hulk manages to break free. Should this occur, the hulk will likely go on a rampage, consuming all in its path, be they lizardfolk or otherwise. After these gorging events, the hulks rest down for months on end to digest their massive meals. During this time they are often captured by a new master.

LIZARDFOLK HULK ORIGINS

The Lizardfolk Hulk was developed by JVC Parry and it makes its debut here in this publication.



LIZARDFOLK HULK

Large humanoid (lizardfolk), neutral

Armor Class 13 (leather armor)

Hit Points 59 (7d10 + 21)

Speed 40ft., swim 30ft.

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

Senses passive Perception 8

Languages Draconic

Challenge 3 (700 XP)

Hold Breath. The lizardfolk can hold its breath for 15 minutes.

ACTIONS

Greatclub. *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

MANSKI

These foul creatures resemble hairless cats, with six spindly legs. The entire creature is white with soft, milky, pink eyes. Scurrying about on rooftops and remaining hidden for most of the time, these horrific abominations are assassins.

Monstrous Familiars. Often hunting in packs of three, manskii are bred by those willing to use foul beasts for their dark deeds. When the the manskii find their prey, they launch themselves at the unsuspecting victim with ferocity. The tip of their naked tail contains a barb filled with a deadly poison. Once the poison has worked, a manski will consume the corpse.

Deadly in Death. Manskii have a fail-safe, in case they are slain before they can kill their victim. Within their anatomy is a visceral sack filled with viscous, cloud-pink fluid which marks those who would kill the beasts with arcane magic.



MANSKI ORIGINS

The Manski was crafted by Guy Sclanders and it makes its debut here in this publication.

MANSKI

Small beast

Armor Class 16 (natural armor)

Hit Points 2 (1d4)

Speed 40 ft. Climb 40ft.

STR	DEX	CON	INT	WIS	CHA
8(-1)	16(+3)	9(-1)	4(-4)	13(+1)	8(-1)

Saving Throws Dex +5

Skills Stealth +5, Perception +3

Senses darkvision 120ft., passive Perception 13

Languages understands Common, but cannot speak

Challenge 1/2 (100 XP)

Exploding Sack. When reduced to 0 hit points, the manski explodes, showering those within 10 feet of it in a milky white substance. This substance is a form of a wizards mark and allows other manskii to sense the victim from up to 50 miles away. Only a remove curse spell can purge the mark.

Manski Poison. DC 14 Intelligence save to resist; failure results in the creature becoming paralyzed for 1d4 turns.

Milk Mark. If a target has been spattered by an exploding manski, all other manskii have advantage on their attack rolls against the victim and any ability checks made to track them.

ACTIONS

Stinger. *Melee Weapon Attack:* +5 to hit, reach 5ft, one target
Hit: 1 piercing damage and the target must succeed on a DC 14 Constitution saving throw. On a failed save, the creature is paralyzed for 1d4 turns. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Feast. The manskii unhinges its jaw and begins to feast on a paralyzed target. The targets hit point maximum is reduced by 5 (1d10), and the manskii gains that many temporary hit points. If a creature's hit point maximum is reduced to 0 by this effect, the creature dies. This reduction to a creatures hit point maximum lasts until the creature finishes a long rest or until it receives magical healing.

MARDAK

OROG SPIRIT SHAMAN

Mardak is an orog spirit shaman specializing in elemental spirits. An outcast from his tribe, Mardak was known for his shrewdness and cunning and was perceived as a threat by the chieftain. Barely escaping with his life, the orog found an empty cave where he prayed for help. Through this prayer, he discovered his ability to summon and bond with spirits.

Shillelagh. Mardak uses a club in battle; he can use a bonus action to empower his club with shillelagh and then attack twice. He has many other spells, abilities, and actions that he can use to great effect.

Water Spirit Magic. Mardak has bonded with elemental water spirits; the spirits grant him daily spells and rituals. He does not need to prepare any rituals in advance. However, he must prepare his usual list of spells daily by praying to his spirits for aid.



MARDAK ORIGINS

Mardak was first seen in 'Laeroth's Tear' by Scott Bean. In this adventure, Mardak and his renegade crew of orcs and ogres try to build their ranks for a bid to seize power in the region.

MARDAK

Medium humanoid (orog), chaotic evil

Armor Class 18 (Mariner's breastplate, shield)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

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

Saving Throws Int +6, Wis +7

Skills Animal Handling +7, Medicine +7, Perception +7, Religion +6

Senses darkvision 60 ft., passive Perception 17

Languages Common, Orc, Giant

Challenge 5 (1,800 XP)

Aggressive. As a bonus action, Mardak can move up to his speed toward a hostile creature he can see.

Elemental Wrath. Mardak can channel spiritual energy to charge his staff with electricity. On his next hit, the target takes an additional 8 (1d8 + 4) lightning damage.

Reactive Absorption. Mardak always has the *absorb elements* spell prepared; he may cast it four times per day without expending a spell slot.

Warcaster. Mardak has advantage on Constitution saving throws to maintain concentration on a spell when taking damage. He may perform somatic components with a weapon and shield in one or both hands. When hostile movement provokes an opportunity attack from Mardak, he may use his reaction to cast a spell at the creature, if it has a casting time of 1 action.

Spellcasting. Mardak is a 5th level spirit shaman. His spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). He has the following spells prepared:

Cantrips (at will): *Firebolt*, *shillelagh*, *shocking grasp*

1st level (4 slots): *Burning hands*, *color spray*, *faerie fire*, *thunderwave*

Rituals: *Alarm*, *detect magic*, *detect poison and disease*, *purify food and drink*

2nd level (3 slots): *Heat metal*, *spike growth*, *shatter*

Rituals: *Locate animals or plants*, *skywrite*

3rd level (2 slots): *Fireball*, *lightning bolt*

Rituals: *Meld into stone*, *water breathing*, *water walk*

Spirit Knowledge. Mardak gains his spells through the knowledge of his spirits; he does not have to prepare his ritual spells in advance.

ACTIONS

Multiattack. Mardak makes two club attacks (*shillelagh*).

Club (*shillelagh*). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage, or +4 without *shillelagh*. *Hit:* 3 (1d4 + 1) bludgeoning damage.

MAUREZHI

At first glance, this creature resembles a ghoulish, from its pallid grey skin to its elongated tongue. However, the tri-pronged tongue is more like a tendril that can latch onto the ground, pulling the maurezhi in different directions. The maurezhi's oversized, soot-covered claws promise death.

Yeenoghu's Consumers. These demons were created as a disposal system in the pits of the Abyss. They ravage corpses and those otherwise incapacitated. Yeenoghu claims dominion over most maurezhi, spoils of war gained when he defeated the Ghoulish King.

MAUREZHI ORIGINS

The Maurezhi can be found in, 'Monster Codex: Underdark Enemies' by Guild Adept, Robert Adducci.



MAUREZHI

Medium fiend (demon), chaotic evil

Armor Class 17 (natural armor)

Hit Points 51 (6d8+24)

Speed 50 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	10 (+0)	13 (+1)	14 (+2)

Saving Throws Dex +7, Con +5

Skills Athletics +6, Perception +3, Stealth +5

Damage Resistances bludgeoning, necrotic

Damage Immunities poison, cold

Condition Immunities exhaustion, poisoned

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 15

Languages Abyssal, telepathy 120 ft.

Challenge 11 (7,200 XP)

Tongue. The tongue of a maurezhi demon is extremely versatile. Its tongue is twice as long as the maurezhi's reach, and as a bonus action the maurezhi can move a number of feet equal to its reach, by lashing out and grabbing something or pushing itself across the ground.

Consume. The maurezhi demon can consume a deceased or incapacitated creature. Each round the maurezhi automatically succeeds on an attack against the creature and inflicts maximum damage for a Bite attack (54 piercing damage).

If a creature is already dead, it is consumed in one round. When a creature is consumed in this manner, the maurezhi

magically increases in size for 1 minute, along with anything it is wearing or carrying. While enlarged, the maurezhi is Large, doubles its damage dice on its Death Claws attack, and makes Strength checks and Strength saving throws with advantage. If the maurezhi lacks the room to become Large, it becomes squeezed and suffers disadvantage on attacks.

Innate Spells. A maurezhi's innate spellcasting ability is Charisma (spell save DC 17). It can innately cast the following spells, requiring no material components:

At will: fly, blight, harm, teleport, vampiric touch

ACTIONS

Multiattack. The maurezhi demon makes a claw attack, then a either a claw, bite, or tongue attack.

Death Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 22 (4d8 + 4) piercing damage. If the target creature is other than an undead, it must succeed on a DC 17 Constitution saving throw or be paralyzed for 1d6 minutes. The target can repeat this saving throw at the end of each of its turns, ending the effect on itself on a success.

In addition, a creature hit by the maurezhi's death claws is subject to the effect of a *dispel magic* as if cast as a 6th level spell.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 31 (5d10 + 4) piercing damage.

Tongue. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 49 (10d8 + 4) piercing damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

MERRSHAULK

The 'God of Darkness, Poison and Yuan-ti', Merrshaulk was banished to the Abyss after appearing on the Material Plane as an enormous magic-using winged snake. Now he appears as a Demon Lord of the ilk of Demogorgon or Orcus.

Demonic Aspect. Merrshaulk is one of the deities worshipped by the yuan-ti; the mysterious snake people of the hidden jungles of Chult. During the Time of Troubles, Merrshaulk came to Chult in physical form, exhorting his priests to gather strength and forward their agenda

of dominance. Unfortunately, the snake people were outwitted, and as Merrshaulk slumbered in his lair, he was banished to the Abyss by the Mulhorandi god, Set. Now, if Merrshaulk is summoned, he takes the form of a demon lord.

Legendary Serpent. As one might expect, a god incarnate has powers almost beyond imagining. Beyond the fact that Merrshaulk is a colossal serpent, capable of crushing fortified towers of stone and biting through adamantine with immeasurable strength, this Demon Lord can also spray a venom potent enough to kill a dragon, cast spells, and summon swarms of his serpent kin.

MERRSHAULK

Huge fiend (demon), chaotic evil

Armor Class 18 (natural armor)
Hit Points 496 (34d12 + 272)
Speed 50ft., swim 50ft., fly 50ft.

STR	DEX	CON	INT	WIS	CHA
24(+7)	16(+3)	26(+8)	26(+8)	16(+3)	25(+7)

Saving Throw Dex +10, Con +16, Wis +10
Skills Intimidation +10, Perception +14
Damage Resistances cold, fire, lightning
Damage Immunities poison; bludgeoning, piercing and slashing that is nonmagical
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses truesight 120ft., passive Perception 24
Languages All, telepathy 120ft.
Challenge 26 (90,000 XP)

Innate Spellcasting. Merrshaulk's spellcasting ability is Charisma (spell save DC 23, +15 to hit with spell attacks). Merrshaulk can innately cast the following spells requiring no material components:

At will: *animal friendship (snakes only)*, *detect magic*, *suggestion*
3/day each: *dispel magic*, *dominate beast*, *fear*, *invisibility*
1/day each: *teleport*

Legendary Resistance. If Merrshaulk fails a saving throw, he can choose to succeed instead.

ACTIONS

Multiattack. Merrshaulk makes three melee attacks: one bite, one constrict, and one tail attack.

Bite. *Melee Weapon Attack:* +14 to hit, reach 10ft., one target. *Hit:* 14 (2d6 + 7) piercing damage plus 10 (3d6) poison damage.

Constrict. *Melee Weapon Attack:* +14 to hit, reach 10ft., one target. *Hit:* 21 (4d6 + 7) bludgeoning damage, and the target is grappled (escape DC 17). Until this grapple ends, the target is restrained. Merrshaulk can grapple three targets at a time.

Tail. *Melee Weapon Attack:* +14 to hit, reach 15ft., one target. *Hit:* 25 (4d8 + 7) bludgeoning damage.

Spit Poison (Recharge 5-6). Merrshaulk spits searing venom in a 15-foot cone. Each creature in the area must succeed on a DC 21 Dexterity saving throw. A creature takes 27 (5d10) poison damage and is poisoned on a failed save, or half as much on a successful one.

LEGENDARY ACTIONS

Merrshaulk 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. Merrshaulk regains spent legendary actions at the start of his turn.

Tail. Merrshaulk makes one tail attack.

Venom Spray. Merrshaulk casts *poison spray* (17th level).

Swarming Serpents (Costs 2 Actions). Merrshaulk chooses a point on the ground that he can see within 100 feet of him. Swarming snakes erupt in a 10-foot square from that point, turning the ground into difficult terrain. A creature that starts its turn in the area must succeed on a DC 23 Strength saving throw or be restrained by the snakes. A creature restrained in this way can use an action to make a DC 23 Strength check, freeing itself on a success. This effect lasts up to one minute, and requires concentration (as if concentrating on a spell).

Dreams of Dominance. Merrshaulk desires nothing short of total dominance by the yuan-ti. Whilst other demon lords may wish the world to be covered with undead, strewn with chaos or covered in fungi, Merrshaulk desires his children to inherit the earth and subjugate all other forms of life.

MERRSHAULK ORIGINS

The lore around Merrshaulk has been documented in other publications, however, he has never been provided a stat block for Dungeons & Dragons 5th Edition. In the swampy adventure epic, *'Serpent Isle'*, JVC Parry provides just this.

Merrshaulk is the demonic deity of the Yuan-Ti, whose avatar may be borne into the Material Plane at the end of *Serpent Isle*.



MIND FLAYERS

Known also as the Illithid, mind flayers are the scourge of the planes; conquering aberrations with a penchant for slavery and a taste for humanoid brains. These alien invaders were once common throughout the planes of existence and had outposts on hundreds of different worlds where their colonies, led by elder brains, enslaved the local populaces, converting them into their subservient thralls, or simply devouring their brains and absorbing their intellect.

Mind Flayers have been covered in both the *Monster Manual* and *Volo's Guide to Monsters*, but in *Monsters of the Guild*, we present two new Illithid creatures.

MIND FLAYER CENOMORPH

The Mind Flayer Cenomorph represents the stage in an Illithid's life while it is in mid-metamorphosis from its initial humanoid form to that of an adult Mind Flayer. These wretches still retain some of the physical traits of their previous species, giving them a wholly disturbing and foul appearance. Their flesh is twisted and stretched as juvenile tentacles emerge from their faces. Their skin is moist and runny, in places sloughing off on a sheet of mucus, with the gray, lumpy skin of the illithid emerging from beneath.

Agony and Confusion. The Mind Flayer Cenomorph is in the process of a transformation that is both physical and mental in nature. As such, the Cenomorph spends much of its time confused and enraged. Much of the time, the adult Mind Flayers of the colony will leave the Cenomorphs in isolation as the last vestiges of their humanoid life fade into madness and change. However, if the Cenomorphs are needed for some purpose, the adult Illithids will calm them psionically. The transformation is incredibly painful for the Cenomorph, so much so that some do not survive the process.

MIND FLAYER TADPOLE

Mind Flayer Tadpoles are small, worm-like creatures who spawn forth from illithid eggs. Mind flayer tadpoles are generally placed into a humanoid victim's skull in preparation to create a new mind flayer, however, unfortunate souls who are adventuring in an illithid's lair may stumble onto a collection of these creatures. If an unattended humanoid disrupts a spawning pool of mind flayer tadpoles, the tiny beasts will attack, attempting to make their way into the poor target's skull.

Alien Appearance. The creature looks like a purple, shelled tadpole with a pair of large pincers on its head, degenerate tentacles, and a gaping maw. Any creature to see these aberrations would instantly realize they are not of this world.

MINDFLAYER CENOMORPH & TADPOLE ORIGINS

The Mind Flayer Cenomorph and Tadpole were developed by Travis Legge and make their debut here in this publication.





MIND FLAYER CENOMORPH

Medium aberration, lawful evil

Armor Class 11

Hit Points 36 (8d8)

Speed 20 ft.

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

Skills Perception +4, Stealth +3

Senses darkvision 120 ft., passive Perception 14

Languages Deep Speech, telepathy 60 ft.

Challenge 3 (700 XP)

Magic Resistance. The mind flayer cenomorph has advantage on saving throws against spells and other magical effects.

Innate Spellcasting (Psionics). The mind flayer cenomorph's innate spellcasting ability is Intelligence (spell save DC 15.) It can innately cast the following spells, requiring no components:

At will: *detect thoughts*

ACTIONS

Tentacles. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one creature. *Hit:* 15 (2d10+4) psychic damage. If the target is Medium or smaller, it is grappled (escape DC 10) and must succeed on a DC 12 Intelligence saving throw or be stunned until the grapple ends.

Mind Blast (Recharge 6). Each creature in a 60-foot cone emanating from the mind flayer cenomorph must succeed on a DC 12 Intelligence saving throw or take 15 (3d8+2) psychic damage and be stunned for 1 minute. A creature may repeat the save at the end of each of its turns, ending the effect on itself on a success.

MIND FLAYER TADPOLE

Tiny aberration, lawful evil

Armor Class 11

Hit Points 2 (1d4)

Speed 10 ft., climb 10 ft.

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

Senses darkvision 60ft., passive Perception 11

Languages -

Challenge 0 (10 XP)

Brine Dependent. The mind flayer tadpole requires brine to be able to breathe and live. A mind flayer tadpole removed from a brine pool begins suffocating after 2d4 rounds. Once a mind flayer tadpole is inside a humanoid host, it no longer suffers this limitation, unless somehow removed from the host.

Magic Resistance. The mind flayer tadpole has advantage on saving throws against spells and other magical effects.

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

Unsettling Touch. The mind flayer tadpole's touch is incredibly disconcerting. When the mind flayer tadpole crawls onto another creature, that creature must succeed on a DC 10 Wisdom saving throw or be frightened until physical contact is broken. The creature may repeat this saving throw on subsequent turns, ending the frightened condition on a success. Mind flayers and creatures under the control of mind flayers are immune to this effect.

ACTIONS

Infect Host. The mind flayer tadpole can climb into any orifice on the head of an incapacitated humanoid. If it does so, it may deal 5 (1d10) psychic damage each turn, until the target is reduced to 0 hit points. Once the target is reduced to 0 hit points, it undergoes a transformation over the course of the next 8 hours. During this initial transformation, the mind flayer tadpole is incapacitated and prone. Once the initial transformation stage has passed, the mind flayer tadpole and its host combine into one creature: a mind flayer cenomorph.

Once a mind flayer tadpole has entered the orifice of a host, the tadpole can only be removed through powerful magic. Healing magic cast on the host merely prolongs its agony, as the tadpole will eventually chew the host's mind away. Placing the host within an antimagic field will paralyze the tadpole, offering a brief reprieve, but this is a temporary solution at best. Once the host leaves the antimagic field, the tadpole resumes its psychic chewing. Dispel magic has no effect on the tadpole. Divine intervention can remove the tadpole, as can a wish spell. Most magic will be unable to target the tadpole, as the caster will have no way to see the tadpole, due to it being inside the host's skull.

NECROSPHINX

Powerful necromancers or undead that seek to acquire divine artifacts may find themselves facing a sphinx. Managing the astounding feat of slaying the sphinx, the artifacts should prove ready for the taking, but acquiring the carcass of a dead sphinx might prove equally valuable - or perhaps even more so. Performing a blasphemous necromantic ritual, the sphinx can be granted undeath, giving it new purpose.

Unholy Guardians. Much like an androsphinx or gynosphinx, a necrosphinx is driven by a single mission to guard something of extreme value. Contrary to other types of sphinxes, however, there is nothing divine about a necrosphinx as it is an unholy reflection of its former self. A lich might use a necrosphinx to guard its phylactery, while a mummy lord might use it to guard its tomb. Whatever it is guarding, the necrosphinx will do so with great vigilance.

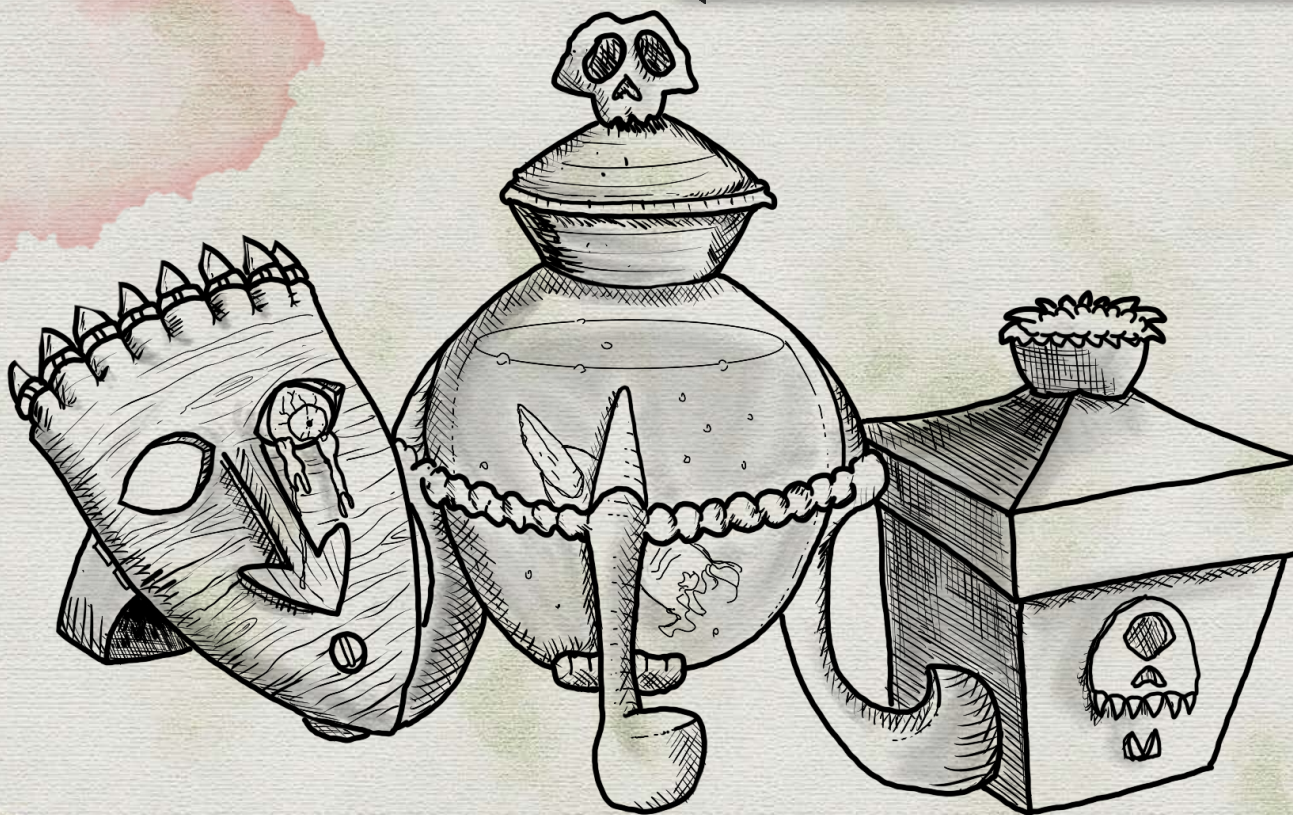
Zealous Dedication. A necrosphinx answers only to the creature that awoke it. If another attempts to impersonate the master of a necrosphinx, the necrosphinx will see through the charade, regardless of what magic is involved. The sphinx is eternally bound to its master. Should its master die, the sphinx will continue to guard its treasure for eternity.

Lost Divinity. Having lost its divine spark and control over the flow of time, a necrosphinx doesn't have access to lair actions. It is still bound by a code, however, usually asking riddles of those that attempt to reach its treasure. If a necrosphinx finds a creature worthy, it must allow it access to the treasure. A necrosphinx is far more vicious than its kin and won't shy away from fighting dirty.

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

NECROSPHINX ORIGINS

The Necrosphinx made its debut in Marc Altfulldisch's soon to be released, planear supplement *'Ulraunt's Guide to the Planes: The Shadowfell'*.



NECROSPHINX



NECROSPHINX

Large undead, lawful evil

Armor Class 20 (natural armor)

Hit Points 331 (22d10 + 210)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	22 (+6)	16 (+3)	18 (+4)	20 (+5)

Saving Throws Dex +6, Con +12, Int +9, Wis +10

Skills Arcana +9, Perception +10, Religion +15

Damage Immunities necrotic, poison, psychic; bludgeoning, piercing, and slashing damage from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses truesight 120 ft., passive Perception 20

Languages Common, Sphnix

Challenge 20 (25,000 XP)

Inscrutable. The necrosphinx is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain the necrosphinx's intentions or sincerity have disadvantage.

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

Magic Weapons. The necrosphinx's weapon attacks are magical.

Mind Necrosis. Whenever the necrosphinx deals damage to a creature, the creature must succeed on a DC 18 Intelligence saving throw or be cursed with Mind Necrosis. While cursed, a creature is vulnerable to psychic damage and has disadvantage on saving throws against the necrosphinx's Necrotic Roar. The curse lasts until removed.

Spellcasting. The necrosphinx is a 12th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 18, +10 to hit with spell attacks). The necrosphinx has the following cleric spells prepared:

Cantrips: *guidance, sacred flame, thaumaturgy*

1st level (4 slots): *bane, command, shield of faith*

2nd level (3 slots): *hold person, zone of truth*

3rd level (3 slots): *dispel magic, speak with dead*

4th level (3 slots): *death ward, freedom of movement*

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

6th level (2 slots): *forbiddance*

ACTIONS

Multiattack. The necrosphinx makes three claw attacks.

Claw. Melee Weapon Attack: +12 to hit, reach 5 ft., one target.

Hit: 17 (2d10 + 6) slashing damage.

Riddle. The necrosphinx mentally targets all creatures within 120 feet of it that are infected with Mind Necrosis. Each target must make a DC 18 Intelligence saving throw, taking 19 (3d12) psychic damage on a failed save, or half as much on a successful one.

Necrotic Roar (3/Day). The necrosphinx emits a magical roar. Each time it roars before finishing a long rest, the roar is louder and the effect is different, as detailed below. Each creature within 500 feet of the necrosphinx and able to hear the roar must make a saving throw.

1. **First Roar.** Each creature that fails a DC 18 Wisdom saving throw is frightened for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
2. **Second Roar.** Each creature that fails a DC 18 Wisdom saving throw is deafened and frightened for 1 minute. A frightened creature is paralyzed and can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
3. **Third Roar.** Each creature makes a DC 18 Constitution saving throw. On a failed save, a creature takes 26 (4d12) psychic damage, falls asleep, and remains unconscious for 1 minute. The target awakens if it takes damage or another creature takes an action to wake it. This roar has no effect on constructs and undead. On a successful save, a creature takes half as much damage and doesn't fall asleep.

LEGENDARY ACTIONS

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

Claw. The necrosphinx makes a claw attack.

Cast a Spell (Costs 3 Actions). The necrosphinx casts a spell it has prepared, expending a spell slot as normal.

Riddle (Costs 2 Actions). The necrosphinx uses its Riddle action.

Teleport (Costs 2 Actions). The necrosphinx magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

NETHERCHILDREN

From afar, you'd be forgiven for thinking a Netherchild was nothing more than a lost infant, but this is exactly what the Netherchild wants you to think. Netherchildren look like human children in tattered rags, with sallow skin and lank hair. The monstrous exceptions being their bulbous black eyes and a smile filled with clusters of needle-like teeth. This is likely the last thing you will ever notice.

The Un-mourned. Netherchildren are the souls of children murdered by their own parents and left to rot in an unmarked grave. Netherchildren seek out their kin and band together to hunt humanoids. They often inhabit dark spaces such as abandoned tombs or caves. A netherchild hunts humanoids to trick, murder, and devour. Collecting its victim's bones, it constructs a home reflecting the one it was deprived of when it was alive.

Hunt the Helpers. Netherchildren use their child-like appearance to fool unsuspecting creatures into an ambush. Adventurers might find a group of children playing and laughing in the depths of a mine, or perhaps a single child crying in a large cavern in the underdark. A netherchild waits until its victim is within striking distance before smiling to reveal its gruesome teeth. Netherchildren sometimes work together to bring down a single target at a time, flitting in and out with flesh rendering bites.

The Forsaken Ones. Some netherchildren are more powerful than others; they are called The Forsaken. They are the souls of children younger than a year old who had suffered at the hands of their biological parents. This depravity lends them greater powers. They levitate 5-feet off the ground, propel acidic bile and emit a deafening wail which incites other netherchildren into a frenzy. A band of netherchildren will adopt a netherchild forsaken and nurture it. This is a twisted version of the care which it was deprived of in life. A netherchildren clan protects a netherchild forsaken to the death.

NETHERCHILD

Small fiend, chaotic evil

Armor Class 15 (natural armor)

Hit Points 9 (2d6 + 2)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
9(-1)	16(+3)	12(+1)	12(+1)	11(+0)	10(+0)

Skills Stealth +5

Condition Immunities deafened, poisoned

Damage Resistances cold, fire, lightning

Damage Immunity poison

Senses darkvision 120 ft, passive Perception 10

Languages Common

Challenge 1 (200 XP)

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

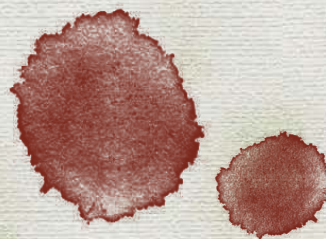
Ravage. The netherchild deals an additional 2 (1d4) piercing damage against deafened creatures.

ACTIONS

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

NETHERCHILD ORIGINS

The Netherchild and The Netherchild Forsaken were developed by the amazingly creative and talented, Molly Meadows, and makes their debut here in this publication.





NETHERCHILD FORSAKEN

Small fiend, chaotic evil

Armor Class 16 (natural armor)

Hit Points 33 (6d6 + 12)

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

STR	DEX	CON	INT	WIS	CHA
7(-2)	16(+3)	14(+2)	7(-2)	12(+1)	10(+0)

Saving Throw Dex + 5

Skills Stealth +5, Perception +3

Condition Immunities charmed, frightened, poisoned

Damage Resistances cold, fire, lightning

Damage Immunity poison

Senses darkvision 120 ft., passive Perception 13

Languages Common

Challenge 3 (700 XP)

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

Conduit of Misery. A creature that touches the netherchild forsaken or hits it with a melee attack while within 5 feet of it takes 4 (1d8) psychic damage.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5ft, one target. *Hit:* 8 (1d10+3) piercing damage.

Spew. *Ranged Weapon Attack:* +5 to hit, range 20/40 ft., one creature. *Hit:* 9 (2d8) acid damage.

Wail. (Recharge 5-6). The netherchild forsaken unhinges its jaw and releases a bloodcurdling scream. Each creature within 15 ft of the netherchild forsaken that can hear it must make a DC 12 Constitution saving throw. On a failed save, a creature takes 11 (2d10) thunder damage and is deafened until the end of its next turn. On a successful save, the creature takes half as much damage and is not deafened.

NIDDHOG

Legends say that a niddhog is a giant boar that has been transformed by an evil wizard into a devastating killing machine with an unnatural appetite. Once transformed, a niddhog's eyes glow a fiery red. It also takes on many other unnatural qualities, including an intelligence with murderous intent.

Foul Musk. Besides its enormous size, one of the most obvious traits of a niddhog is its suffocating stench. These beasts can be detected from hundreds of feet away due to the rank malodorous stench. When facing a niddhog, the cause of the stench is clear, as their thick hair is matted with mud, blood and other disgusting fluids.

Grotesque Mounts. Some niddhogs allow themselves to be domesticated by cruel and evil creatures who promise to keep the niddhog well fed, and satiate its bloodthirst in battle. The most common creatures to ride niddhogs are ogres, but occasionally gaggles of goblins can be found holding onto the huge boar's coat for dear life.

NIDDHOG ORIGINS

Coming from the brilliant mind of Scott Bean, the Niddhog makes its debut here in this publication.



NIDDHOG

Huge monstrosity, chaotic evil

Armor Class 18 (natural armor)

Hit Points 138 (12d12 + 60)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22(+6)	10(+0)	20(+5)	8(-1)	12(+1)	3(-4)

Senses passive Perception 11

Languages -

Challenge 7 (2,900 XP)

Charge. If the niddhog moves at least 10 feet straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 14 (4d6) slashing damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

Relentless (Recharges after a Short or Long Rest). If the niddhog takes 20 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

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

Stench. Any creature that starts its turn within 5 feet of the niddhog must succeed on a DC 15 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the niddhog's Stench for 24 hours.

ACTIONS

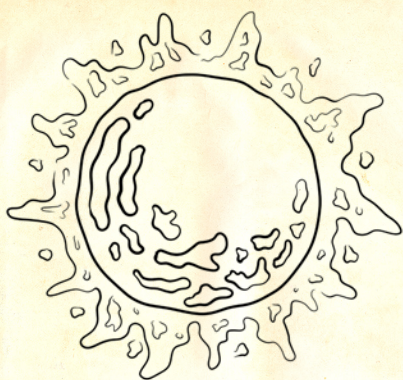
Tusk. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 20 (4d6 + 6) slashing damage.

NYTH

Nyths are strange multicolored glowing orbs, similar to will-o'-wisps, that originate in regions of the Plane of Air with a close proximity to the Positive Energy Plane. The Borealis Radiance contains the largest concentration of these dangerous creatures, and is the only known place where they gather in any large numbers. A nyth is intelligent and can speak, which it does to lure travelers, especially spellcasters, into casting energy spells at them.

Guardians. Outside of the Borealis Radiance, a nyth is a solitary creature that protects its chosen region zealously. It can be flattered, however, and some wizards, especially those of the Prismatic Order, have been able to train nyths to become guardians of certain regions or rooms. A nyth that is fed a regular diet of fire or lightning, and treated with respect, protects its chosen area with vigilance and zeal.

Energy Healing. Nyths do not heal naturally, so they must find a source of energy to replenish their hit points. A wounded nyth on the Material Plane has been known to seek out the campfire of a traveling band, using its abilities to draw away as many creatures from the fire as possible so that it can recover. On the Plane of Air, they frequently look for elemental storms to help heal any wounds.



NYTH ORIGINS

The Nyth was originally published in the 'Codex of the Infinite Planes Vol 4: Plane of Air' by Dave Coulson.

NYTH

Small elemental, chaotic evil

Armor Class 19

Hit Points 36 (8d6+8)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	28 (+9)	12 (+1)	14 (+2)	14 (+2)	11 (+0)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities fire, force, lightning, poison

Condition Immunities charmed, exhaustion, grappled, paralyzed, poisoned, prone, restrained, unconscious

Senses darkvision 120 ft., passive Perception 12

Languages Auran, Common

Challenge 4 (1,100 XP)

Absorb Energy. The nyth feeds on energy. Any fire or lightning damage inflicted upon it is instead added to the creature's life as temporary hit points. If a nyth ever reaches double its maximum hit points from this effect, it explodes. This explosion creates two nyths with hit points equal to its original amount. Finally, a magic missile spell (at 4th lvl, 6 missiles) targets creatures of its choice.

Deflect Force. If the nyth is subject to a spell or effect that would deal force damage, it suffers no damage, and instead reflects the effect back to its source or wielder.

Ephemeral. The nyth can't wear or carry anything.

Incorporeal Movement. The nyth can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Variable Illumination. The nyth sheds bright multicolored light in a 5 to 20-foot radius and dim light for an additional number of feet equal to the chosen radius. The nyth can alter the radius as a bonus action.

ACTIONS

Multiattack. The nyth makes three Force Missile attacks.

Force Missiles. *Ranged Weapon Attack:* +5 to hit, range 120 ft., one target. *Hit:* 10 (3d4+3) force damage.

Invisibility. The nyth and its light magically become invisible until it attacks with its Force Missiles, or until its concentration ends (as if concentrating on a spell).

OCTOGOTH

Imbued with divine magic by some mysterious accident, an octogoth is almost one of a kind. It has the ability to fire divine blasts of energy from its tentacle tips. Other than this it is a normal octopus. No other octopus seem to mind its powers, but the Kuo-Toa revere it as a god.

Weird Origins. Where the first octogoth came from is still a complete mystery. These unique creatures seem so out of place in the world that many have speculated they come from the Astral Plane, or even from the Abyss. Although no one knows the exact truth, it is clear that the octogoths have some connection to divine power, as they are capable of throwing radiant blasts from the tips of their tentacles.

OCTOGOTH

Large aberration, chaotic evil

Armor Class 11

Hit Points 91 (14d10 + 14)

Speed 10ft., swim 60ft.

STR	DEX	CON	INT	WIS	CHA
17(+3)	13(+1)	13(+1)	10(+0)	12(+1)	4(+3)

Skills Perception +4

Senses passive Perception 14

Languages Deep Speech

Challenge 3 (700 XP)

Writhing Tentacles. The octogoth has eight tentacles. Each tentacle can make a divine blast attack. Whenever the octogoth takes 10 or more damage in a single turn, one of its tentacles is severed and dies.

ACTIONS

Multiattack. The octogoth can make as many divine blast attacks as it has tentacles.

Divine Blast. *Ranged Spell Attack:* +4 to hit, range 5/120 ft., one target. *Hit:* 5 (1d6 + 1) radiant damage.

Tentacles. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage. If the target is a creature, it is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the octogoth can't use its tentacles or divine blast on another target.

Disciples of the Gods. Many believe that octogoths are gifts from the gods of the oceans and seas, acting as portents, or even disciples of these deities. Although this kind of nonsense is often frowned upon in civilized cultures, the kuo-toa, a race of demented fishfolk, find it most convincing. If an octogoth is discovered by the kuo-toa, they are often worshipped as a god, provided with offerings and depicted in crude painting and sculpture.

Slaves to Aboleths. One dark truth known about these bizarre creatures is that they are drawn to aboleths. Despite their seemingly godly connection, octogoths seem unable to resist the draw from the deep that the aboleth manifests. Because of this, most folks treat octogoths with distaste, and throw them back to the sea if they are accidentally caught, for fear of incurring the wrath of some dark, underwater being.



OCTOGOTH ORIGINS

The Octogoth first appeared in the epic tale from the deep in, 'Sanguine Sacrament' by JVC Parry.

In this adventure, the Octogoth appears in the kuo-toa infested lair of an ancient aboleth.

OOZES

From the gelatinous cube to the black pudding, oozes are the bane of dungeon delving adventurers throughout the realms. These vicious, vicious foes take a variety of different forms, from acidic, armor corroding slimes to jelly-like suffocating blobs. The following oozes are straight from the minds of the Dungeon Master's Guild's finest slime-smiths.

ARCANE OOZE

An arcane ooze is a black pudding, magically enhanced by dwarven arcanists, which appears as a huge pile of oily, purple-black slime. These oozes are incredibly docile, often only attacking at the specific command of their creator. Some powerful dwarven mages can imbue commands within the ooze which last centuries, despite their complete lack of intelligence. Because of this, arcane oozes are often deployed as guards for treasure.

Treasure Protectors. Arcane oozes are most frequently encountered outside treasure hoards or other rooms that require long-term protection. Unlike other guard creatures, these oozes can persist for centuries with very little sustenance. Not only this, the oozes can slide through cracks in walls and floors, patrolling corridors and stairwells that other creatures would be incapable of.

Spell Turning. After much experimentation, dwarves finally managed to imbue a black pudding with a spell reflecting effect. This was achieved by feeding black puddings dozens of rings of spell turning. Eventually, the oozes absorbed the effect from these magic rings. Now, should a spell be cast against these oozes, there is a chance that the curse will be reflected straight back against the caster.

Highly Flammable. One of the oozes biggest flaws, which remained unnoticed by its dwarven creators, is that it is incredibly likely to catch fire. Although the ooze itself

resists the damage, they can catch alight from the smallest spark, turning a corridor decorated with tapestries and rugs to a smoldering waste in a matter of moments. This feature has been exploited by canny adventurers, who set them alight from afar to cause distractions.

FOOL'S SLUSH

A fool's slush is a semi-transparent white ooze that lies dormant at the edge of frozen lakes. While dormant, it resembles a sheet of ice and blends perfectly into the water's frozen surface. Once weight is applied, the ooze becomes semi-solid, allowing its unwitting prey to fall through the surface and into the icy waters below. Here, it will hold the victim, freezing the creature while the caustic slush digests it.

Arctic Menace. The fool's slush is one of the only oozes adapted to living in icy, arctic climes. Many brazen explorers who were unaware of the oozes existence have rapidly been enlightened after falling for its signature feeding mechanism. Stories abound in arctic communities about these deadly oozes and the unwitting folk who fall into their traps, hence the name fool's slush.

Amorphous Form. The fool's slush can morph its body between solid and liquid states, making them incredibly difficult to fight. What appears to be an icy pool one moment suddenly becomes a sheet of solid ice, then reverts again, engulfing its foes and embedding their weapons in its frozen form.

HABILIS OOZE

One theory goes that the habilis ooze was created when a red wizard incorporated the energies from an *absorb elements* spell into a gray ooze. Others say that's hogwash and the ooze naturally adapted on its own. Some habilis oozes have been exposed to even more powerful magic, from which they have become larger and more powerful.

Rapid Adaptation. A habilis ooze is a dangerous foe due to its ability to alter

its form, becoming resistant to previous attacks that damaged it. Not only this, but the ooze can then interpret the damage, and change its form to deal it. This strange ability stretches to damage that would seem impossible for a simple ooze to cause, such as psychic or radiant.

ARCANE OOZE ORIGINS

The Arcane Ooze first slid onto the DMs Guild in the adventure, 'Gauntlet of Flame' by the ever prolific JVC Parry.

The party of brave heroes never saw it coming in this adventure, as the arcane ooze slowly, but surely, enveloped the fallen warriors.

ARCANE OOZE

Huge ooze, unaligned

Armor Class 7

Hit Points 95 (10d12 + 30)

Speed 20ft., climb 20ft.

STR	DEX	CON	INT	WIS	CHA
16(+3)	5(-3)	16(+3)	1(-5)	6(-2)	1(-5)

Damage Immunities acid, cold, fire, lightning, slashing

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60ft. (blind beyond this radius), passive Perception 8

Languages understands Dwarven but can't speak

Challenge 6 (2,300 XP)

Amorphous. The ooze can move through a space as narrow as 1 inch wide without squeezing.

Corrosive Form. A creature that touches the ooze or hits it with a melee attack while within 5 feet of it takes 4 (1d8) acid damage. Any nonmagical weapon made of metal or wood that hits the ooze corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal or wood that hits the ooze is destroyed after dealing damage. The ooze can eat through 2-inch thick, nonmagical wood or metal in 1 round.

Flammable. If the ooze is subjected to fire damage, it ignites. At the start of each of the ooze's turns, each creature within 5 feet of it takes 10 (3d6) fire damage, and flammable objects within 5 feet that aren't being worn or carried ignite. A creature that touches the ooze or hits it with a melee attack while within 5 feet of it takes 10 (3d6) fire damage.

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

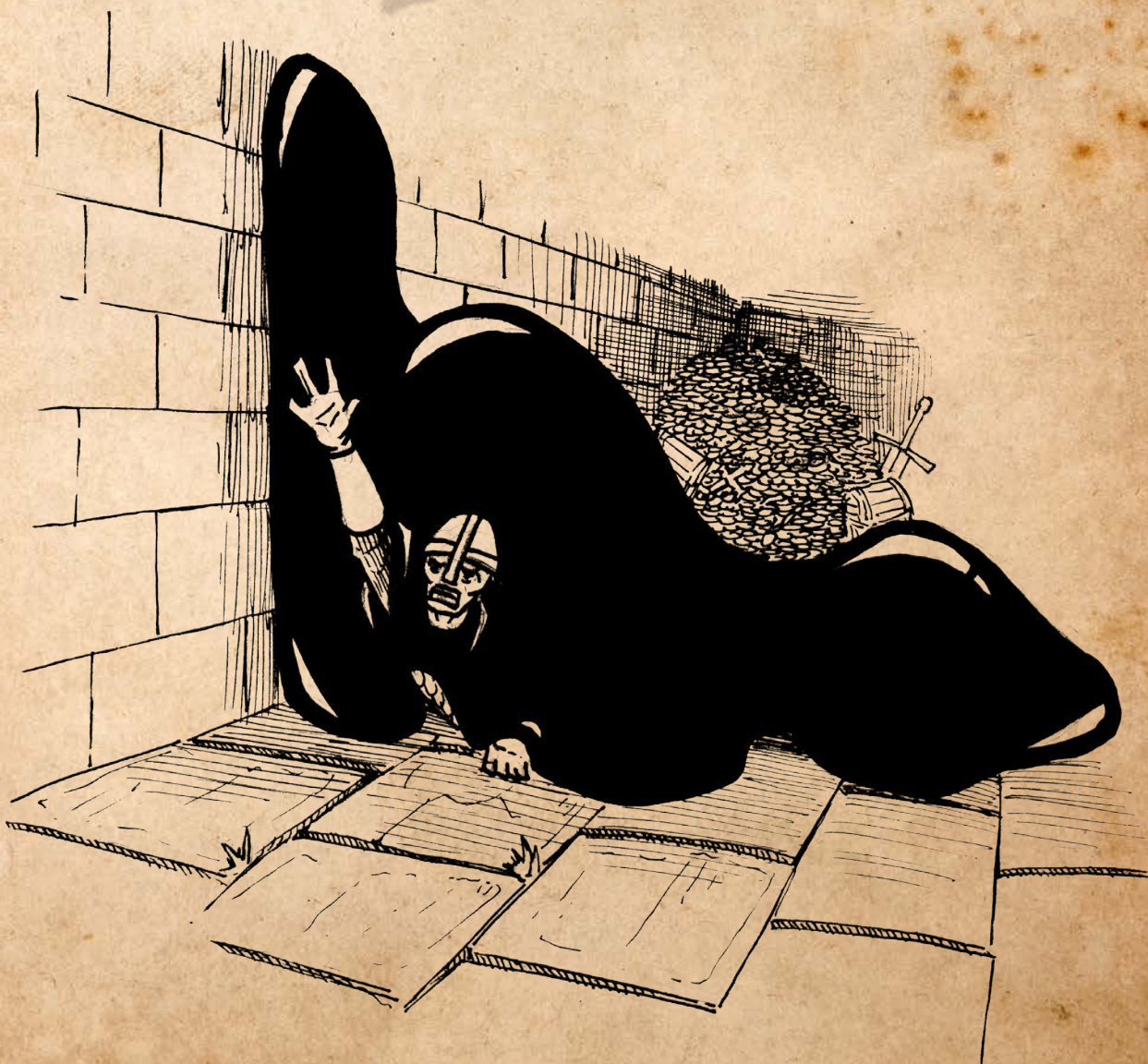
ACTIONS

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage plus 18 (4d8) acid damage. In addition, nonmagical armor worn by the target is partly dissolved and takes a permanent and cumulative -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

REACTIONS

Spell Reflection. If the ooze makes a successful saving throw against a spell, or a spell attack misses it, the ooze can choose another creature (including the spellcaster) it can see within 30 feet of it. The spell targets the chosen creature instead of the ooze. If the spell forced a saving throw, the chosen creature makes its own save. If the spell was an attack, the attack roll is rerolled against the chosen creature.

ARCANE OOZE



FOOL'S SLUSH ORIGINS

Fool's Slush was developed by Joseph Avery and it makes its debut here in this publication.



FOOL'S SLUSH

Large ooze, unaligned

Armor Class 7

Hit Points 52 (5d10 + 25)

Speed 10 ft., swim 10 ft.

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

Skills Stealth +2

Damage Vulnerability thunder (while solid)

Damage Immunities acid, cold

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages -

Challenge 1 (200 XP)

Amorphous. The ooze can move through a space as narrow as 1 inch wide without squeezing.

Snow Camouflage. The fool's slush has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

State change. Fool's slush can shift between hard ice and a cold slurry. As a bonus action, Fool's Slush can switch between a solid state to a liquid state.

Liquid State. Creatures standing on top of the ooze while solid must make a DC 14 Dexterity save or become engulfed.

Solid State. Targets grappled or engulfed by fool's slush makes attempts to escape at disadvantage. Fool's slush also gains a damage vulnerability to thunder damage and loses the engulf action.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 8 (2d6+1) bludgeoning damage and 3 (1d6) acid damage. If the target is a creature, it is grappled (escape DC 14).

Engulf. Fool's slush attempts to pull prey inside itself. A grappled target may attempt a DC 14 strength save or be pulled into the fool's slush. On a failed save, the creature takes 7 (2d6) acid damage and 7 (2d6) cold damage. The engulfed creature cannot breathe, is restrained, and takes 7 (2d6) acid damage and 7 (2d6) cold damage on the start of each of the slush's turns. When the slush moves the engulfed target moves with it. An engulfed creature can try to escape by taking an action to make a DC 14 Strength check. On a success, the creature escapes and enters a space within 5 feet of the slush.

GREATER HABILIS OOZE

Large ooze, unaligned

Armor Class 7

Hit Points 102 (12d10 + 36)

Speed 20 ft., climb 20ft.

STR	DEX	CON	INT	WIS	CHA
16(+3)	5(-3)	16(+3)	1(-5)	6(-2)	1(-5)

Damage Immunities acid, slashing

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60ft., passive Perception 8

Languages -

Challenge 7 (2,900 XP)

Amorphous. The ooze can move through a space as narrow as 1 inch wide without squeezing.

Natural Adaptation. When the ooze is hit by any type of damage, after taking damage it gains resistance to that damage type at the beginning of its next turn. In addition, it gains the ability to deal damage of that type.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +3 to hit, reach 20ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage + 12 acid damage or any other type of damage the ooze can deal.

LEGENDARY ACTIONS

The greater habilis ooze can take 3 legendary actions, using the Aberrant Surge option below. It can take only one legendary action at a time and only at the end of another creature's turn. The ooze regains spent legendary actions at the start of its turn.

Aberrant Surge. Roll 1d4.

1. Nothing happens.
2. A pulse of green light emanates from the ooze. Everyone in a 20ft radius must make a DC 12 Constitution save or be blinded for 1 minute. Creatures can repeat the saving throw at the end of each of their turns, ending the effect on itself on a success.
3. A beam from the skull the ooze carries shoots out and hits a target. That target must make a DC 12 Constitution saving throw or be paralysed for 1 minute. The target can repeat the saving throw at the end of each of their turns, ending the effect on a success.
4. The ooze makes a pseudopod attack against a target within range.



HABILIS OOZE

Medium Ooze, unaligned

Armor Class 7

Hit Points 75 (10d8 + 30)

Speed 20 ft., climb 20ft.

STR	DEX	CON	INT	WIS	CHA
16(+3)	5(-3)	16(+3)	1(-5)	6(-2)	1(-5)

Damage Immunities acid, slashing

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60ft., passive Perception 8

Languages -

Challenge 4 (1,100 XP)

Amorphous. The habilis ooze can move through a space as narrow as 1 inch wide without squeezing.

Natural Adaptation. After a habilis ooze is hit by any type of damage, it gains resistance to that damage type at the beginning of its next turn. In addition, it gains the ability to deal damage of that type with its pseudopod attack.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +3 to hit, reach 5ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage plus 10 (3d6) acid damage or any other type of damage the habilis ooze can deal.

HABILIS OOZE ORIGINS

A Greater Habilis ooze, called **Sthoth**, can be found in, 'The Maze Beneath the Maize' by Cody Ashby from Broken Knives.

VOMIT SPAWN

Some people have a deadly reaction when they eat the food tainted by the essence of a gulabus. They vomit every fluid in their body, giving birth to a vomit spawn and leaving only a dried-up corpse behind.

Scions of the Greed Demon. When a gulabus enters the Material Plane, it takes great delight in tainting humanoid food with its essence. When humanoids consume the food that has been corrupted by the demon, they fall dead, their insides burned out by the abyssal energies. In the process, some of these unfortunates vomit out their visceral fluids, which become vomit spawns.

Horrendous Disguise. The reason a vomit spawn is so deadly is that it closely resembles a pile of vomit. Whilst staying still, it is almost indistinguishable from a puddle of the aforementioned, allowing it to hide in plain sight. Only when its prey comes close enough does it lash out with its acidic pseudopods. The stench of these abyssal oozes is foul enough to poison other creatures, making them even deadlier.



VOMIT SPAWN ORIGINS

From the genius mind of *Benoit de Bernardy*, the vomit spawn appear in the Platinum best-selling mystery adventure, '*Banquet of the Damned*'.

During this adventure, several vomit spawn are created when a gulabus corrupts the village of Womford.

VOMIT SPAWN

Large ooze, unaligned

Armor Class 8

Hit Points 22 (3d8 + 9)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	3 (-4)

Damage Resistances piercing

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages -

Challenge 1/2 (100 XP)

Amorphous. The vomit spawn can move through space as narrow as 1 inch wide without squeezing.

False Appearance. While the vomit spawn remains motionless, it is indistinguishable from an inanimate puddle of vomit.

Stench. Any creature that starts its turn within 10 feet of the vomit spawn must succeed at a DC 12 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the vomit spawn's stench for 24 hours.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6+2) bludgeoning damage plus 7 (2d6) acid damage.

PANTHERFOLK

A pantherfolk is a black-furred panther-like humanoid with bright yellowish-green eyes, clawed hands and feet, and a long tail. It typically wears fine clothing, such as shimmering robes, a sash, and a cape embroidered with gold thread.

Taste for Luxury. Pantherfolk are refined and sophisticated, and enjoy improving their minds through extensive reading.

PANTHERFOLK

Medium humanoid (shapechanger, pantherfolk), lawful evil

Armor Class 16

Hit Points 59 (7d8 + 28)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	18 (+4)	17 (+3)	16 (+3)	20 (+5)

Skills Deception +8, Insight +6, Stealth +6

Senses darkvision 60ft., passive Perception 13

Languages Common

Challenge 4 (1,100 XP)

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

Limited Magic Immunity. The pantherfolk is immune to spells of 1st level or lower unless it wishes to be affected. It has advantage on saving throws against all other spells and magical effects.

Displacement. The pantherfolk displaces light so that it is not where it appears to be, causing attack rolls against it to have disadvantage. If it is hit by an attack, this trait is disrupted until the end of its next turn. This trait is also disrupted while the pantherfolk is incapacitated or has a speed of 0. It can activate or suppress this trait as desired.

Avoidance. If the pantherfolk is subjected to an effect that allows it to make a 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 pantherfolk makes two melee attacks.

Scimitar. *Melee Weapon Attack:* +6 to hit, reach 5ft., one creature. *Hit:* 6 (1d6 + 3) slashing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5ft., one creature. *Hit:* 5 (1d6 + 2) slashing damage.

They often choose to live in cities where they use their shape-changing ability to take any guise they wish, frequently posing as nobles, merchants, and other wealthy, influential individuals. Their homes are always luxuriously and artistically furnished; decorated with flair and flamboyance.

Masters of Illusion. Pantherfolk use illusion magic for deception and misdirection. They create illusions to fool their enemies, using their opponents' senses against them.

Phasing (2/day). As part of the pantherfolk's move, it can go through obstacles and creatures as if they were not there, although it must end its movement in an unoccupied space. This provokes opportunity attacks, but they do not affect the pantherfolk while it is phasing.

Mislead (1/day). The pantherfolk becomes invisible. At the same time, an illusory duplicate of it appears where it was. The illusory duplicate lasts for up to 1 minute. The invisibility and the illusory double are dispelled if the pantherfolk attacks or cast a spell. The pantherfolk can use its action to move the illusory double and make it gesture, speak, and behave in whatever way it chooses. The pantherfolk can see through the eyes and hear through the ears of the illusory duplicate. On each of its turns, as a bonus action, the pantherfolk can switch from using the illusory duplicate's senses to its own, or back again. While it is using the illusory duplicate's senses, the pantherfolk is blinded and deafened in regard to its own surroundings.

Phantom Images (1/day). The pantherfolk teleports 40 feet to an unoccupied space it can see at the same time that 8 illusory duplicates of it appear within 40 feet of the space to which it teleported. The illusory duplicates last for 1 minute unless dispelled, but must remain within 40 feet of the pantherfolk. The pantherfolk may attack or cast a spell through any of its illusory duplicates. When it does this, the illusory duplicate is real rather than an illusion for that moment. The illusory duplicates use the same statistics as the pantherfolk but are dispelled if they take damage. If the pantherfolk is hit by an attack, an illusory duplicate and the pantherfolk are instantly teleported, swapping places. The illusory duplicate then takes the damage from the triggering attack. Regardless of how many illusory duplicates there are, the pantherfolk still gets only 1 move, 1 action, 1 bonus action, and 1 reaction a round.

Deceptive Veil (1/day). The pantherfolk magically assumes the shape of a Medium humanoid that it has seen before. It can stay in this assumed form for up to 8 hours. It can revert to its normal form earlier by using a bonus action on its turn. It automatically reverts to its true form if it falls unconscious, drops to 0 hit points, or dies. It chooses whether its equipment falls to the ground in its space, merges into its new form, or is worn by it. Worn equipment functions as normal. Its equipment doesn't change size or shape to match the new form, and equipment that merges with the form has no effect until it leaves the form.

PANTHERFOLK ORIGINS

This monster appeared in the adventure, *'The City of Alobal'* by Andrew Clissold from the publisher; Nectar of the Gods.

In this adventure, Atrox, the pantherfolk, lives in the undercity. He uses his shape-changing ability to impersonate curators, librarians, and priests in order to steal artworks and objects from various locations around the city, and the party are asked to recover these items as a side mission.



PECH

The pech are small humanoids, typically 3 feet tall. They are very thin with long arms and legs, and have pale bluish skin, dark hair, and large white eyes with no pupils.

Minimalists. Pech normally dress in nothing but loincloths. They carry minimal possessions and live simple lives.

Dwellers of the Deep. Due to their intolerance to sunlight and their natural affinity with the earth, pech colonies are often found dwelling underground, commonly in parts of the Underdark itself.

PECH

Small humanoid (pech), neutral good

Armor Class 15

Hit Points 19 (3d6+9)

Speed 20 ft.

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

Condition Immunities petrified

Damage Immunities bludgeoning, piercing, and slashing damage from non-magical weapons

Skills Investigation +3, Perception +3

Senses darkvision 120 ft., passive Perception 13

Languages Terran, Undercommon

Challenge 1/2 (100 XP)

Superior Darkvision. The pech can see in dim light as if it were bright light and in darkness as if it were dim light within 120 feet. It can't discern colour in darkness, only shades of grey.

Stoneskin. The pech has resistance to non-magical bludgeoning, piercing, and slashing damage.

Mason's Tools Proficiency. The pech's proficiency with mason's tools lets it add double its proficiency bonus to any ability checks it makes to work stone.

ACTIONS

Stone Mending (3/day). Transmutation cantrip. The pech magically repairs a single crack or break in stonework or a stone object it touches. As long as the crack or break is no larger than 3 feet in any dimension, it mends it, leaving no trace of the former damage.



PECH ORIGINS

The Pech appear in the D&D 5e adventure, 'The Crystalline Caves of Black Leaf Forest', published by Nectar of the Gods in 2015.

In this adventure, a group of pech have been captured by some dark elves and forced to labour as stoneworkers in the drow caverns.

They first appeared in the 'Monster Manual II', published by TSR in 1983 for Advanced Dungeons & Dragons.

PORCELAIN DOLL SWARM

Occasionally, something rare and unique requires an inconspicuous guardian. The swarm of porcelain dolls is an example of this type of guardian. These cute sentinels lay dormant until activated, at which point the dolls animate and attack in a frenzied swarm of claws and teeth.

Unknown Foes. Until activated, the swarm of porcelain dolls appears as ordinary dolls laying on beds, resting on shelves, or scattered about a room. The swarm is activated when a creature touches a specific object, steps on a particular floorboard, opens a specified chest, or turns a door handle. Once activated, the swarm animates and the doll's features change; claws extend from the hands and fangs from their mouths.

Casting *detect magic* or *detect traps* reveals the activation item, but not the dolls.

Easy Targets. The materials used to create the porcelain dolls make them susceptible to specific attacks. Many adventurers have saved themselves (some at the expense of damaging fellow party members) by casting spells like *thunderwave* or *shatter* to blow the swarm of fragile constructs into thousands of pieces.

Power of the Masses. A swarm of porcelain dolls is typically comprised of ten 3-foot tall dolls. These horrifying toys clump together in a mass of biting teeth and raking claws, surging through narrow corridors and up against barricades doors. Although a singular doll is easily defeated, a swarm can prove deadly.

To the Death. Once activated, the porcelain swarm attacks until defeated. It doesn't attempt to flee and does not negotiate. Their mindless frenzy can cause the swarm to sacrifice individual dolls 'for the greater good' by using them to smash holes in floorboards, creating makeshift bridges or rarely flinging them as projectiles.



PORCELAIN DOLL SWARM ORIGINS

The Porcelain Doll Swarm makes its debut in *'The House of the Midnight Violet'*, where it can be found guarding Elloise Avrigard's diary, in this creepy adventure by Jeff Stevens.

PORCELAIN DOLL SWARM

Small construct, chaotic evil

Armor Class 15 (natural armor)

Hit Points 75 (30d4)

Speed 20 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	10 (+0)	10 (+0)	10 (+0)	16 (+3)

Saving Throws Dex +5, Wis, +2, Cha +5

Damage Vulnerabilities thunder, bludgeoning, force

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

Senses passive Perception 11

Languages -

Challenge 3 (700 XP)

ACTIONS

Multiattack. The porcelain doll swarm makes four melee attacks: two with its bite and two with its claws. These attacks can target separate creatures if the target is within 5 ft. of the swarm.

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

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

POTATO SACK MAN

The Potato Sack Man is a Boogeyman, a type of unique Unseelie phobophage born of the legends, superstitions, and fears of the Material Plane. No two boogeymen are alike, but all are singularly powerful no matter what their form. All boogeymen share two qualities; their Legend that formed them, and the Rhyme that binds them. The Legend is the specifics of their manifestation, based on the expectations of their prey. The Rhyme is the knowledge of how to protect yourself against them, knowledge of which is spread magically through their hunting grounds through ancient Fey magic.

Harvest Hunter. The potato sack man hunts rural farm communities for 28 days around harvest time. From dusk until dawn, his scouts, the wee wicked potato men, search communities for children between the ages of five and twelve who fail to follow the rules set out in the Rhyme; they must be in bed by 8, they must never investigate the rattling of chains in the street, and they must place a potato carved in their likeness for the potato sack man to take in their stead. Failure to follow these rules allows the potato sack man to place you in his sack and drag you off to his farm, place you in the root cellar, and grind you into fertilizer for his fields.

Creative Killer. The Potato Sack Man's territory isn't limited by geography. His demiplane intersects with many similar communities across the Material Plane, and his wee wicked potato men scout them all. Few creatures in his territory are powerful enough to threaten him, and those that do, find themselves on the wrong side of a sizeable crop of wee wicked potato men and subject to their sadistic whims. The ensuing violent, creative, and spectacularly gory death serves to set an example for potential interlopers for years to come.

If truly threatened, he will simply escape to his demiplane and avoid the fight altogether. He has no desire for conflict other than the details in his Legend and Rhyme.

A POTATO SACK MAN'S LAIR

The Potato Sack Man's lair is a demiplane straddling the Material Plane and the Feywild. It touches multiple places in the Material Plane, allowing it to exert its influence over multiple communities. While it benefits the communities that it borders, the dangers it presents to its youth is often not worth the benefits of its connection to the community.

His demesne resembles a twisted farm with a potato field, a warped and decrepit two story farmhouse, and a barn where he stores his harvest and still. He keeps his captives in the cellar for 24 hours until he harvests their bones for fertilizer.

LAIR ACTIONS

When fighting in his lair, potato sack man can invoke the ambient magic to take lair actions. On initiative count 20 (losing initiative ties), potato sack man takes a lair action for one of the following effects:

- A **skeleton** child armed with a razor sharp farm implement and wrapped in strong roots rises from the ground and attacks the nearest player character.
- Roots stretch from the ground and attempt to grapple one target within the lair. The target must make a DC 13 Dexterity saving throw. On a failed save, the target is restrained, but can use an action on subsequent turns to reattempt the saving throw to free itself.

REGIONAL EFFECTS

The region bordering the potato sack man's demiplane is warped by its magic, creating the following effects:

- All fields within 10 miles of the domain have a bountiful harvest, with a bumper crop each harvest season.
- Nights are exceptionally dark, with light sources being doused to a minimum of 10 feet of illumination.
- Alcohol is incredibly potent within 10 miles of the lair, inflicting the poisoned condition on those who imbibe it.

If the potato sack man dies, all effects fade within 1d8 days.

POTATO SACK MAN

Medium fey, lawful evil

Armor Class 14 (natural armor)

Hit Points 82 (11d8 + 33)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	16 (+3)	17 (+3)	14 (+2)	12 (+1)

Skills Intimidation +3, Perception +4, Stealth +4

Saving Throws Dex +2

Senses darkvision 60 ft. passive Perception 14

Languages Common, Sylvan

Challenge 4 (1,100 XP)

Legendary Resistance (2/Day). If the potato sack man fails a saving throw, it can choose to succeed instead.

Wee Wicked Potato Men (Recharge 6). The potato sack man may pull 1d3 Wee Wicked Potato Men from his sack to replace those who have fallen in battle. He may only have 3 Wee Wicked Potato Men active at once.

Get In The Sack. As a bonus action, The potato sack man may attempt to place any creature he has grappled in his sack. The potato sack man makes one melee attack (+4 to hit) against a target it is grappling. If the attack hits, the target is placed in the sack, and the grapple ends. Targets in the sack are blinded and restrained, have total cover against attacks and other effects outside the sack, and it takes 5 (2d4) cold damage at the start of each of its turns. There is no limit to the number of creatures that may be placed in the sack.

The potato sack man's sack has a total of 15 hit points. If a creature deals 15 piercing or slashing damage to the sack in one turn any creatures in the sack are spilled into a space adjacent to The potato sack man. The sack regenerates 5 points of hit points a round.

Innate Spellcasting. The the potato sack man can innately cast the following spells, requiring no material components:

At will: *misty step*

1/day: *plane shift* (home demiplane only, self only)

ACTIONS

Spiked Chain. When taking the Attack action with his spiked chain, the potato sack man may choose to apply one of the following *Melee Weapon Attacks*:

1. **Entangle.** *Melee Weapon Attack:* +4 to hit, reach 10 ft., *Hit:* 7 (2d4+2) piercing damage plus 4 (2d4) cold damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the potato sack man cannot entangle another target.
2. **Trip.** *Melee Weapon Attack:* +4 to hit, reach 10 ft., *Hit:* 7 (2d4+2) piercing damage plus 5 (2d4) cold damage, and the target must make a DC 13 Dexterity saving throw or be knocked prone. If the target is prone, the potato sack man may make one additional spike chain attack against it as a bonus action.

Shine (Recharge 5-6). The potato sack man takes a swig from his jug and regains 13 (2d8+4) hitpoints.

LEGENDARY ACTIONS

The potato sack man can take 2 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The potato sack man regains spent legendary actions at the start of its turn.

Starchy Goodness. The potato sack man commands all wee wicked potato men that he can see to move their speed and attack an enemy creature.

Spiked Chain. The potato sack man makes an attack with his spiked chain.

Reposition. The potato sack man casts *misty step*.

Shine (2 Actions). The potato sack man can recharge and use his shine action.

POTATO SACK MAN ORIGINS

The Potato Sack Man and his minions, The Wee Wicked Potato Men, will be featured in the first issue of an upcoming supplement series called '10x10 Stone Corridor' by Luke Monroe, which will feature a small collection of new Forgotten Realms lore, magic items, spells, monsters, and encounters.



POTATO SACK MAN

WEE WICKED POTATO MAN

Wee Wicked Potato Men are sentient anthropomorphic potatoes grown in the garden of the potato sack man. They serve as his spies, hench-potatoes, and agents of terror.

Evil Anti-Fey. Born of powerful Unseelie nature magic, they live to serve their master, but only to the exact letter of his orders. These terrible tubers are well and truly evil, and will attempt to cause as much death, chaos, and destruction as possible without technically breaking their orders from the potato sack man. As they are not Fey, they are not bound by the Fey magic that binds their master to strict rules governing their behavior. While they must obey the letter of their orders, they gleefully misinterpret them as much as possible to cause as much collateral damage as their little potato bodies are capable of, which is far more than one would expect.

Stealthy Ambushers. They are incredibly stealthy and quick, making their preferred method of attack group ambushes. They are able to hamstring and take down targets much larger than themselves, ganging up on downed opponents to hack away at their crippled foe.

Arcane Origin. Their is a spell that creates wee wicked potato men, capable of being learned by those who gain access to the formula (it's kept in the potato sack man's dreaded root cellar) and willing to gather and use the gruesome material components. If the spell is successfully cast despite the difficulties, one should still remember that wee wicked potato men are bound to serve only the potato sack man, so you should not be surprised when you are murdered by hundreds of tiny evil potatoes.

WEE WICKED POTATO MAN

Tiny plant, chaotic evil

Armor Class 12

Hit Points 10 (3d4 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	12 (+1)	14 (+2)	10 (+0)	13 (+1)

Skills Perception +4, Stealth +4

Senses tremorsense 15 ft., darkvision 60 ft. passive Perception 14

Languages Common, Sylvan

Challenge 1/2 (100 XP)

Ambusher. Wee wicked potato Men gain advantage on stealth checks, and may take the Hide action as a bonus action.

Sneak Attack (1/Turn). The wee wicked potato man deals an extra 3 (1d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the wee wicked potato man that isn't incapacitated and the wee wicked potato man doesn't have disadvantage on the attack roll.

ACTIONS

Hamstring. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4+2) slashing damage. On a successful hit, the target must make a successful DC 13 Constitution save or fall prone.

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

REACTIONS

My Body for the Master. As a reaction to the potato sack man being attacked, a wee wicked potato man may move up to its speed and interpose itself between the potato sack man and the incoming attack, providing a +3 bonus to the potato sack man's AC against the triggering attack. The wee wicked potato man is destroyed in the process.

Dirty Tactics. As a reaction to an enemy creature falling prone within its movement range, a wee wicked potato man may immediately move up to its speed and Harvest the prone creature.



PULPER ORIGINS

The Pulper monster was crafted by Janek Sielicki and makes its debut here in this publication.

PULPER

Pulpers, also known as Mashers, are small and malicious beings that delight in tormenting sleeping humanoids. They look like small, fat children wearing red hats, who always carry a wealth of coin on their persons (at least 50gp).

Midnight Feeders. Pulpers have to feed on the blood of humanoids to remain alive. To do so, they creep into a person's home, locate their sleeping forms and prepare to feed. The creature is famous for its unnatural weight. If a pulper, in its standard form, climbed up onto its humanoid prey whilst feasting, it would likely crush the victim to death. To reduce its weight, it opens its own stomach, dumps its entrails onto the floor beside the bed, and proceeds to climb onto its prey. To ensure the victim's screams go unnoticed, the pulper uses one big heavy hand to cover the humanoid's mouth, and mashes their body while biting and drinking blood. Usually, the unfortunate victim quickly falls unconscious due to suffocation and pain.

PULPER

Small Undead, chaotic evil

Armor Class 11 (natural)

Hit points 39 (6d8+12)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	15 (+2)	12 (+1)	13 (+1)	10 (+0)

Skills Stealth +2, Athletics +5, Persuasion +2

Senses darkvision 60 ft.

Languages Common, Local

Challenge 1/2 (100 XP)

Vice Grip. The pulper has advantage on checks made to grapple a creature.

ACTIONS

Multiattack. The pulper makes two melee attacks with its mitts. If the target is grappled, the pulper uses the bite attack instead.

Mitts. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4+3) bludgeoning damage and the target is grappled (escape DC 13).

Bite. *Melee Weapon Attack:* +5 to hit, reach 0 ft., one grappled target. *Hit:* 10 (2d6+3) necrotic damage.

Entrail Wrap. As an action, the pulper can remove its entrails and use them to bind one Medium or smaller creature. The pulper makes a Strength (Athletics) check with advantage contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check. If the pulper wins, the target is grappled and restrained. The pulper can restrain only one target this way and can move only up to 15ft. away from the target while it is restrained, but otherwise it can act freely.

Generous Tippers. After the monster is sated, it rolls down from its victim's bed and lands with a heavy thump (which may be heard from adjacent rooms). The pulper then stuffs its entrails back into its torso and leaves a single gold coin beneath the victim's pillow before sneaking away. If it liked the taste of the blood, and the victim is still accessible, it returns the following night.

Infant Disguise. Pulpers move slowly but quietly. If spotted, they pretend to be a lost child, looking for their parents: "I'll wait here while you look for them, okay?" If forced to fight, a pulper will try to escape, or utilize its strength and weight to knock an adversary down.

RAINBRINGER

Rainbringers are fey creatures that inhabit storm clouds, especially those carrying hail. Folktales depict them as tall, dark-skinned humanoids wearing long white robes and conical hats, which they use to make holes in the clouds to bring rain or snow. Other legends describe how they use ropes to drag clouds across the sky, or use rainbows to pump water or ice from lakes and rivers into the sky. Ice and water are transported in huge barrels and it is their rumbling you hear when the storm approaches.

Airborne Strikes. Encountered only during the heaviest storms and always in groups, they fling hail at people caught outdoors and try to kidnap physically attractive humans. No-one knows what they need them for, but legends say about castles hidden in the clouds, guarded by dragons and other strange creatures, where rainbringers pay court to even more powerful beings. Wise peasants know that these monsters hate the sound of church bells and ring them when they see a storm approaching.



RAINBRINGER ORIGINS

The Rainbringers were crafted by Janek Sielicki and make their debut here in this publication.

RAINBRINGER

Medium fey, lawful evil

Armor Class 13

Hit Points 40 (9d8)

Speed 30 ft., fly 60 ft.

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

Saving Throws Dex +6, Con +3

Skills Perception +4

Damage Immunities lightning, cold

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Senses darkvision 120 ft., passive Perception 14

Languages Common, Elvish, Sylvan, Primal

Challenge 6 (2,300 XP) (encounter level usually much higher since they appear in groups!)

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

Spellcasting. The rainbringer is a 9th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). The rainbringer can cast the following spells:

At will: *chill touch*, *ray of frost*, *shocking grasp*, *mage hand*
 2/day each: *expeditious retreat*, *Thunderwave*, *Mage Armor*, *shield*
 4/day: *Blur*, *Gust of Wind*, *Shatter*, *Lightning Bolt*, *Sleet Storm*, *Ice Storm*
 1/day: *cone of cold*

ACTIONS

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.
Hit: 2 (1d4+2) bludgeoning damage.

RAMATHEP

A ramatheap is a legendary creature which lurks beneath the waters of an oasis where it spoils the water with its secreted poisons. It lures weary travelers to its lair using its telepathic powers. The ramatheap will send a vision of fresh water from afar which is often falsely described as a fata morgana. The parched traveler will quickly partake of the poisoned water which will incapacitate or kill them within seconds. The ramatheap loves rotten flesh, so it waits several days before claiming its victim. The corpse also attracts other scavengers the ramatheap can consume. However, before other travelers draw near, it quickly devours left over corpses to prevent detection. Experienced denizens of the desert always send an expendable animal first to test the water for any traces of poison. However, this might not guard them against the ramatheap's attack. Lengthy tentacles grab the uncautious and slowly draw them into the deep, where the ramatheap longs for their flesh.

Dwellers of the Deep. Ramatheps originate from large underground caverns which are located within extensive aquifers. An adult ramatheap lays several eggs from which tiny, tadpole-like creatures spawn. Most of them remain in the deep and remain there their whole life. However, some make their way to the surface through cracks and tunnels. Once they reach a rich feeding ground, they quickly grow to an immense size, trapping them on the surface with only their hunting prowess and luck to survive. It is not unheard of that a ramatheap is encountered in the Underdark. They are highly sought after for their valuable poison glands.

Devious & Deadly. Some scholars argue that the ramatheap must share an origin with the aboleth. Both species exhibit an aptitude for telepathy, although these powers are more pronounced in the aboleth. The ramatheap makes up for this with a deadly variety of poisons. Several tentacles protrude from the body of the beast. It has thin, spine-covered tentacles up to 60 feet in length. The

RAMATHEP

Large aberration, neutral evil

Armor Class 15 (natural armor)

Hit Points 135 (10d10 + 80)

Speed 5 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	14 (+2)	10 (0)	20 (+5)	10 (0)

Saving Throws Str +6, Wis +7

Skills Perception +9

Condition Immunities poisoned

Damage Immunities poison

Senses darkvision 120 ft., passive Perception 20

Languages telepathy 20 miles

Challenge 8 (3,900 XP)

ACTIONS

Multiattack. The ramatheap makes three attacks.

Thin Tentacle. *Melee Weapon Attack:* +7 to hit, reach 60ft., one creature. *Hit:* 8 (1d8 + 4) poison damage. If the target is Medium or smaller, it is grappled (escape DC 15) and restrained until the grapple ends. Using its bonus action, the ramatheap can pull a grappled creature 10 ft. closer. The ramatheap has 6 (1d4+4) thin tentacles and can grapple up to that many creatures.

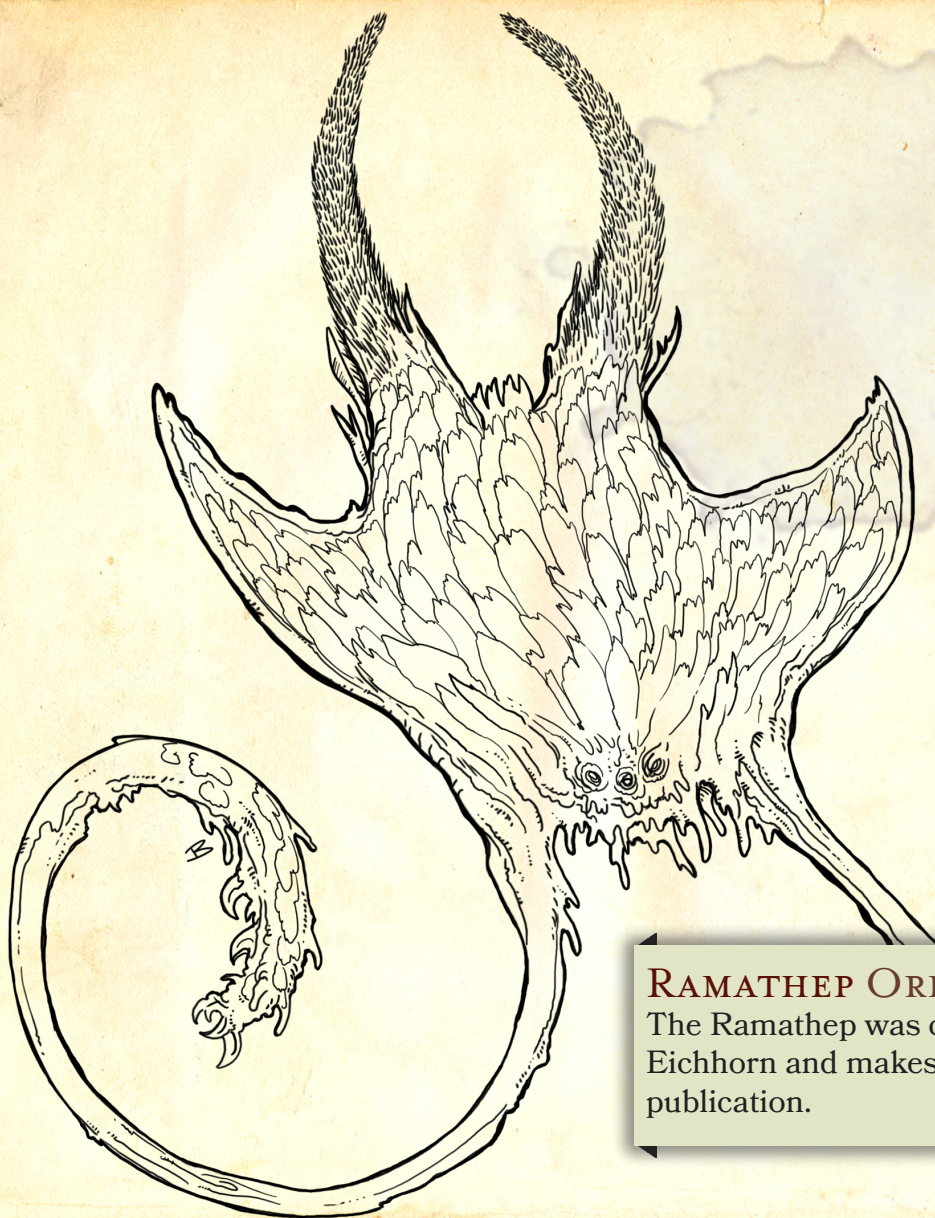
Thick Tentacle. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d8 + 2) bludgeoning damage.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

Poison (Recharge 4-6). The ramatheap can inject a creature it has grappled with a deadly mix of several poisons. The target must make a DC 15 Constitution saving throw. It takes 45 (10d6 + 10) poison damage on a failed save, and half as much on a successful one.

ramatheap uses these to poison and capture its prey. Its other tentacles are sturdy and thick, and up to 10 feet long. These are used by the ramatheap to propel itself underwater and for limited forays onto the surface. A ramatheap can traverse above water for a limited amount of time but cannot breathe the air. Some tentacles always have to remain in the water to ensure a small supply of oxygen. The body of a ramatheap is covered in scales which are as hard as any plate armor. However, they are made from a transparent material and in bright light, one can see the innards of the creature.

Treasures & Hoards of Gold. Ramatheps are picky eaters and usually do not swallow their prey whole. They will strip their victims of any clothing and objects and hide them at the bottom of their oasis. An old ramatheap will have acquired a large stash of valuable items which are located somewhere deep beneath the surface of the poisoned waters. Some ramatheps arrange their treasures into small shrines, but it is not known if this serves any purpose other than beautification of their lair.



RAMATHEP ORIGINS

The Ramatheap was created by Christian Eichhorn and makes its debut here in this publication.

RELENTLESS CONSTRUCTS

Relentless constructs are a variety of golem built for warfare. Within the powerful body of a relentless is a heartstone that powers it with elemental magic known as an elemental core. Should a relentless construct fall in battle it will shatter itself, propelling shards into the world be aggressors only to pull those parts back and reconstruct its original form.

Shock Troops. Powerful mages use these constructs as they would any other golem; to protect an inner sanctum, safeguard a powerful relic or a similar task. Unlike their stoic golem brethren, a relentless construct is flexible enough to be used as a wizard's retrieval team. Relentless constructs can be given a singular task which they do to the best of their ability. Their heartstone would, in other golems, be called a control amulet and by placing it within the construct itself, the wizards bestow decision making power upon them as to the best way to complete their task. Beyond the basic construction, many mages choose to enchant relentless constructs with spells to aid them with their tasks.

Death by Design. The process of creating a heartstone is long and arduous. The best method is cultivating a stone, feeding it arcane energy and reagents to facilitate growth, then culling the larger stone into a smaller one. The original relentless construct frames were made to house bulky heartstones and the torso of these constructs were found to be quite fragile. In practice, however, mages would find the volatile elemental bond would result in explosions that would catch anyone seeking to harm their constructs before forming again. Some go so far as to leave the inner workings exposed in glass casing for a more obvious deterrent. Others choose heavier models to offer the possibility of more shrapnel.

RELENTLESS CONSTRUCT ORIGINS

The relentless constructs were invented by Joseph Avery, and make their debut here in this publication.

Made to Order. A relentless construct doesn't require air, food, drink, or sleep. They may be made with any materials constructs are made of, including iron, clay, and wood. Some necromancers have even elected to bond souls to a heart stone and a former person as it's frame. Due to the frail nature of the frame and excessive wear and tear, most of these types of constructs do not last more than a decade.

Relentless Colossus. Some wizards have completely perfected the art of creating these golem like constructs and have forged frames large enough to rival giants. These constructs, called Colossuses, are terrifying siege weapons capable of levelling city walls with a single swing of their mighty greatswords.

ELEMENTAL CORE

Tiny construct, unaligned

Armor Class 13

Hit Points 1 (1d4-1)

Speed 0 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	16 (+3)	2 (-4)	8 (-1)	10 (+0)	10 (+0)

Damage Vulnerabilities thunder

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, paralyzed, petrified, poisoned, prone, unconscious

Senses passive Perception 10

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

Challenge 0 (10 XP)

Reform. At the end of turn the core regains humanoid shape and gains 10 hp.

ACTIONS

Shock. Melee Spell Attack: +3 to hit, reach 5 ft., one target.
Hit: 1 lightning damage.

RELENTLESS SQUIRE

Small construct, unaligned

Armor Class 15 (natural armor)

Hit Points 21 (6d6)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	10 (+0)	8 (-1)	10 (+0)	10 (+0)

Skills Perception +2

Damage Vulnerabilities thunder

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 120 ft., passive Perception 12

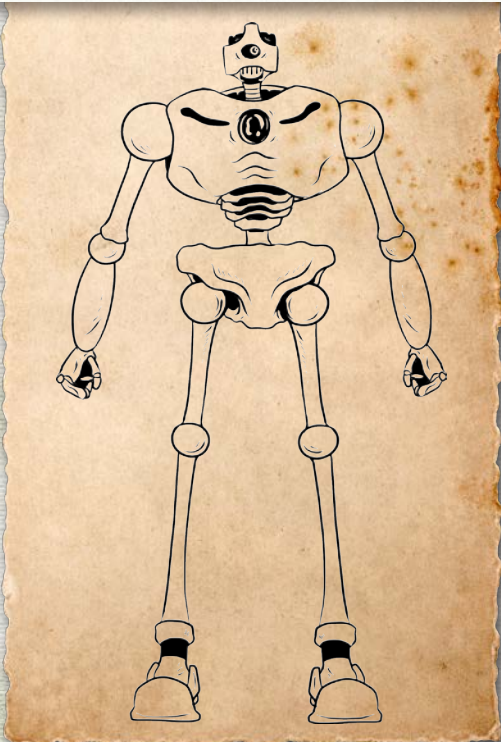
Languages understands the languages of its creator but can't speak

Challenge 1 (200 XP)

Death Burst. When the Relentless Squire's hp reaches 0, it explodes in a 5ft. radius. Each creature within the area must make a DC 13 Dexterity saving throw, taking 10 (3d6) fire damage and 3 (1d6) bludgeoning damage on a failed save, or half as much on a successful one. In its place is a 20ft. radius dust cloud centered on its former location. The dust cloud heavily obscures everything within it. The elemental core can immediately move anywhere within this cloud and make take the Hide action.

ACTIONS

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



RELENTLESS COLOSSUS

Hugeconstruct, unaligned

Armor Class 19 (natural armor)

Hit Points 238 (28d6 + 56)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	21 (+5)	9 (-1)	11 (+0)	10 (+0)

Damage Vulnerabilities thunder

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 120 ft., passive Perception 10

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

Challenge 13 (10,000 XP)

Death Burst. When the Relentless Colossus' hp reaches 0, it explodes in a 40ft. radius. Each creature within the area must make a DC 17 Dexterity saving throw, taking 42 (12d6) fire damage and 14 (4d6) bludgeoning damage on a failed save, or half as much on a successful one. In its place is a 50ft. radius dust cloud centered on its former location. The dust cloud heavily obscures everything within it. The elemental core can immediately move anywhere within this cloud and make take the Hide action.

ACTIONS

Multiattack. Relentless Colossus can make two greatsword attacks.

Greatsword. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. **Hit:** 21 (5d6 + 4) slashing damage.

SCARECROW

CROW MASTER

The Scarecrow - Crow Master is a twisted, evil creation. The construct is a scarecrow twisted by dark magic and imbued with hate and darkness.

Ritual Summoning. When a scarecrow is created, adding a sacrifice of crow's blood to the ritual pulls the souls of any nearby crows toward the newly created construct and imbues the creature with the ability to command evil twisted crow spirits. The crows' spirits become tied to the scarecrow and are thereby enslaved to the will of the crow master; it uses them as weapons and armor.

Dark Minions. There are always at least five dark crows perched on the crow master, and when one is used to attack, they caw, take flight and dive at the target. After hitting they burst into a dark mist and re-coalesce instantly back on the crow master; the same happens when used to block attacks. The scarecrow, crow master has a fly speed because it can be lifted by the crow spirits and carried, their dark spirits acting in perfect unison with their foul master.

Horrid Construction. The black magic used in the creation of an animated scarecrow twists the playful and harmless features of these beloved figures into dark and twisted visions from nightmares. The crow master is eviler and more twisted; not only is there the evil soul trapped in the scarecrow but also the trapped souls of crows. The dark fires in the sackcloth face burn with hate and madness, the hanging clothes hide a core of bloodstained wheat and dark black feathers. The hands have become wicked claws similar to crow's feet.

THE SCARECROW - CROW MASTER

Medium construct, chaotic evil

Armor Class 12

Hit Points 45 (10d8)

Speed 30ft., fly 30ft.

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

Damage Immunities poison

Damage Resistances bludgeoning, piercing and slashing damage from nonmagical weapons

Damage Vulnerabilities fire

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

Senses darkvision 60ft., passive Perception 10

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

Challenge 2 (450 XP)

False Appearance. While the scarecrow crow master remains motionless, it is indistinguishable from an ordinary, inanimate scarecrow.

ACTIONS

Multiattack. The scarecrow crow master makes 2 claw attacks or 1 claw attack and 1 crow servant attack.

Claw. *Melee Weapon Attack:* +3 to hit, reach 5ft., one target. *Hit:* 6 (2d4+1) slashing damage. If the target is a creature, it must succeed on a DC 12 Wisdom saving throw or be frightened until the end of the scarecrow crow master's next turn.

Crow Servant. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5ft., or range 60ft., one target. *Hit:* 9 (2d6+2) piercing damage.

Terrifying Glare. The scarecrow crow master targets one creature it can see within 30ft of it. If the target can see the scarecrow crow master, the target must succeed on a DC 12 Wisdom saving throw or be magically frightened until the end of the scarecrow crow master's next turn. The frightened target is paralyzed.

REACTIONS

Interpose Servant (Recharge 5-6). When hit by an attack that targets only the scarecrow crow master, the scarecrow crow master can call upon a crow servant to interpose itself in front of the attack negating all damage to the scarecrow crow master.

SCARECROW - CROW MASTER

ORIGINS

The Scarecrow - Crow Master was created by James Baxter and makes its debut here in this publication.



SHADOKAR

Shadokar are large undead monsters created by powerful necromancers. The evil spellcasters created them solely to kill. They appear as a floating black mist with half a dozen wispy tentacles. A surprising strength is contained in these tentacles. Shadokar can't fly, though they move along the ground. They act independently and inhabit places where many people have died, usually ruins or other deserted areas. There are stories of a mysterious mist appearing suddenly and killing multiple people. These tales are so extraordinary, most folks believe that they aren't real.

Lethal Killers. Shadokars have powerful darkvision and use this ability to their advantage. These monsters are also quite adept at concealing themselves in the dark. Hiding in the dark, they move silently and then usually strike without warning. Their writhing tentacles are filled with necrotic energy which is transferred to their victims when they strike.

Undead Nature. A shadokar doesn't require air, food, drink, or sleep. They are repulsed by sunlight or radiant energy and stay hidden in the darkest of places.



SHADOKAR ORIGINS

First seen in the Platinum best-selling supplement, '*Dungeon Master's Handbook II*' by creator supreme, Cawood Publishing.

SHADOKAR

Huge undead, chaotic evil

Armor Class 16

Hit Points 113 (19d12)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	13 (+1)	6 (-2)	10 (+0)	8 (-1)

Damage Vulnerabilities radiant

Damage Resistances acid, cold, fire, lightning, thunder, bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities necrotic, poison

Condition Immunities exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 120 ft., passive Perception 10

Languages -

Challenge 9 (5,000 XP)

Amorphous. The shadokar can move through a space as narrow as one inch wide without squeezing.

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

Sunlight Weakness. While in sunlight, the shadokar has disadvantage on attack rolls, ability checks, and saving throws.

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

ACTIONS

Multiattack. The shadokar makes six melee attacks with its tentacles.

Tentacle. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) necrotic damage.

SHADOW SNAKE

One of the deadliest serpents known to mankind, a shadow snake is an invisible and highly poisonous serpent of terrifying proportions.

Venomous and Giant. Normally, venomous snakes have no need to grow so large, and in fact, avoid doing so to prevent detection. Unfortunately, shadow snakes can turn invisible, allowing them to easily catch huge prey like tapir, boar or humans and digest them over days. Because of their incredible appetite, they grow to immense sizes but retain their potent venom.

Fiercely Territorial. Unlike other serpents, shadow snakes claim vast tracts of land as their hunting grounds. They are capable of secreting a thick, dye-like substance that can only be seen under UV light, marking the boundaries of their domain to other shadow snakes. If another creature, beast or otherwise, hunt in this area, the shadow snake will seek them out, leaping from shadow to shadow and striking at them. These dark serpents prefer the kill their prey than let them escape.

Born of the Feywild. Due to their similarity to displacer beasts, zoologists and wizards have purported that shadow snakes come originally from the Feywild. Although there have been no discoveries as yet of this species in that realm, their abilities seem closely linked to its darker side.

SHADOW SNAKE ORIGINS

The Shadow Snake first appeared in the slithering adventure, 'Serpent Isle' by JVC Parry.

Slipping from shadow to shadow, this snake surprised our mighty heroes in this amazing adventure.

SHADOW SNAKE

Large monstrosity, lawful evil

Armor Class 12

Hit Points 60 (8d12 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14(+2)	19(+4)	12(+1)	6(-2)	12(+1)	8(-1)

Skills Stealth +4, Perception +3

Senses darkvision 60ft., passive Perception 14

Languages -

Challenge 2 (450 XP)

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

ACTIONS

Multiattack. The shadow snake makes two attacks with its bite.

Bite. *Melee Weapon Attack:* +6 to hit, reach 10ft., one target. *Hit:* 6 (1d4 + 4) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Shadowstrike (Recharge 4-6). The shadow snake magically teleports up to 40 feet to an unoccupied space it can see. Before or after teleporting, the shadow snake can make one bite attack.

Invisibility (1/Day). The shadow snake magically turns invisible until it attacks, or until its concentration ends (as if concentrating on a spell).



SHAITAN

Also known as sand or desert hags, shaitan make their lairs in the unforgiving, sandblasted wastelands of the world. These evil fey typically find homes in caves, but occasionally travel like nomads, taking shelter in goat-skin yurts.

Harbinger of Disease. Nothing delights a shaitan more than offering desperately needed fresh water to a dehydrated traveler that is secretly riddled with disease. These dark fey have the ability to create and manipulate viruses and plagues as they see fit, often tricking individuals into bringing the diseases upon themselves. They themselves are immune to all forms of disease, and delight in cultivating hideous blights with their claws.

Often, a 'desert hag' is capable of infecting a creature before they even realize what they're up against. In these situations, the shaitan will force the creature to bargain with her for a cure.

Bestial Appearances. All shaitan are hideous to behold, having elongated faces not dissimilar to a goat, thick hair sprouting from their skin, clawed fingers and hooves. Although a shaitan can create an illusory cover for most of this horror, they are never able to conceal their cloven feet. Because of this, 'sand hags' normally wear long, ragged dresses in an attempt to conceal the feature that would give them away.

Sand Spirits. Although shaitan lack the iron-hard skin of their sisters, they have an uncanny link to the earth upon which they walk. When a foe of the hag swings to strike her, she can magically transform into a pile of sand, cascading to the ground. Before they can reposition themselves, the shaitan will reform mere feet away, ready to sink her claws into them.

Covens. A shaitan that is part of a coven (see the 'Hag Covens' sidebar in the *Monster Manual*) has a challenge rating of 6 (2,300 XP).

A SHAITAN'S LAIR

Shaitan make the most use of terrain as they can. These foul creatures make their lairs in the labyrinths of rock formations which can be toppled onto intruders, or in areas peppered with quicksand where they can lure creatures into. They also prefer areas which suffer from extreme heat and sandstorms.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the hag can take a lair action to cause one of the following effects, but can't use the same effect two rounds in a row.

- **Ethereal Passage.** Until initiative count 20 on the next round, the hag can pass through solid walls, doors, ceilings, and floors as if the surfaces weren't there.
- **Door Control.** The hag targets any number of doors and windows that she can see, causing each one to either open or close as she wishes. Closed doors can be magically locked (requiring a successful DC 20 Strength check to force open) until she chooses to make them unlocked, or until she uses this lair action again to open them.
- **Sandstorm.** The hag creates a sandstorm in a 40-foot high, 20-foot radius cylinder centered on a point she can see within 120 feet of her location. The effect lasts until initiative count 20 on the next round. The sandstorm lightly obscures every creature and object in the area for the duration. A creature that enters the sandstorm for the first time on a turn or starts its turn within the sandstorm is blinded until initiative count 20 on the next round.

SHAITAN ORIGINS

The Shaitan was developed by Tim Bannock for the heavily anticipated hag supplement, *'The Hag's Hexes'*.



SHAITAN

SHAITAN

Medium fey, chaotic evil

Armor Class 15 (natural armor)

Hit Points 90 (12d8 + 36)

Speed 30ft.

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

Skills Arcana +3, Deception +5, Perception +4

Damage Resistances fire

Condition Immunities exhaustion

Senses darkvision 60ft., passive Perception 14

Languages Common, Sylvan, Terran

Challenge 4 (1,100 XP)

Disease Immunity. The shaitan cannot contract diseases, magically or otherwise.

Innate Spellcasting. The shaitan's innate spellcasting ability is Charisma (spell save DC 13). She can innately cast the following spells, requiring no material components:

3/day: *charm person*, *lesser restoration*

1/day: *contagion*

Stench. Any creature that starts its turn within 10 feet of the shaitan must succeed on a DC 13 Constitution saving throw

or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the shaitan's stench for 24 hours.

ACTIONS

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 15 (3d8 + 2) slashing damage. If the target is a creature, it must succeed on a DC 13 Constitution saving throw or contract a disease. At the end of each of its turns, the creature must repeat the saving throw, increasing its exhaustion level by 1 on a failure. This lasts until the disease is cured.

Illusory Appearance. The shaitan covers herself and anything she is wearing or carrying with a magical illusion that makes her look like another creature of her general size and humanoid shape. The illusion ends if the hag takes a bonus action to end it or if she dies.

The changes wrought by this effect fail to hold up to physical inspection. For example, the shaitan could appear to have no claws, but someone touching her hand might feel the claws. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 20 Intelligence (Investigation) check to discern that the shaitan is disguised.

REACTIONS

Sandy Step. When a creature misses the shaitan with a melee weapon attack, the shaitan can transform into a pile of sand and move up to 5 feet in any direction. This movement does not provoke opportunity attacks.

SONG OF THE SEA

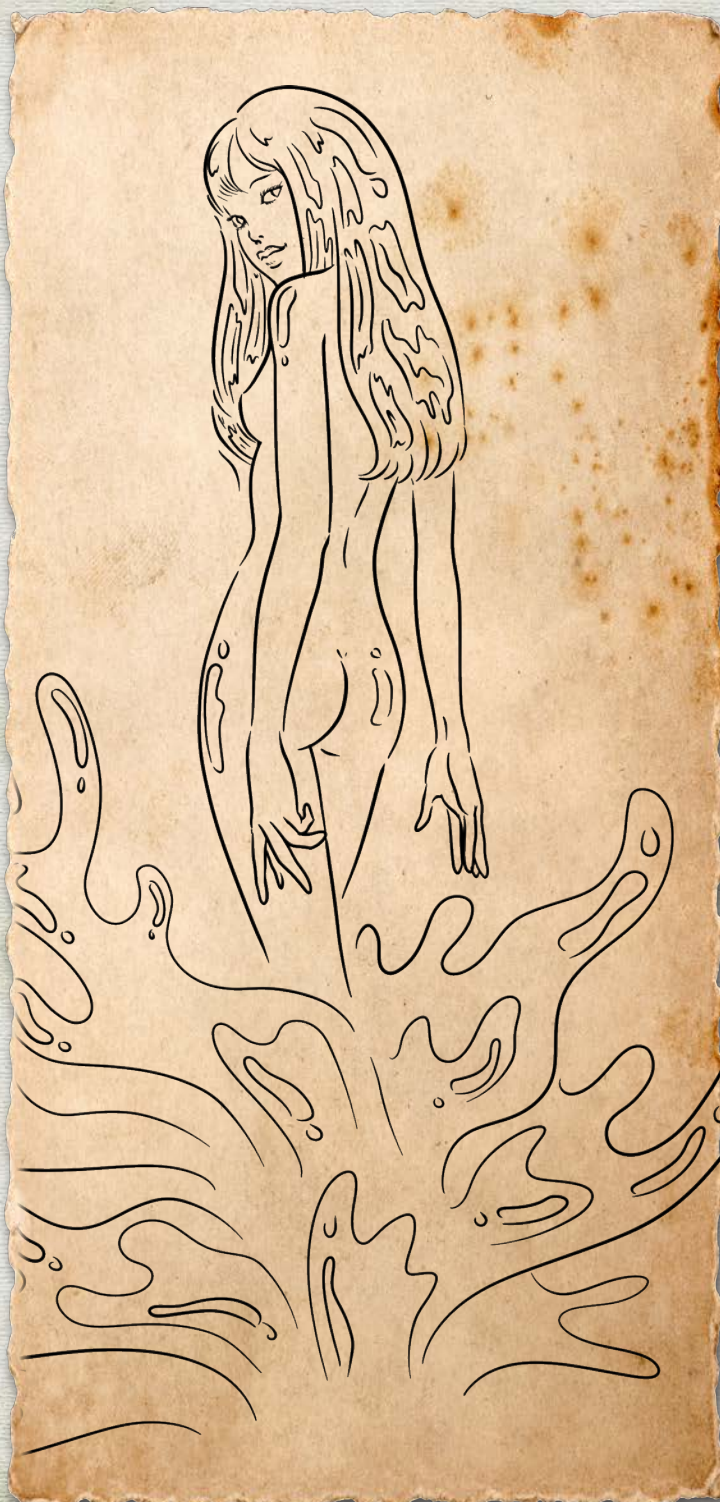
Just about every culture and society has myths, legends and stories tied to it. Tales of abandoned galleons and of coastal fishing villages deserted. Tales of sailors who have lost their minds and of the seductive faces in the sea mist that rolls in at dusk and dawn. Engulfing ships and crawling up the narrow passageways between tightly packed fisherman's cottages. Of the sweet voices heard calling your name before doom gathers you in its bitter embrace.

Mystery Killers. The song of the sea is a gargantuan elemental entity that drifts above the water, capable of surrounding entire ships and smothering small villages. Seafarers that have survived encounters with the song of the sea report seeing the faces of beautiful sirens singing and beckoning them to join them. The victims are dispatched entirely leaving no trace of what happened to them. However, buildings, belongings, furniture or any other inanimate object remains wholly enact and untouched, providing a mystery to whomever later discovers the scene.

Illusory Temptors. The song of the sea can manifest itself wherever any large body of water is found. Although the sea is its usual home, they have been encountered on large lakes, frozen lochs and even the perpetually damp woods of the northern forests. They are best described as "a dense fog" that affects line of sight and dulls the senses. The fog is filled with the ghostly figures and faces of whatever is most alluring to the victim. A sailor may see beautiful mermen or mermaids longing to embrace them, a dwarf may see his ancestors lounging on a gemstone hoard, a sorceress may see her dark desires begging her to join them, and so on. They appear mostly at dusk or dawn, favoring low light and dissipate shortly after devouring their prey.

SONG OF THE SEA ORIGINS

The Song of the Sea was created by Olly Gibson and makes its debut here in this publication.



SONG OF THE SEA

Gargantuan Elemental, chaotic neutral

Armor Class 16 (natural armor)

Hit Points 178 (17d10 + 85)

Speed fly 60ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	18 (+4)	15 (+2)	13 (+1)	15 (+2)

Saving Throws Cha +6, Int +5

Damage Immunities cold

Condition Immunities poison

Senses darkvision 60ft, passive Perception 13

Languages telepathy

Challenge 11 (7,200 XP)

Magic Resistance. The song of the sea has advantage on saving throws against spells or other magical effects.

Fog Drift. The song of the sea can pass unhindered over any terrain and pass through the smallest gap to gain access to locked rooms.

Dulled Senses. Creatures within the space of the song of the sea have sight restricted to 20ft (magical darkness) and cannot hear anything outside the area of the mist.

Enchanted Touch. The song of the seas melee and ranged attacks are magical and deal an extra 13 (3d8) cold damage on a hit (included in the attacks).

Mysterious Death. Any creature that is killed by the song of the sea vanishes leaving no trace as to what fate befell it. Creatures who fall unconscious, but later survive, will be haunted by nightmares of the encounter for 1d4 years.

ACTIONS

Multiattack. The song of the sea makes three attacks.

Love's Embrace. *Melee Attack:* +7 to hit, reach 5ft, one target. *Hit:* 10 (1d10+5) necrotic damage plus 13 (3d8) cold damage.

Love's Kiss. *Ranged Attack:* +7 to hit, range 80/200ft, one target. *Hit:* 11 (1d10+6) necrotic damage plus 13 (3d8) cold damage.

Mist Form. The song of the sea transforms into a hallucinogenic mist or reverts to the figures of ghostly seduction. While in mist form, the song of the sea is incapacitated and cant speak. It has a flying speed of 60ft and can hover. It has advantage on Strength, Dexterity and Charisma saving throws and is immune to nonmagical damage. In addition, the song of the sea can enter a creature's space and stop there. Each time that creature starts its turn with the song of the sea in it's space, the creature must succeed on a DC14 Charisma saving throw or be charmed until the start of its next turn. While charmed in this way, the target is incapacitated.

Change Shape. The song of the sea takes the form of whatever the target victim is likely to find alluring. The target must make a DC 14 Wisdom saving throw or become charmed.

REACTIONS

Unnerving Mask. When a creature starts its turn within 30ft of the song of the sea, the song of the sea can create an illusion that it looks like one of the creatures departed loved ones or bitter enemies. If the creature can see the song of the sea, it must succeed on a DC 14 Wisdom saving throw or be frightened until the end of its turn.

SOUL HOMUNCULUS

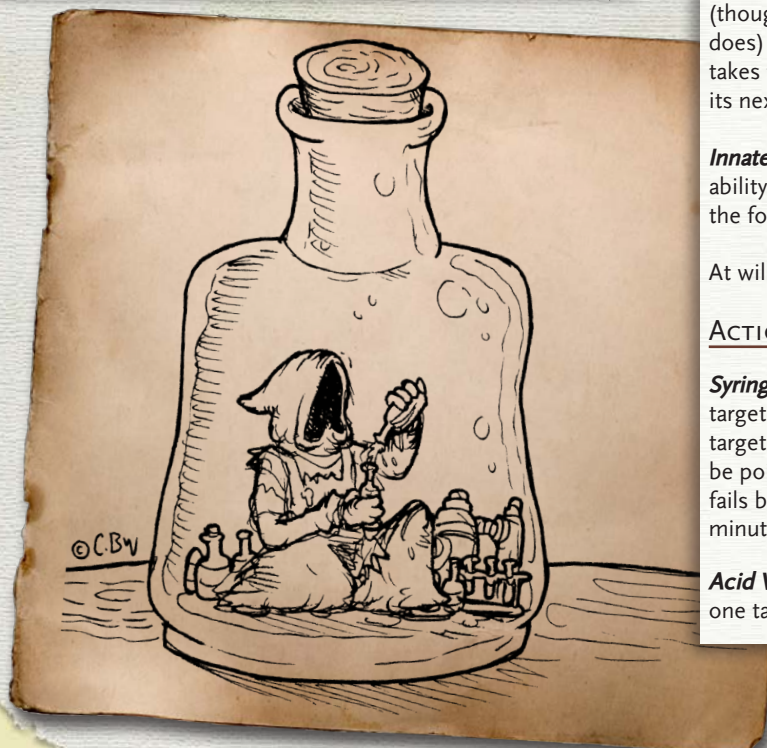
Soul homunculi are small constructs that function like a wizard's familiar, but bear a great resemblance to their owner. They do not have an independent existence, but live as extensions of the soul of their creator.

Flesh and Blood Duplicates. A soul homunculus resembles its creator physically and knows everything its creator knows. It acts like a sage and is driven to solve mysteries within the safe confines of its laboratory. Though it has no physical needs, it indulges in luxuries such as good food and fine wines or spirits.

Researching Constructs. Soul homunculi live in bottles that contain tiny alchemical laboratories and libraries. The interior of the bottle is unaffected by the world outside. It can only be entered by a soul homunculus, which changes size to fit inside of the wax stopper, which acts like a door.

SOUL HOMUNCULUS ORIGINS

Jeremy Forbing's familiars can be found in their bottle laboratories within the 'Alchemical Archetypes' supplement.



SOUL HOMUNCULUS

Tiny construct, lawful evil

Armor Class 13 (natural armor)

Hit Points 7 (2d4+2)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	13 (+1)	12 (+1)	14 (+2)	12 (+1)	9 (-1)

Skills Arcana +4, Medicine +4, Perception +3, Stealth +3

Damage Vulnerabilities fire

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

Damage Immunities lightning, poison

Condition Immunities charmed, exhaustion, poisoned, unconscious

Senses passive Perception 13

Languages Primordial, all languages known by its creator, telepathy 120 ft. (creator only)

Challenge 1/2 (100 XP)

Bottle Laboratory. The bottle which the soul homunculus calls home cannot be broken or destroyed while the creator of the construct is alive. The soul homunculus can enter or leave the bottle as a bonus action.

Grow/Shrink. When entering or leaving the bottle laboratory it calls home, the soul homunculus changes size. When entering the bottle, it shrinks down to one half of its normal height. When leaving the bottle, it resumes its normal size and appears in an unoccupied space adjacent to the bottle, or in a space occupied by its master (if the master is within 120 feet).

Sustaining Bond. As long as its creator is alive, the soul homunculus does not need to eat, sleep, breathe, or drink (though it likes to do all of those things as often as its creator does) and it regains 1 hit point at the start of its turn. If it takes fire damage, it doesn't regain the hit point at the start of its next turn.

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

At will: *detect magic*, *invisibility (self only)*, *vicious mockery*

ACTIONS

Syringe. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage and 1 poison damage, and the target must succeed on a DC 12 Constitution saving throw or be poisoned until the end of its next turn. If the saving throw fails by 5 or more, the target is instead poisoned for 1d4 minutes and unconscious while poisoned in this way.

Acid Vial. *Ranged Weapon Attack:* +3 to hit, range 15/30 ft., one target. *Hit:* 1 acid damage.

STORM HOUND

Storm Hounds are companions often used by the Aarakocra. These wolf-like creatures appear to be made of wisps of cloud-like smoke with crackling lightning constantly surging through their bodies. They are often used to hunt down foes, gather meat for meals, or just additional protection. When found in the wild they quickly become vicious.

Elemental Forces. Storm hounds are beings of pure elemental force, who mimic their element to a key. Storm hounds have tempers that seem to appear like thunderous squalls, surging throughout an area in tempestuous rages. These elementals have the ability to teleport as a bolt of lightning, smashing through buildings, markets and people without thought.



STORM HOUND

Medium elemental, lawful evil

Armor Class 15 (natural armor)

Hit Points 45 (7d8 + 14)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17(+3)	12(+1)	14(+2)	6(-2)	13(+1)	6(-2)

Skills Perception +3

Damage Immunities lightning

Senses darkvision 60ft., passive Perception 13

Languages understands Primordial but can't speak

Challenge 2 (450 XP)

Keen Hearing and Smell. The hound has advantage on Wisdom (Perception) checks that rely on hearing or smell.

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

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5ft., one creature. *Hit:* 7 (1d8 + 3) piercing damage plus 7 (2d6) lightning damage.

Lightning Breath (Recharge 5-6). The hound exhales a line of lightning that is 20 feet long and 5 feet wide. Each creature in that area must make a DC 12 Dexterity saving throw, taking 21 (6d6) lightning damage on a failed save, or half as much on a successful one.

Thunderous Transport (Recharge 4-6). The storm hound turns into a bolt of lightning and magically teleports, along with any equipment it is wearing or carrying, up to 40 feet to an unoccupied space it can see.

Upon arrival, a thunderous force explodes from the storm hound. Each creature in a 15-foot cube originating from the storm hound must succeed on a DC 12 Constitution saving throw. On a failed save, a creature takes 9 (2d8) thunder damage and is pushed 10 feet away from the storm hound. On a successful save, a target takes half damage and isn't pushed.

In addition, unsecured objects that are completely within the area are automatically pushed 10 feet away from the storm hound. Using this action emits a thunderous boom audible out to 300 feet.

STORM HOUND ORIGINS

The Storm Hound was created by Justin Handlin and makes its debut here in this publication.

TANGLING WILLOW

Carnivorous plants are rare, and tangling willows even rarer. Tangling willows spring up on the edges of faerie rings, where the veil between the Material Plane and the Feywild is weakest.

Ensnaing Devourers. Tangling willows are usually normal plants, drawing sustenance from sky and soil. Occasionally, they are evil and intelligent, preferring the taste of living flesh. Though immobile, they prey on unsuspecting and curious creatures who pass near. They use their long, whip-like branches to lash out and ensnare creatures like deer, rabbits, and adventurers, passing them branch to branch back to its roots, where the tree's digestive sap dissolves its prey while the creature is still alive and conscious.

Lair Guardians. Saplings of tangling willows are often cultivated by evil fey to guard their lairs. The saplings are fed a steady diet of sentient creatures, ensuring they grow swiftly to their full size of nearly 20 feet in diameter and 30 feet in height. A pair of tangling willows, one to either side of an inviting-looking lair entrance, is often enough to keep the adventurous out of a wicked hag's lair.



TANGLING WILLOW

Large plant, unaligned

Armor Class 12 (natural armor)

Hit Points 67 (9d10 + 18)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	5 (-3)	15 (+2)	12 (+1)	8 (-1)	5 (-3)

Damage Vulnerabilities fire, slashing

Damage Resistance piercing, bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned, prone, restrained

Senses blindsight 120 ft (blind beyond this radius), passive Perception 13

Languages understands Sylvan and Elvish but cannot speak

Challenge 3 (700 XP)

False Appearance. While the tangling willow remains motionless, it is indistinguishable from a normal tree.

ACTIONS

Multiattack. The tangling willow makes two Root Whip attacks.

Root Whip. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage, and the target must succeed on a DC 14 Dexterity saving throw or become grappled (escape DC 14). Whilst grappled in this way, the target is restrained. The tangling willow can grapple up to three targets.

Digestive Roots. The tangling willow thrusts a creature grappled by it under its roots and begins to dissolve it with digestive fluids. The creature must succeed on a DC 20 Strength saving throw or take 11 (2d6 + 4) acid damage and remain grappled. On a successful save, the target takes half damage and escapes the grapple.

TANGLING WILLOW ORIGINS

The Tangling Willow was crafted by R.P. Davis and makes its debut here in this publication.

TEMPEST BEAST

These dinosaur-like creatures resemble large crocodiles but with shorter snouts and longer necks. They have a ridge of blue plates running down their backs and a gaping maw containing rows of sharp teeth. Their initial proximity to magic imbued in them elemental power, which was then bred into the species.

Shock & Awe. Tempest beasts are aware of their elemental powers and make ample use of their unique capabilities in order to slay their prey. With being dangerous while in water, tempest beasts usually lie in wait on shores or within shallow water. Once their target gets too close, they home in on their target.

Caring Mothers. Despite their ferocious behavior, tempest beast mothers care and guard for their young. They share part of their game with their children in order to nurture them. There is only one thing more dangerous than a tempest beast on the hunt; a tempest beast mother guarding her young.

TEMPEST BEAST ORIGINS

Appearing in the visually stunning and best-selling adventure, 'Shore of Dreams' by Florian Emmerich & JVC Parry.

During this adventure, several tempest beasts guard the entrance and interior of the temple of the storm.

TEMPEST BEAST

Large beast, unaligned

Armor Class 15 (natural armor)

Hit Points 102 (12d10+36)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	2 (-4)	12 (+1)	5 (-3)

Damage Immunities lightning

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages -

Challenge 4 (1,100 XP)

Hold Breath. The tempest beast can hold its breath for one hour.

Charged Body. A creature that touches the tempest beast or hits it with a melee attack while within 5 feet of it takes 7 (2d6) lightning damage. This damage is increased by 4 (1d6) if the creature is at least partially submerged in water.

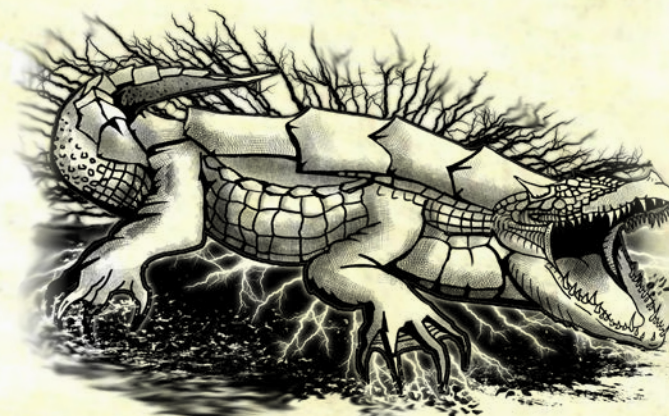
ACTIONS

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

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d10+4) piercing damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) slashing damage.

Thunderous Sweep (Recharge 6). Two creatures within 10 feet of each other and five feet of the tempest beast must succeed in a DC 14 Dexterity saving throw. On a failed save, the target takes 9 (2d4+4) slashing damage and 4 (1d6) thunder damage and is pushed 10 feet away from the tempest beast. If successful, the target takes half the damage and is not pushed back.



TERRACOTTA WARRIORS

An illustrious emperor, the founder of a powerful dynasty, commissioned this army of constructs from the wizards of his court. They were made not to serve him in life, but to guard him in death. Platoons of terracotta sculptures in the shape of armed warriors were buried with the emperor in his massive mausoleum, to defend him during his eternal rest.

Constructed General. The wizards who made the emperor his terracotta soldiers learned a great deal from the process of creating them. The culmination of their art was the creation of a construct commander

to lead the platoons of stone warriors. Like a stone golem, this powerful sculpted warrior has little intelligence of its own to speak of, but its armor is inscribed with passages from the writings of great military leaders, and these enchanted writings allow it to direct and maneuver its subordinates in battle. In addition to marshaling the army of tomb guardians it was made to command, the construct is nearly indestructible on its own, and its armed limbs move with astonishing speed, making it the last line of defense against those who would disturb its emperor's rest.

Eternal Guardians. Hidden for millennia, these stone guardians were thought by scholars to be merely decorative statues—until someone tried to move the emperor's remains.

TERRACOTTA WARRIORS

ORIGINS

Originally published in the bestselling supplement, *'Alchemical Archetypes'* by Jeremy Forbing.



TERRACOTTA SOLDIER

Medium construct, unaligned

Armor Class 21 (natural armor)

Hit Points 15 (2d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	3 (-4)	11 (+0)	2 (-4)

Skills Perception +2

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite.

Condition Immunities charmed, exhausted, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft., passive Perception 12

Languages understands the languages of its creator but can't speak.

Challenge 2 (450 XP)

Immutable Form. The terracotta soldier is immune to any spell or effect that would alter its form.

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

Magic Weapons. The terracotta soldier's weapon attacks are magical.

ACTIONS

Spear. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Slow (Recharge 5-6). The terracotta soldier targets one or more creatures it can see within 10 feet of it. Each target must make a DC 14 Wisdom saving throw against this magic. On a failed save, a target can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the target can take either an action or a bonus action on its turn, not both. These effects last 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.

TERRACOTTA GENERAL

Medium construct, unaligned

Armor Class 23 (natural armor)

Hit Points 283 (27d8 + 162)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	14 (+2)	22 (+6)	3 (-4)	12 (+1)	10 (+0)

Saving Throws Str + 12, Dex + 6, Con + 10

Skills Athletics +12, Intimidation +4, Perception + 5, Persuasion + 4

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite. **Condition Immunities** charmed, exhausted, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft., passive Perception 15

Languages understands the languages of its creator but can't speak.

Challenge 17 (18,000 XP)

Indomitable (3/Day). The terracotta general can reroll a saving throw it fails. It must use the new roll.

Immutable Form. The terracotta general is immune to any spell or effect that would alter its form.

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

Magic Weapons. The terracotta general's weapon attacks are magical.

Survivor. The terracotta general regains 10 hit points at the start of its turn if it has at least 1 hit point but fewer hit points than half its hit point maximum.

ACTIONS

Multiattack. The terracotta general makes two weapon attacks.

Greatsword. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Shortbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Slow (Recharge 5-6). The terracotta general targets one or more creatures it can see within 10 feet of it. Each target must make a DC 18 Wisdom saving throw against this magic. On a failed save, a target can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the target can take either an action or a bonus action on its turn, not both. These effects last 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.

LEGENDARY ACTIONS

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

Weapon Attack. The terracotta general makes a weapon attack.

Command Ally. The terracotta general targets one ally it can see within 30 feet of it. If the target can see and hear the terracotta general, the target can make one weapon attack as a reaction and gains advantage on the attack roll.

Frighten Foe (Costs 2 Actions). The terracotta general targets one enemy it can see within 30 feet of it. If the target can see and hear the terracotta general, the target must succeed on a DC 18 Wisdom saving throw or be frightened until the end of the terracotta general's next turn.

THE BLOODTHORN

In the heart of a decaying forest in the Shadowfell is a massive, gnarled tree with twisted roots and glistening red leaves. The tree's knotted roots rend into the dark soil, soaking up the dark energy of the plane. Those unlucky few who have found themselves in the clearing around this ancient tree have quickly found that this is no ordinary plant. As the tree turns its withered trunk to face its prey and its razor sharp branches tear at the poor soul's skin, they hear the name of the evil being whispered through its leaves in the wind: Bloodthorn.

Treant's End. Ages ago, a young treant sapling, named Oaksplinter, found his beloved grove under attack by a strange beast made of shadow. Filled with anger and determined to slay the beast, Oaksplinter chased the creature away, following it through a dark portal. As the portal closed behind him, trapping him in the Shadowfell, Oaksplinter looked out on the desolate, dark landscape and felt a strange responsibility to spread life into this sad world of death. Steeling himself, Oaksplinter began distributing seeds into the cold ground. As he watched his seeds grow into twisted, dead things, he realized his folly. With no way to reopen the portal, he sunk his roots into the ground in desperation, hoping that if he pushed far enough, he could find the life energy of home. Today, Oaksplinter's name has faded, and he is known only as The Bloodthorn. His mind is gone, and the only thought that remains is a burning desire to soak up the life energy of the Material Plane.

Leeching Corruption. The Bloodthorn's deepest desire is to spread its corrupting roots into the Material Plane, returning home to soak in the delicious life energy of its inhabitants. To this end, the nefarious tree seeks out easily influenced souls and seduces them with promises of power. The Bloodthorn grants each of these foolish followers one of its branches, a magical and bloodthirsty spear that they can draw power

from. These fools think themselves in control of their power, but they do not realize that every drop of blood they shed is soaked into the branch of The Bloodthorn, sending the stolen life energy directly back to the old tree and bringing The Bloodthorn closer to choking the Material Plane with its roots.

THE BLOODTHORN

Huge plant, neutral evil

Armor Class 15 (natural armor)

Hit Points 189 (14d12 + 98)

Speed 0 ft.

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

Damage Vulnerabilities fire

Damage Resistance cold, poison

Damage Immunities necrotic

Condition Immunities charmed, frightened, paralyzed, prone, restrained

Senses darkvision 120 feet, passive Perception 13

Languages Druidic, Sylvan

Challenge 12 (8,400 XP)

Leech Life. At the beginning of its turn, The Bloodthorn deals 7 (1d10 + 2) necrotic damage to all creatures that are grappled by its branches, and regains a number of hit points equal to the total damage dealt.

Shadow Portal. The Bloodthorn can use its connection to the Shadowfell to open a shadowy portal, teleporting its massive frame around the battlefield with startling quickness. As a bonus action, The Bloodthorn can use a shadowy portal to teleport itself to any area of shadow it can see within 50 feet. Once per week, while in its lair in the Shadowfell, The Bloodthorn can use this ability to create a portal that will allow it to access any area of darkness and shadow on the Material Plane for a limited time of no longer than 10 minutes.

Siege Monster. The Bloodthorn deals double damage to objects and structures.

ACTIONS

Multiattack. The Bloodthorn makes two attacks with its branches.

Branches. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 26 (3d12 + 7) piercing damage and the target is grappled (escape DC 17). The Bloodthorn may have up to four creatures grappled on its branches at a time, though it cannot attack with its branches while it is grappling four creatures.

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

THE BLOODTHORN ORIGINS

The Bloodthorn was originally presented in Richie Root's, *'Xanathar's Guide to Orders and Organizations'* as the patron of a faction of Hexblade warlocks who stalked the dark places of the world, leaving only death behind them.



THE EVIL DOLL

An insane and murderous spirit trapped within a porcelain body, the Evil Doll hates all living creatures, especially those of a good alignment. It hungers to deal death and must kill to satisfy that hunger.

Sly Deceiver. Often mistaken for the toy it once was, the Evil Doll utilizes this false appearance to gain the upper hand, and trust, of unsuspecting victims, before slaying them in order to satisfy its internal lust for murder.

THE EVIL DOLL ORIGINS

First seen in the Platinum best-selling adventure, 'The Haunt' by the super-prolific Phil Beckwith at P.B. Publishing.

The evil doll terrorized adventurers who had the courage to enter the haunted Montarthas Manor.



Terrifying Foreshadow. It is said that one might hear the evil doll's lullaby, and childish giggles, in the night well before they see her, though by that time, it is already too late. There have been few who have survived an encounter with such a being, and even less that are left psychologically unscarred. The Evil Doll is absolutely terrifying!

THE EVIL DOLL

Tiny construct, chaotic evil

Armor Class 14

Hit Points 119 (14d10+42)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	18 (+4)	17 (+3)	8 (-1)	10 (+0)	16 (+3)

Damage Vulnerabilities fire

Damage Resistances piercing and slashing from nonmagical weapons

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 4 (1,100 XP)

False Appearance. While the Evil Doll remains motionless, it is indistinguishable from an ordinary, inanimate children's doll.

Frightening Lullaby. Once per day, the Evil Doll can use a bonus action to sing a creepy children's lullaby. All creatures within a 30 ft. radius that can hear it must succeed a DC 15 Wisdom saving throw.

On a failed saving throw the creature will become frightened and must succeed on another DC 15 Wisdom saving throw to break the enchantment at the end of their next turn. On a second failed save, the creature will become paralyzed, and can attempt a DC 15 Wisdom saving throw on each turn. Once it has succeeded a saving throw, the creature will no longer be paralyzed.

Shadow Blend (Recharge 5-6). As a bonus action, the Evil Doll can disappear to the evil places that lurk in the shadows. Use this feature as an escape mechanism.

ACTIONS

Multiattack. The evil doll makes two attacks: one with its knife and one with its claw.

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

Knife. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit 11* (2d6 + 4) piercing damage.

THE FLOATER

A freshly created undead abomination whose lifespan is only as long as its next weakest victim.

The Creation. The Floater is created on very rare occasions when the once alive physical creature is subjected to such a horrific attack that ends with the killing blow decapitating its head. The transformed head rises as the floater 1 hr after the killing blow has landed. Burning the head within the hour will prevent the head from transforming into the floater.

Seemingly Intelligent. Although the floater appears to have intelligence beyond that usual to other undead, this intelligence is residual from when it was previously



THE FLOATER ORIGINS

This terrifying monster was created by the guild's most prolific copyeditor, Ken Carcas, and appears in the JVC Parry Halloween encounter compilation, 'Grimm Encounters'.

In the encounter, 'Red Riding's Hood', The Floater attempts to ambush the party as they search for a missing 8 year old.

alive. Mostly primal instinct in nature, this intelligence will decline over time if the floater is deprived of prey for any great length of time. As the floater has a mindless craving for constant fresh meat, most usually maintain their intelligence up to the point when they eventually meet their own doom at the hands of something stronger.

THE FLOATER

Tiny undead, unaligned

Armor Class 16

Hit Points 36 (4d10 + 8)

Speed 0ft., 30ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	8 (-1)	8 (-1)	12 (+1)

Saving Throws Con +2, Cha +2

Skills Acrobatics +7, Stealth +7

Damage Resistances bludgeoning, piercing and slashing from nonmagical weapons

Damage Vulnerabilities force, radiant

Condition Immunities charmed, frightened, petrified, poisoned, prone

Senses darkvision 60ft., passive Perception 9

Languages -

Challenge 5 (1,800 XP)

Undead Fortitude. If damage reduces the floater to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the floater drops to 1 hit point instead.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5ft., one creature. *Hit:* 10 (2d6 + 3) piercing damage.

Horrifying Visage. Each non-undead creature within 60 feet that can see The Floater must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. A frightened target can repeat the saving throw on its turn with disadvantage if the floater is within its line of sight, ending the effect on itself on a success. If the target is successful or the effect ends, the target is immune to the floater's Horrifying Visage for 24 hours.

REACTIONS

Howl. As a reaction, the floater can produce a blood-curdling howl. Each creature that can hear the floater within 30 feet of it must succeed on a DC 13 Wisdom saving throw, taking 10 (3d6) psychic damage on a failed save, or half as much on a successful one.



THE HOOD

The Hood is an unusual type of fiend that existence relies upon a close relationship with another host creature. Hoods are normally transported to The Material Plane by demonic lords during the planning stages of an abyssal invasion to cause chaos and havoc within the invasion zone. With so many Hoods being released and so many invasions never happening, many Hoods now roam freely of their own will.

Symbiotic Connection. The Hood's existence relies upon a host to survive. The will of The Hood is near absolute, usually resulting in the host's emotional status turning vile and murderous, resulting in the death of the host and The Hood moving to a new area.

Mindless Chant. Though The Hood's will is strong, any host capable of speech has the tendency of betraying The Hood with its uncontrollable chant. Once the host becomes hungry, a chant of "Feed the hood ... Feed the hood" will be heard moments before the host strikes. Many a Hood has met its doom at the mindless betrayal of its host.

THE HOOD

Tiny undead, unaligned

Armor Class 18

Hit Points 27 (6d8)

Speed 0ft.

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

Saving Throws Wis +5, Cha +5

Skills Deception +5, Perception +5, Persuasion +5

Damage Resistances necrotic

Damage Vulnerabilities cold, radiant

Condition Immunities charmed, paralysed, prone

Senses darkvision 60ft., passive Perception 15

Languages Abyssal, Common

Challenge 6 (2,300 XP)

False Appearance. While it remains motionless, the hood is indistinguishable from a normal red hooded cloak.

Symbiosis. The wearer of the hood becomes involved in a symbiotic relationship with it. All The Hood's statistics replace those of the wearer unless they are inferior. This includes hit points.

ACTIONS

Hooded Charming. As an action, the fiendish will of the hood exerts its will on another. The victim, who must be touching the cloak, must succeed on a DC 15 Wisdom saving throw; failure results in the hood taking full control of the target. A successful save means the target is immune to the Hooded Charming for the next 24 hours. If the attempted possession fails, the target can make a DC 15 Wisdom (Insight) or (Perception) check. Only on a success does the target know or realize that the hood attempted a possession.

THE HOOD ORIGINS

Another of Ken Carcas' monsters, The Hood debuts in the JVC Parry's encounter compilation, 'Grimm Encounters'.

Initially, Red Riding was the intended villain, but in the end, The Hood made more sense for that role.

Hooded Color. Most Hood's don't have a preferred color. Most choose to adopt a color appealing to the intended host. Red is popular due to blood stains, resulting from the host's murderous sprees, not being immediately visible.

TOMB SPIDER

Tomb spiders are arachnids infused with negative energies that have the power to reanimate corpses as hosts for their offspring.

Complex Lifecycle. A tomb spider's life cycle is a bizarre process that depends entirely on dead bodies. Once a **tomb spider** has mated, it selects a suitable corpse and deposits its eggs inside the cadaver. The eggs are infused with negative energy, which leaks out into the corpse and reanimating it as an undead known as a **web mummy**. This zombified corpse defends the mother spider from harm. As the eggs mature, they sap the nutrients from the mummy. Eventually, the eggs will hatch and the **broodswarm** within devours the undead for its first meal.

Potent Venom. The poison possessed by tomb spiders and their brood swarm is dangerous, not only because of its ability to burn through a creature's vascular system, but also because it carries with it some of the negative energy that the tomb spider holds. As it invades a bitten creature, it alters their physiology so that healing magic and necrotic damage are reversed.

Graveyard Denizens. Tomb spiders live on the outskirts of civilization, in dark woods on the edge of burial grounds or in unexplored depths of ancient mausoleums. Their dependency on corpses means that they can never stray too far from other living creatures. Despite this, some aggressive tomb spiders that are capable of killing enough creatures, such as horses and unfortunate travelers, do exist further out into the wilderness.

WEB MUMMY

Web mummies are formed when a tomb spider lays its eggs inside the corpse of another creature. Most often, the host cadaver is that of a humanoid but some spiders may resort to using other animals.

Like their arachnid creators, web mummies are unhindered by webs and can

TOMB SPIDER

Large beast, neutral evil

Armor Class 14 (natural armor)

Hit Points 52 (8d10+8)

Speed 30ft., climb 30ft.

STR	DEX	CON	INT	WIS	CHA
14(+2)	16(+3)	12(+1)	8(-1)	11(+0)	4(-3)

Damage Immunities necrotic

Skills Stealth +7, Perception +4

Senses blindsight 10ft., darkvision 60ft., passive Perception 14

Languages -

Challenge 3 (700 XP)

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

Tomb-Tainted. If the tomb spider is dealt necrotic damage, it instead takes no damage and regains hit points equal to the damage taken.

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

Web Walker. The tomb spider ignores movement restrictions caused by webbing.

ACTIONS

Multiattack. The tomb spider makes two bite attacks.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5ft., one creature. *Hit:* 7 (1d8 + 3) piercing damage, and the target must make a DC 13 Constitution saving throw, taking 13 (3d8) poison damage on a failed save, or half as much damage on a successful one. Any creature that fails the save is poisoned for 1 hour. While poisoned in this way, any effect that would heal the creature instead deals necrotic damage, and any effect that would deal necrotic damage instead heals the creature.

Web (Recharge 5-6). *Melee Weapon Attack:* +5 to hit, range 30/60ft., one creature. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, piercing and psychic damage).

skitter across walls and ceilings with ease. Not only this, but they are covered in a thick layer of sticky white webbing which adheres to anything that touches them.

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

BROODSWARM

A tomb spider broodswarm is far deadlier than a typical swarm of spiders, as the offspring of a tomb spider are capable of producing the notorious venom as soon as they hatch.

TOMB SPIDER BROODSWARM

Medium swarm of Tiny beasts, unaligned

Armor Class 12 (natural armor)

Hit Points 22 (5d8)

Speed 20ft., climb 20ft.

STR	DEX	CON	INT	WIS	CHA
3(-4)	13(+1)	10(+0)	1(-5)	7(-2)	1(-5)

Damage Immunities necrotic

Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, paralysed, petrified, prone, restrained, stunned

Senses blindsight 10ft., darkvision 10ft., passive Perception 8

Languages -

Challenge 1/2 (100 XP)

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

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

Tomb-Tainted. If the broodswarm is dealt necrotic damage, it instead takes no damage and regains hit points equal to the damage taken.

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

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

ACTIONS

Bites. *Melee Weapon Attack:* +3 to hit, reach 0ft., one target in the broodswarm's space. *Hit:* 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half its hit points or fewer. Also, the target must succeed on a DC 10 Constitution saving throw or become poisoned for one hour. While poisoned in this way, any effect that would heal the creature instead deals necrotic damage, and any effect that would deal necrotic damage instead heals the creature.



WEB MUMMY

Medium undead, neutral evil

Armor Class 8

Hit Points 22 (3d8+9)

Speed 20ft., climb 20ft.

STR	DEX	CON	INT	WIS	CHA
13(+1)	6(-2)	16(+3)	3(-4)	6(-2)	5(-3)

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60ft., passive Perception 8

Languages -

Challenge 1/2 (100 XP)

Adhesive. When a creature misses the web mummy with a melee weapon attack, the sticky webs covering the web mummy catch the weapon. The attacker must succeed on a DC 11 Strength saving throw, or the weapon becomes stuck to the web mummy. If the weapon's wielder can't or won't let go of the weapon, the wielder is grappled while the weapon is stuck. While stuck, the weapon can't be used. A creature can pull the weapon free by taking an action to make a DC 11 Strength check and succeeding.

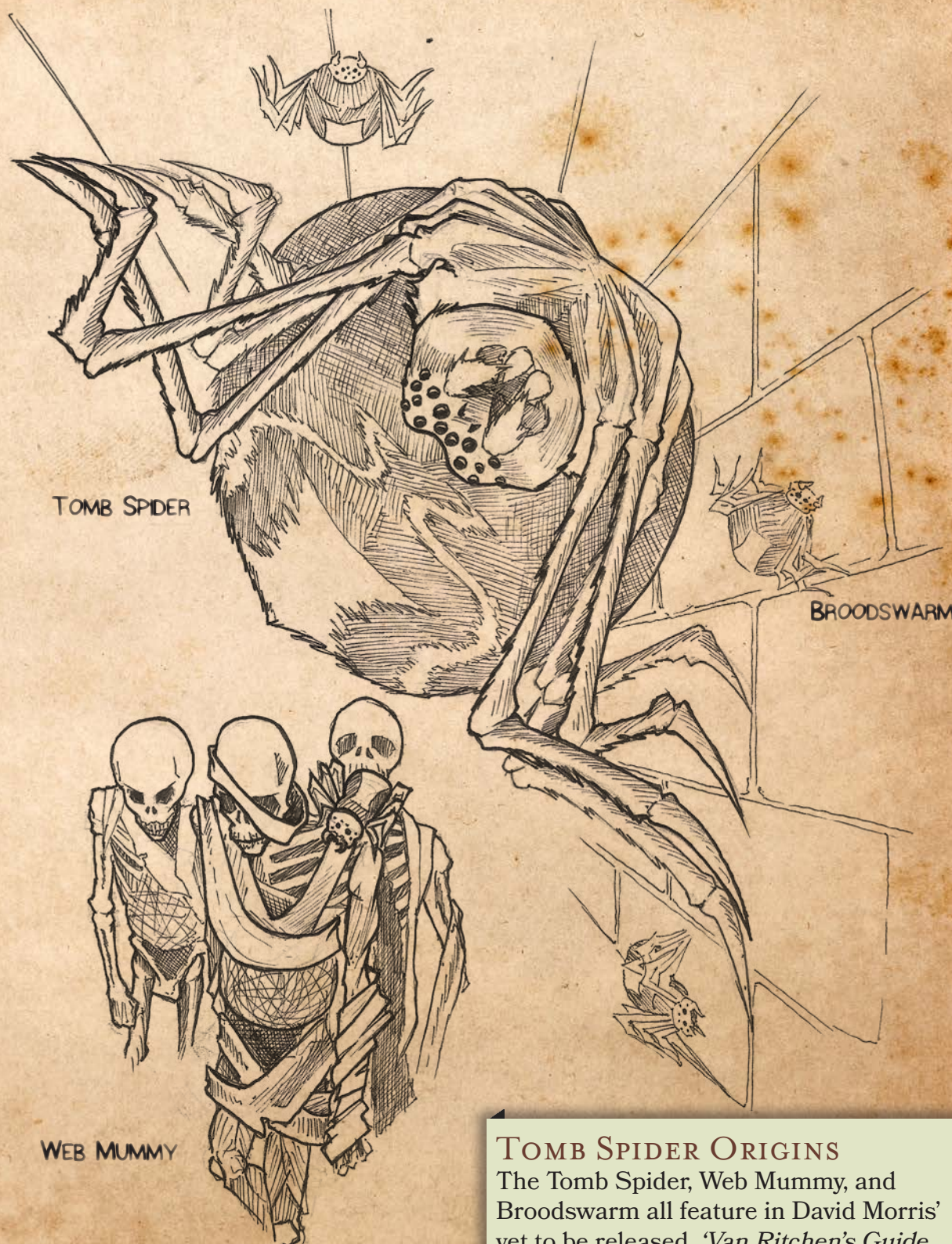
Broodswarm Host. When the web mummy is reduced to 0 hit points, a tomb spider broodswarm emerges from its corpse.

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

Web Walker. The web mummy ignores movement restrictions caused by webbing.

ACTIONS

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



TOMB SPIDER

BROODSWARM

WEB MUMMY

TOMB SPIDER ORIGINS

The Tomb Spider, Web Mummy, and Broodswarm all feature in David Morris' yet to be released, *'Van Ritchen's Guide to the Undead'*. This delightfully horrific undead 'family' was designed by the monster man himself, JVC Parry.

TROLL

SLAUGHTER GUARD

Slaughter guard trolls are the elite troops of troll armies. They can act as guards for troll leaders, or they can be front-line infantry leading assaults. Wherever they are encountered, slaughter guard trolls are always remembered for their deadly ferocity; they are known for their rage and resilience in battle.

Undying Rage. Slaughter guard trolls are best known for their ability to stay standing through the hardest of charges. You can run one through, lop off its limbs, slice it in two and the beast will stay standing. Not only can these monstrous giants regenerate like their kin, but their thick hides and inhuman strength prevent most blades from piercing their skin. When slaughter guard trolls must be removed from an area, the army tasked with doing so tends to take siege weapons.



TROLL - SLAUGHTER GUARD

Large giant, chaotic evil

Armor Class 17 (natural armor)

Hit Points 157 (15d10 + 75)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20(+5)	14(+2)	20(+5)	7(-2)	8(-1)	7(-2)

Skills Perception +1

Senses darkvision 60 ft., passive Perception 11

Languages Giant

Challenge 11 (7,200 XP)

Keen Smell. The slaughter guard troll has advantage on Wisdom (Perception) checks that rely on smell.

Regeneration. The slaughter guard troll regains 15 hit points at the start of its turn. If the slaughter guard troll takes acid or fire damage, this trait doesn't function at the start of the troll's next turn. The slaughter guard troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

Rage. The slaughter guard troll uses a bonus action to enter a rage for 1 minute. While raging, the slaughter guard troll is resistant to all damage except fire, which cancels its vulnerability until the rage ends, dealing normal damage instead. The slaughter guard troll also gains a +3 bonus to melee attack damage while raging. The rage only ends if the slaughter guard troll becomes unconscious, or chooses to end it. The slaughter guard troll has advantage on Strength checks and saving throws while raging.

Relentless (Recharges after a Short or Long Rest). If the slaughter guard troll takes 30 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

ACTIONS

Multiattack. The slaughter guard troll makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage, or 13 (1d10 + 8) slashing damage while raging.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 18 (2d12 + 5) slashing damage, or 21 (2d12 + 8) slashing damage while raging.

TROLL - SLAUGHTER GUARD

ORIGINS

The Slaughter Guard Troll was devilishly devised by Scott Bean and makes its debut here in this publication.

TROLL DOG

Troll dogs are created by evil wizards by means of a ritual, where the blood of trolls is fed to puppies until they choke to death on it. These poor creatures are then resurrected using vile magic to serve as hunters and trackers. Troll dogs have a ravenous hunger, very much like trolls, and will hunt and kill and gobble up anything that they can chase down.

Sharp Senses. Troll dogs have a very sharp sense of smell, allowing them to track their quarry with accuracy. They are easier to control than trolls and can be surprisingly loyal when their huge appetites are satiated; but they usually do not stay this way for long.

Rejuvenation. Troll dogs share the accelerated healing factor of trolls and will often engage in vicious fights with others of their own kind, tearing away at the fur and limbs and chewing up the bones. They suffer no serious consequences since they quickly regenerate. Troll dogs are known to chew on their own flesh and gnaw on their own bones when their hunger becomes too unbearable, only to have the missing organs quickly grow back.



TROLL DOG ORIGINS

The troll dog was created by Krishnasaamy Sankar and makes its debut here in this publication.

TROLL DOG

Large monstrosity, chaotic evil

Armor Class 13 (natural armor)

Hit Points 57 (6d10 + 24)

Speed 40 ft.

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

Skills Perception +2

Senses darkvision 60ft., passive Perception 12

Languages -

Challenge 3 (700 XP)

Keen Hearing and Smell. The troll dog has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Charge. If the troll dog moves at least 20 feet straight towards a target and then hits it with a slam attack on the same turn, the target takes an extra 9 (2d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

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

ACTIONS

Slam. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target.
Hit: 13 (2d8 + 4) bludgeoning damage.

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

TU'GOK

Not many of these huge predators exist. Most have been killed by their siblings or even their parents in some instances. The tu'gok has a wide hunting range and is extremely territorial. It sees itself as the king of its domain and very few other predators ever enter its marked territory.

T-Rex and a Half. The physical features of the tu'gok resemble those of the Tyrannosaurus Rex, although the tu'gok is much larger, and has a narrower, more streamlined snout.

Terrifying Leaper. Its mere presence is terrifying and tu'gok can achieve powerful leaps to capture its prey. These abilities make the beast a supreme predator. Many

creatures, having fled in terror from the beast and boxing themselves in a canyon or other impassable terrain, have found themselves easy prey for the tu'gok.

Tu'Gok

Huge beast, unaligned

Armor Class 15 (Natural Armor)

Hit Points 172 (15d12+75)

Speed 40 ft., Swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
27(+8)	10(+0)	21(+5)	2(-4)	12(+1)	9(-1)

Skills Perception +6

Damage Resistance bludgeoning

Condition Immunities frightened

Senses passive Perception 15

Languages -

Challenge 11 (7,200 XP)

Frightful Presence. Each creature within 120 ft. of tu'gok and aware of its presence must succeed on a DC 12 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful, or the effect ends for it, the creature is immune to the tu'gok's Frightful Presence for the next 24 hours.

Standing Leap. The tu'gok's long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

ACTIONS

Multiattack. Tu'goks makes two attacks: one with its bite and one with its tail, but it can't make both attacks against the same target, or, the tu'gok uses its Deadly Leap and one other attack.

Bite. *Melee Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 34 (4d12+8) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 18). Until this grapple ends, the target is restrained and the tu'gok can't bite another target.

Tail. *Melee Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 21 (3d8+8) bludgeoning damage.

Deadly Leap. If tu'gok jumps at least 15 feet as part of its movement, it can then use this action to land on its feet in a space (15 x 15) that contains one or more other creatures. Each of those creatures must succeed on a DC 18 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 18 (3d6+8) bludgeoning damage plus 18 (3d6+8) slashing damage. On a successful save, the creature takes only half damage, isn't knocked prone, and is pushed 5 feet out of the tu'gok's space into an unoccupied space of the creature's choosing. If no unoccupied space is within range, the creature falls prone in the tu'gok's space.



TU'GOK ORIGINS

The Tu'Gok first made an appearance in the epic dino-adventure; 'Gateway to a Savage Land' by Jeff C. Stevens.

In this adventure, the mega-predator jumps the party when they least expect it; whilst accompanying a group of cavemen gathering nom-nom berries.

TYRANNOSAURUS CHAMAELEONIDAE

Either the gods were trying to make a more ferocious creature than the tyrannosaurus rex, or evolution made a mistake. However it came to be, the tyrannosaurus chamaeleonidae is a fierce predator. Resembling the tyrannosaurus rex in physical appearance, the tyrannosaurus chamaeleonidae has the ability to blend in with its environment. It has a 30-foot long sticky tongue, which it uses to capture prey while remaining hidden. Many adventurers new to the jungle have never heard of this creature as most who encounter it never return. Local tribes call it, 'Stiggy Tong'.

Expert Camouflage. The tyrannosaurus chamaeleonidae has the ability to blend in with its surroundings as its skin mimics the colors and shapes of the vegetation around it. This ability only works as long as it remains motionless.

Ranged Attack. The beast has a 30-foot-long tongue ending in a sticky tip, allowing it to remain hidden while it plucks its prey from the open.

Down the Hatch. A successful bite attack against a creature grappled by the sticky tongue ends with that creature sliding down the gullet of the beast and finding itself in the creature's acid filled stomach.

STIGGY TONG ORIGINS

This ferocious killing machine debuts in the best-selling, mega encounter collaboration, 'Encounters in the Savage Jungles' by Jeff C. Stevens.

Getting stuck in the jungle took on a whole new meaning with this Stiggy Tong hunting the area.

TYRANNOSAURUS CHAMAELEONIDAE

Huge beast, unaligned

Armor Class 13

Hit Points 136 (13d12+52)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	19 (+4)	2 (-4)	12 (+1)	9 (-1)

Skills Perception +4

Senses passive Perception 14

Languages -

Challenge 8 (3,900 XP)

False Appearance. While the tyrannosaurus chamaeleonidae remains motionless, it is indistinguishable from its jungle surrounding such as a thicket of bushes or dark tree line.

ACTIONS

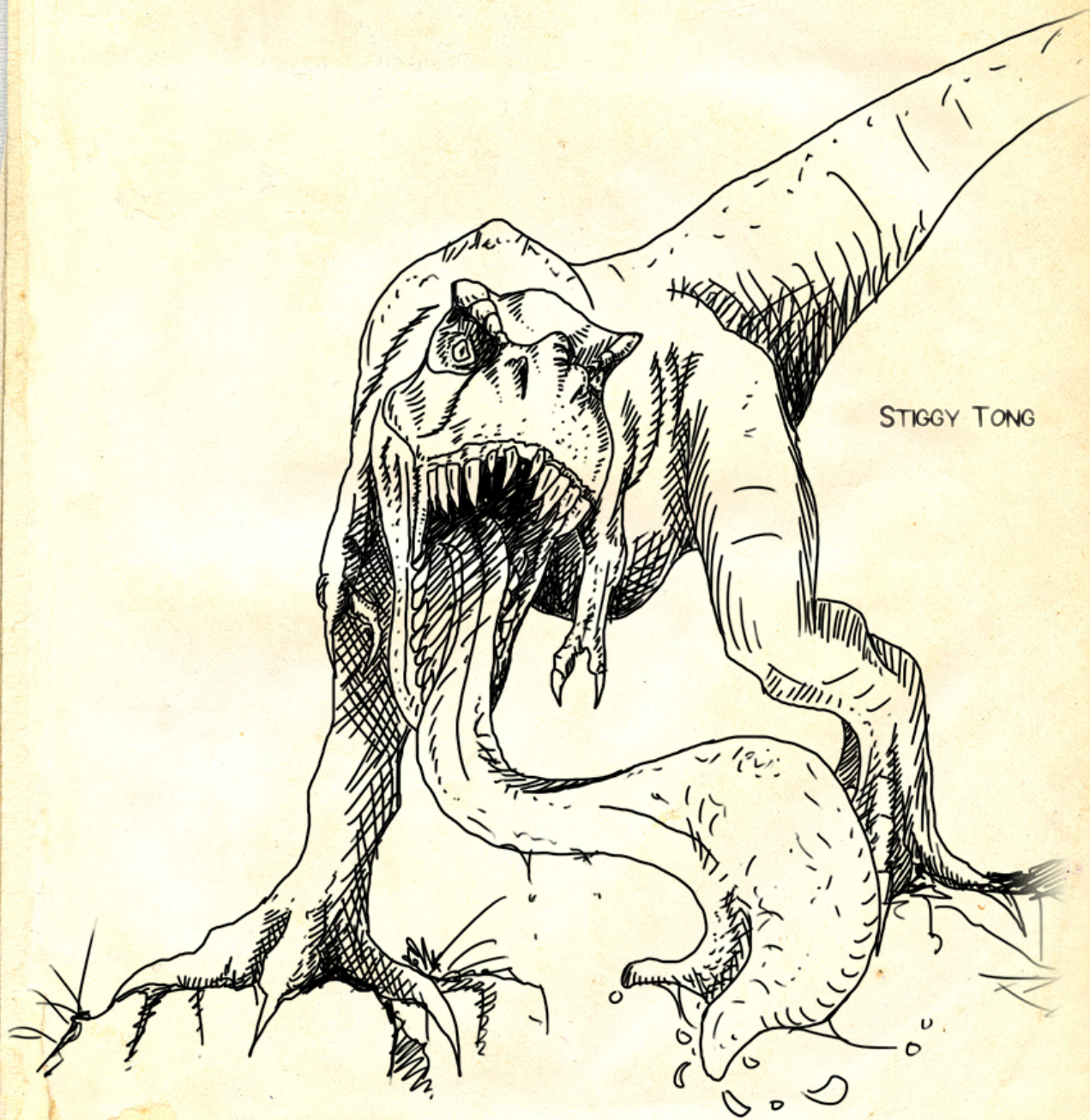
Multiattack. The tyrannosaurus chamaeleonidae make two attacks: one with its bite or sticky tongue attack, and one with its tail. It can't make both attacks against the same creature.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one creature. *Hit:* 33 (4d12 + 7) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 17). Until the grapple ends, the target is restrained, and the tyrannosaurus chamaeleonidae can't bite another target.

Sticky Tongue. *Melee Weapon Attack:* +10 to hit, reach 30 ft., one creature. *Hit:* 20 (2d12 + 7) bludgeoning damage, the creature is pulled into the mouth of the tyrannosaurus chamaeleonidae and the target is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the tyrannosaurus chamaeleonidae can't bite another target.

Swallow. The tyrannosaurus chamaeleonidae makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the tyrannosaurus chamaeleonidae, and it takes 10 (3d6) acid damage at the start of each of the rex's turn. The tyrannosaurus chamaeleonidae can have only two creatures swallowed at a time.

If the tyrannosaurus chamaeleonidae dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.



UTILITY DRONE

These sleek, metallic constructs float several feet off the ground without making nearly any sound. Dangling beneath their small body are several segmented appendages tipped with various tools, claws, and gleaming sharp points. A set of lenses near the front of the construct glows with an inner light that intensifies while they are engaged within a task.

Otherworldly Origins. The few known encounters with utility drones have occurred within the vicinity of objects, like fallen stars, that have come from beyond the lands of Toril. Sometimes the drones appear to be searching for this extraterrestrial material, but they have also been witnessed collecting samples from the wreckage of whatever fell from the heavens. Where they come from and where they disappear to is yet unknown, but some have speculated an origin among the stars.

Silent Observers. Utility drones that notice nearby creatures immediately attempt to flee. If they have an advantage of numbers, a swarm of drones might attack creatures if they provoke open hostilities, but whatever secret purpose they serve compels them to avoid combat, where possible. Occasionally they have been observed following far behind those that have recently been in contact with unusual relics or fallen stars. There are no surviving accounts of anyone being able to communicate with these enigmatic constructs.

UTILITY DRONE ORIGINS

The Utility Drone first fell to Faerun in the astronomical D&D 5th Edition sci-fi supplement, 'Alien Influence' by David Adams.

This little critter was introduced as an optional familiar for a new sci-fi flavoured warlock pact.

UTILITY DRONE

Tiny construct, neutral

Armor Class 14 (natural armor)

Hit Points 10 (3d4+3)

Speed fly 25 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	13 (+1)	12 (+1)	14 (+2)	17 (+3)	9 (-1)

Skills Perception +5, Stealth +3

Senses darkvision 60 ft., passive Perception 15

Languages understands Common but doesn't speak

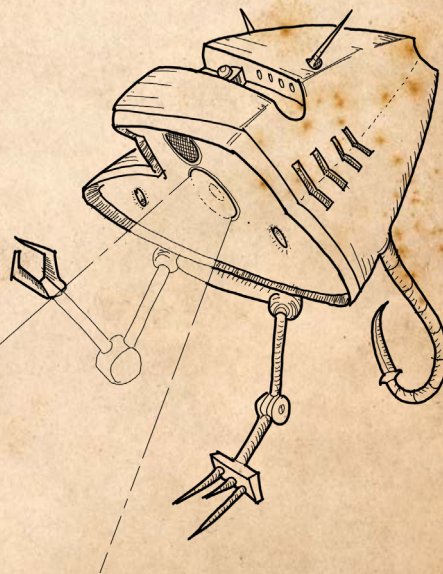
Challenge 1/4 (50 XP)

Multitool. One set of tools can be attached to the utility drone. It makes ability checks with attached tools with a +2 bonus.

ACTIONS

Zap. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature.

Hit: 3 (1d4 + 1) lightning damage and the target must succeed on a DC 11 Constitution saving throw or become stunned for 1 round.



VILDRAT

Vildrats are said to be giant rats that have been mutated by an evil wizard in order to spread chaos, disease, and destruction. Once transformed, these rats attack and consume any living thing in sight. Their eyes glow with a fiery red light and their bite inflicts disease.

Mutated Packs. Packs of vildrats are a hideous plague of monstrosities that can cripple a village or town within days. These creatures are not only devoted to consuming living flesh, but carry a vile disease which spreads like wildfire through isolated communities.

Adventurers' Bane. Although they may not seem as deadly as an ancient dragon or the tarrasque, vildrats may claim the highest casualty rate amongst adventurers. The cause of this is foolish barkeepers who believe their barrel cellars are infested with giant rats. When they hire the local upcoming adventurers to clear them out, the poor fools quickly realise what they're up against; often too late to flee.

VILDRAT

Large monstrosity, chaotic evil

Armor Class 14 (natural armor)

Hit Points 55 (10d6 + 20)

Speed 40 ft.

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

Senses darkvision 60 ft., passive perception 11

Languages -

Challenge 1 (200 XP)

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

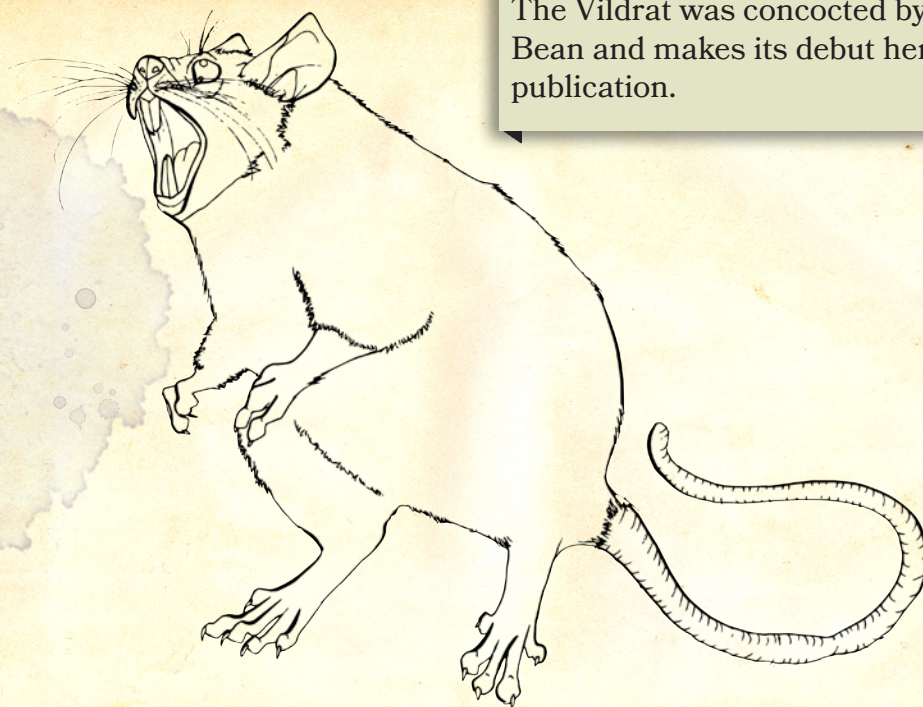
Pack Tactics. The vildrat has advantage on an attack roll against a creature if at least one of its allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage. If the target is a creature, it must succeed on a DC 14 Constitution saving throw or contract a disease. Until the disease is cured, the target can't regain hit points except by magical means, and the target's hit point maximum decreases by 4 (1d8) every 24 hours. If the target's hit point maximum drops to 0 as a result of this disease, it dies.

VILDRAT ORIGINS

The Vildrat was concocted by Scott Bean and makes its debut here in this publication.



WEREBADGER

Werebadgers are exceptionally tough opponents. They are renowned for their aggression and often become the apex predator in their region.

Lone Apex. In humanoid form, they are tall, lean, muscular, and their hair always white. Regardless of their form, they always live in solitude. Only during the month of Nigiyaka, the last month of spring, might a werebadger seek company to breed or hunt in packs.

WEREBADGER ORIGINS

The Werebadger makes its first appearance in Marc Altfulldisch's Platinum bestselling oriental adventure supplement, *'Monsters of the Orient: Complete Bestiary'*.



WEREBADGER

Medium humanoid (human, shapechanger), neutral evil

Armor Class 13 in humanoid form, 16 (natural armor) in honey badger and hybrid form

Hit Points 104 (16d8 + 32)

Speed 30 ft. (40 ft., burrow 20 ft. in honey badger and hybrid form)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	15 (+2)	10 (+0)	14 (+2)	12 (+1)

Skills Athletics +10, Perception +5

Damage Resistances poison

Damage Immunities bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered

Condition Immunities exhaustion, frightened, poisoned

Senses passive Perception 14

Languages Oriental (can't speak in honey badger form)

Challenge 7 (2,900 XP)

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

Frenzied Twist (Honey Badger and Hybrid Form Only). The werebadger has advantage on ability checks and saving throws made to escape a grapple.

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

Relentless (Recharges after a Short or Long Rest). If the werebadger takes damage that reduces it to 0 hit points, unless the damage is from a critical hit, it drops to 1 hit point instead.

Shapechanger. The werebadger can use its action to polymorph into a Large honey badger-humanoid hybrid or into a Large honey badger, or back into its true form, which is humanoid. Its statistics, other than its size and AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

ACTIONS

Multiattack. In honey badger form, the werebadger attacks once with its bite and twice with its claws. In humanoid form, the werebadger attacks four times with its nodachi. In hybrid form, it can attack like a honey badger or a humanoid.

Bite (Honey Badger or Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage. If the target is a Large or smaller creature, it is grappled (escape DC 15). Until this grapple ends, the target is restrained, and the werebadger can't bite another target.

Claw (Honey Badger or Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) slashing damage. If the target is a humanoid, it must succeed on a DC 13 Constitution saving throw or be cursed with werebadger lycanthropy.

Nodachi (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

WEREOFX

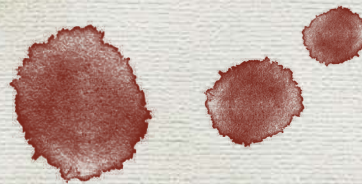
Two types of werefox exist in the Orient: the red and the white werefox.

Ying and Yang. Red werefoxes typically live in small family groups within or near forests. White werefoxes are solitary creatures that live in the mountains. No matter their color, they are omnivores, and far less aggressive than other lycanthropes.

Sleight and Elegant. In humanoid form, they are almost gaunt to look at, standing straight, and walking with an elegance similar to that of elves.

WEREOFX ORIGINS

The Werefox makes its debut in Marc Altfulldisch's Platinum bestselling oriental adventure supplement, *'Monsters of the Orient: Complete Bestiary'*.



WEREOFX

Medium humanoid (human, shapechanger), neutral evil

Armor Class 12

Hit Points 33 (6d8 + 6)

Speed 30 ft.

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

Skills Perception +4, Stealth +4

Damage Immunities bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered

Senses darkvision 60 ft. (fox form only), passive Perception 14

Languages Oriental (can't speak in fox form)

Challenge 2 (450 XP)

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

Shapechanger. The werefox can use its action to polymorph into a Medium fox-humanoid hybrid, into a Medium fox, or back into its true form, which is humanoid. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Keen Hearing. The werefox has advantage on Wisdom (Perception) checks that rely on hearing.

ACTIONS

Multiattack (Humanoid or Hybrid Form Only). The werefox makes two attacks, only one of which can be a bite.

Bite (Fox or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage. If the target is a humanoid, it must succeed on a DC 11 Constitution saving throw or be cursed with werefox lycanthropy.

Wakizahi (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Shuriken (Humanoid or Hybrid Form Only). *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

WERESPIDER ORIGINS

James Introcaso's werespider first appeared in his *'World Builder Blog Presents: Arachnids, Wraiths, & Zombies'* supplement alongside monstrous spiders, monstrous scorpions, dread wraiths, and zombie dragons.

WERESPIDER

Werespiders are graceful, slender lycanthropes straight from many people's worst nightmares. When they are at rest, werespiders sit perfectly still in dark corners.

Patient Assassins. Werespiders are stealthy assassins with cold and distant personalities. They are extremely patient and can wait unmoving for days in a small space to ambush their prey. In their humanoid and hybrid forms, werespiders prefer light and ranged weapons and use surprise to bring down enemies.



Scourge of the Underdark. Werespiders are most common in the Underdark. Duergar and svirfneblin who become werespiders will usually leave their cities and wander the tunnels of the Underdark, staying in their hybrid or beast form to keep away predators. Some even head to the surface where finding prey is easier. Drow who become cursed remain in civilization and are open about their lycanthropy, claiming the condition is a blessing from Lolth.

WERESPIDER

Medium humanoid (human, shapechanger), neutral evil

Armor Class 14 in humanoid form, 15 in spider or hybrid form

Hit Points 71 (11d8 + 22)

Speed 30 ft. (climb 30 ft. in spider or hybrid forms)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	19 (+4)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Skills Perception +3, Stealth +10

Damage Immunities bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 13

Languages Common (can't speak in spider form)

Challenge 5 (1,800 XP)

Shapechanger. The werespider can use its action to morph into a spider-humanoid hybrid or into a giant spider, or back into its true form, which is humanoid. Its statistics, other than its size and AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Spider Climb (Spider and Hybrid Form Only). The werespider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense (Spider or Hybrid Form Only). While in contact with a web, the werespider knows the exact location of any other creature in contact with the same web.

Web Walker (Spider or Hybrid Form Only). The werespider ignores movement restrictions caused by webbing.

ACTIONS

Multiattack (Humanoid or Hybrid Form Only). The werespider makes two attacks, one of which can be a bite attack.

Bite (Spider and Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage, and the target must make a DC 13 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way. If the target is a humanoid, it must succeed on a second DC 13 Constitution saving throw or be cursed with werespider lycanthropy.

Rapier (Human and Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Web (Spider or Hybrid Form Only). *Ranged Weapon Attack:* +7 to hit, range 30/60 ft., one target. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 11 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

YANTRA

Yantra are floating, spherical, mechanical creations. Their metal bodies hum and vibrate with every movement. Although their structure appears delicate, they have tough exteriors which protect their inner workings.

Uncertain Origins. The origins of the yantra are debated by scholars. Some say a wizard had a vision of the future, where he saw metallic automatons shooting fire, and this inspired him to create the first Yantra. Others argue that he trapped the soul of a beholder into a metal frame.

Alternate Construction. While the name of the creator has faded into obscurity, wizards today design various types of yantra. Some have the ability to change their form to stay hidden, some can shoot rays of fire, while others can shoot paralyzing beams. Many are built with magical wards and barriers in their framework, effectively warding off spells and magical attacks.

Cohesive Unit. The magical energy inside a yantra allows it to synchronize with others to attack or defend as a group. They are usually built for security. Yantra are powered by reserves of magical energy that can last for hundreds of years, and are often found in the towers and lairs of wizards and artificers.

YANTRA ORIGINS

The Yantra was constructed by Krishnasaamy Sankar and makes its debut here in this publication.

YANTRA

Medium construct, unaligned

Armor Class 14

Hit Points 39 (6d8 + 12)

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

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	14 (+2)	13 (+1)	14 (+2)	11 (+0)

Skills Perception +6

Damage Immunities poison

Condition Immunities poisoned, prone

Senses darkvision 120 ft., passive Perception 16

Languages Common

Challenge 3 (700 XP)

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

Death Burst. When the yantra is destroyed, the magical energy within it explodes, and each creature within 30 feet of it must make a DC 14 Dexterity saving throw, taking 16 (3d10) fire damage on a failed save, or half as much damage on a successful one. The explosion ignites flammable objects in that area that aren't being worn or carried.

False Appearance. While the yantra remains motionless, it is indistinguishable from a metal sphere.

ACTIONS

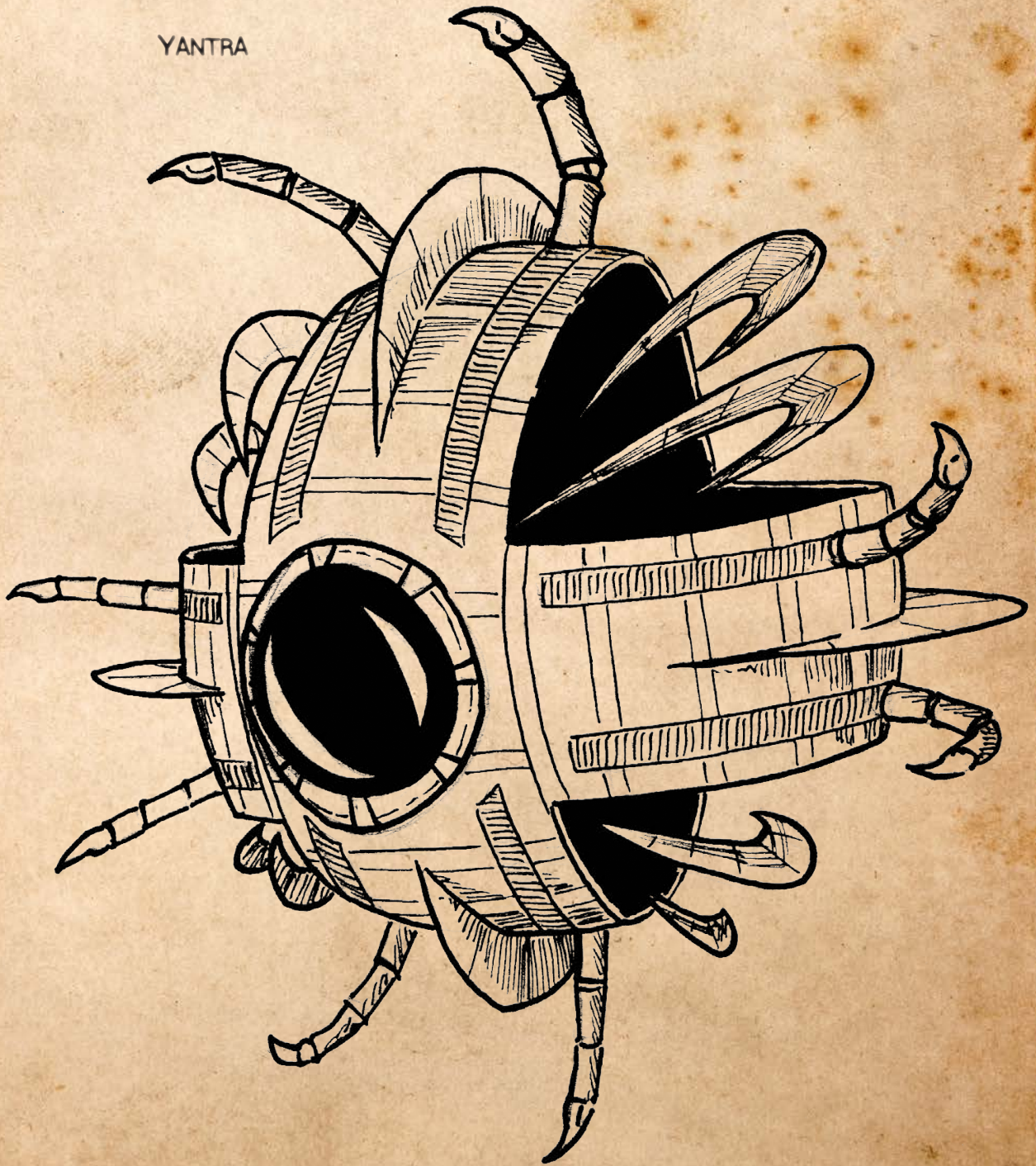
Eye Rays. The yantra shoots up to two of the following magical eye rays at one or two creatures it can see within 90 feet of it. It can use each ray only once on a turn:

1. **Confusion Ray.** The target must succeed on a DC 13 Wisdom saving throw or it can't take reactions until the end of its next turn. On its turn, the target can't move, and it uses its action to make a melee or ranged attack against a randomly determined creature within range. If the target can't attack, it does nothing on its turn.
2. **Paralyzing Ray.** The target must succeed on a DC 13 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
3. **Fire Ray.** The target must make a DC 13 Constitution saving throw, taking 22 (4d10) fire damage on a failed save, or half as much damage on a successful one.

REACTIONS

Spell Reflection. If the yantra makes a successful saving throw against a spell, or a spell attack misses it, the yantra can choose another creature (including the spellcaster) it can see within 30 feet of it. The spell targets the chosen creature instead of the yantra. If the spell forced a saving throw, the chosen creature makes its own save. If the spell was an attack, the attack roll is rerolled against the chosen creature.

YANTRA



APPENDIX A

MONSTERS BY CHALLENGE RATING

Challenge 0

Elemental Core
Mind Player Tadpole

Challenge ¼

Utility Drone

Challenge ½

Cackling Zombie
Chart Attack
Eelfolk
Manski
Pech
Porcelain Doll Swarm
Pulper
Soul Homunculus
Tomb Spider Broodswarm
Web Mummy
Wee Wicked Potato Man

Challenge 1

Abyssal Giant Lizard
Eelfolk Hunter
Estinfalo
Fool's Slush
Kenning
Kobold Commando
Kobold Poison Fanatic
Kobold Riding Drake
Netherchild
Relentless Squire
Vildrat
Vomit Spawn

Challenge 2

Blight Swarm
Formican Psion
Formican Worker
Kobold Air Cavalry
Scarecrow: Crow Master
Shadow Snake
Storm Hound
Terracotta Soldier
Werefox

Challenge 3

Azer Acolyte
Big Green Eye
Demon Blight
Fiendish Maggot
Formican Drone
Giant Mimic
Hypnobia
Ice Spider
Kobold Hunting Drake

Lizardfolk Hulk
Mind Player Cenomorph
Netherchild Forsaken
Octogoth
Tangling Willow
Tomb Spider
Troll Dog
Yantra

Challenge 4

Aarakocra Necromancer
Arachus
Azer Priest
Crocotta
Demon, Arrow
Eelfolk Scourge
Empty Sack
Formican Soldier
Habilis Ooze
Nyth
Pantherfolk
Potato Sack Man
Shaitan
Tempest Beast
The Evil Doll

Challenge 5

Ankashar
Aurochon
Dark Rose
Elemental (Ice)
Eadochas
Formican Shocker
Gulabus
Hound Archon
Mardak
Potato Sack Man (in lair)
The Floater
Werespider

Challenge 6

Arcane Ooze
Bone Giant
Chilling Eyes
Dokufu Spiderling
Eelfolk Stormcaller
Firefly Golem
Frabulunbiog, Avatar of Neugmiros
Grave Weird
Rainbringer
The Hood
Young Crystal Dragon

Challenge 7

Bog Worm
Caller from the Deep
Greater Habilis Ooze
Niddhog
Werebadger

Challenge 8

Beholder: Eye of the Deep
Jungle Walker
Ramathap
Tyrannosaurus Chamaeleonidae

Challenge 9

Bulezau
Shadokar

Challenge 10

Great Ghul

Challenge 11

Infernal Obelisk
Lindworm
Maurezhi
Troll Slaughter Guard
Song of the Sea
Tu'Gok

Challenge 12

Adult Dokufu
The Bloodthorn

Challenge 13

Cairnlord
Relentless Colossus

Challenge 14

Cairnlord (in lair)
Dhanava

Challenge 15

Death Golem
Ghour

Challenge 16

Adult Amethyst Dragon

Challenge 17

Terracotta General

Challenge 20

Necrosphinx
Ooze Dragon

Challenge 21

Bound Colossus

Challenge 26

Merrshaulk

APPENDIX B

MONSTERS BY ENVIRONMENT

ARCTIC MONSTERS

Monsters	Challenge
Fool's Slush, Kobold Commando, Kobold Poison Fanatic, Kobold Riding Drake	1
Kobold Air Cavalry	2
Ice Spider, Kobold Hunting Drake, Troll Dog	3
Elemental (Ice), Mardak	5
Dokufu Spiderling, Young Crystal Dragon	6
Troll Slaughter Guard	11
Adult Dokufu	12

COASTAL MONSTERS

Monsters	Challenge
Eelfolk	1/2
Eelfolk Hunter, Kobold Commando, Kobold Poison Fanatic, Kobold Riding Drake	1
Kobold Air Cavalry	2
Kobold Hunting Drake, Octogoth	3
Eelfolk Scourge, Tempest Beast	4
Eelfolk Stormcaller	6
Song of the Sea	11

DESERT MONSTERS

Monsters	Challenge
Kobold Commando, Kobold Poison Fanatic, Kobold Riding Drake	1
Kobold Air Cavalry	2
Kobold Hunting Drake	3
Arachtus, Shaitan	4
Ramathep	8
Necrosphinx	20

GRASSLAND MONSTERS

Monsters	Challenge
Scarecrow (Crow Master)	2
Crocotta	4
Aurochon, Mardak, The Floater	5
Niddhog	7
Tyrannosaurus Chamaeleonidae	8
Tu'Gok	11

FOREST MONSTERS

Monsters	Challenge
Tomb Spider Broodswarm, Web Mummy	1/2
Kenning, Kobold Commando, Kobold Poison Fanatic, Kobold Riding Drake	1
Blight Swarm, Formican Psion, Formican Worker, Kobold Air Cavalry, Shadow Snake, Werefox	2
Demon Blight, Formican Drone, Hypnobia, Kobold Hunting Drake, Lizardfolk Hulk, Tangling Willow, Tomb Spider, Troll Dog	3
Crocotta, Formican Soldier	4
Dark Rose, Formican Shocker, Mardak	5
Firefly Golem	6
Niddhog, Werebadger	7
Jungle Walker, Tyrannosaurus Chamaeleonidae	8
Troll Slaughter Guard, Tu'Gok	11

HILL MONSTERS

Monsters	Challenge
Pech	1/2
Kobold Commando, Kobold Riding Drake	1
Kobold Air Cavalry	2
Kobold Hunting Drake, Troll Dog	3
Crocotta	4
Aurochon, Mardak	5
Bone Giant	6
Niddhog	7
Lindworm, Troll Slaughter Guard	11

MOUNTAIN MONSTERS

Monsters	Challenge
Aarakocra Necromancer	1/4
Pech, Tomb Spider Broodswarm, Web Mummy	1/2
Kobold Commando, Kobold Poison Fanatic, Kobold Riding Drake	1
Formican Psion, Formican Worker, Kobold Air Cavalry, Werefox	2
Formican Drone, Ice Spider, Kobold Hunting Drake, Tomb Spider, Troll Dog	3
Formican Soldier	4
Formican Shocker, Mardak	5
Dokufu Spiderling, Rainbringer, Young Crystal Dragon	6
Lindworm, Troll Slaughter Guard	11
Adult Dokufu	12
Adult Amethyst Dragon	16

SWAMP MONSTERS

Monsters	Challenge
Tomb Spider Broodswarm, Web Mummy	1/2
Estinfalo, Kobold Commando, Kobold Poison Fanatic, Kobold Riding Drake	1
Kobold Air Cavalry, Shadow Snake	2
Fiendish Maggot, Hypnobia, Kobold Hunting Drake, Lizardfolk Hulk, Tomb Spider, Troll Dog	3
Bone Giant, Chilling Eyes	6
Bog Worm	7
Shadokar	9
Lindworm, Troll Slaughter Guard	11

UNDERWATER MONSTERS

Monsters	Challenge
Elffolk	1/2
Elffolk Hunter	1
Octogoth	3
Elffolk Scourge	4
Elffolk Stormcaller	6
Caller from the Deep	7
Beholder: Eye of the Deep	8
Song of the Sea	11

UNDERDARK MONSTERS

Monsters	Challenge
Mind Flayer Tadpole	0
Pech, Tomb Spider Broodswarm, Web Mummy	1/2
Kobold Commando, Kobold Poison Fanatic, Kobold Riding Drake	1
Kobold Air Cavalry	2
Big Green Eye, Kobold Hunting Drake, Mind Flayer Cenomorph, Tomb Spider, Troll Dog	3
Habilis Ooze	4
Mardak, Werespider	5
Arcane Ooze, Chilling Eyes	6
Greater Habilis Ooze	7
Ramathep	8
Shadokar	9
Great Ghul	10
Troll Slaughter Guard	11

URBAN MONSTERS

Monsters	Challenge
Cackling Zombie, Chart Attack, Manski, Pulper	1/2
Kobold Commando, Kobold Poison Fanatic, Kobold Riding Drake, Netherchild, Vildrat, Vomit Spawn	1
Kobold Air Cavalry, Werefox	2
Fiendish Maggot, Giant Mimic, Kobold Hunting Drake, Netherchild Forsaken	3
Empty Sack, The Evil Doll, Habilis Ooze, Pantherfolk	4
Aurochon, Dark Rose, Eadochas, Gulabus	5
Grave Weird, Chilling Eyes, The Hood	6
Greater Habilis Ooze	7
Great Ghul	10
Dhavana	13



APPENDIX C

MONSTERS BY TYPE

ABERRATION

Monsters	Challenge
Mind Flayer Tadpole	0
Big Green Eye, Mind Flayer Cenomorph, Octogoth	3
Empty Sack	4
Aurochon	5
Beholder: Eye of the Deep	6
Jungle Walker, Ramathep	8

BEAST

Monsters	Challenge
Manski, Tomb Spider Broodswarm	1/2
Estinfalo	1
Formican Psion, Formican Worker	2
Formican Drone, Hypnobia, Tomb Spider	3
Formican Soldier, Tempest Beast	4
Formican Shocker	5
Firefly Golem	6
Tyrannosaurus Chamaeleonidae	8
Tu'Gok	11

CELESTIAL

Monsters	Challenge
Hound Archon	5

CONSTRUCT

Monsters	Challenge
Elemental Core	0
Utility Drone	1/4
Chart Attack, Porcelain Doll Swarm, Soul Homunculus	1/2
Relentless Squire	1
Scarecrow (Crow Master), Terracotta Soldier	2
Yantra	3
The Evil Doll	4
Relentless Colossus	13
Death Golem	15
Terracotta General	17

DRAGON

Monsters	Challenge
Kobold Riding Drake	1
Kobold Hunting Drake	3
Young Crystal Dragon	6
Lindworm	11
Adult Amethyst Dragon	16
Ooze Dragon	20

ELEMENTAL

Monsters	Challenge
Storm Hound	2
Azer Acolyte, Ice Spider	3
Azer Priest, Nyth	4
Elemental (Ice)	5
Grave Weird	6
Caller from the Deep	7
Song of the Sea	11
Bound Colossus	21

FEY

Monsters	Challenge
Kenning	1
Potato Sack Man, Shaitan	4
Frabulunbiog (Avatar of Neugmiros), Rainbringer	6
Cairn lord	13

FIEND

Monsters	Challenge
Abyssal Giant Lizard, Netherchild	1
Demon Blight, Fiendish Maggot, Netherchild Forsaken	3
Arrow Demon	4
Ankashar, Gulabus	5
The Hood	6
Bulezau	9
Infernal Obelisk, Maurezhi	11
Dhanava	14
Ghour	15
Merrshaulk	26

GIANT

Monsters	Challenge
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Troll Slaughter Guard	11
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HUMANOID

Monsters	Challenge
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Elffolk, Pech	1/2
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Elffolk Hunter, Kobold Commando, Kobold Poison Fanatic	1
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Kobold Air Cavalry, Werefox	2
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Lizardfolk Hulk	3
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Aarakocra Necromancer, Elffolk Scourge, Pantherfolk	4
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Mardak, Werespider	5
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Elffolk Stormcaller	6
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Werebadger	7
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MONSTROSITY

Monsters	Challenge
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Vildrat	1
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Shadow Snake	2
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Giant Mimic, Troll Dog	3
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Crocotta	4
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Dokufu Spiderling	6
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Bog Worm, Nidhog	7
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Adult Dokufu	12
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OOZE

Monsters	Challenge
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Fool's Slush, Vomit Spawn	1
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Habilis Ooze	4
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Arcane Ooze	6
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Greater Habilis Ooze	7
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PLANT

Monsters	Challenge
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Wee Wicked Potato Man	1/2
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Blight Swarm	2
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Tangling Willow	3
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Aractus	4
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Dark Rose	5
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The Bloodthorn	12
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UNDEAD

Monsters	Challenge
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Cackling Zombie	1/4
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Pulper, Web Mummy	1/2
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Eadochas, The Floater	5
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Bone Giant, Chilling Eyes	6
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Shadokar	9
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Great Ghul	10
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Necrosphinx	20
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