

DM OPTIONS MONSTER TALENTS



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ABOUT THE COVER

I wanted the cover for this book to be special, and at the same time, wanted to pay tribute to the classic D&D books. This was about monsters so I looked at the classic Monster Manual covers. Nothing jumped at me until I saw the classic Players Handbook cover by David Trampier. I thought, what if the devil statue was actually a golem? So I commissioned Sandy Gonzaga as usual and asked him, if that statue is a golem and it is about to come alive to deal with the interlopers, what would it look like 5 seconds later? The result is what you see.



ABOUT THIS BOOK (v1.01)

DM Options: Monster Talents is the third book about the Talents concept. The first two books (Character Options: Talents and Character Options: Talents II) have been successful and made a huge impact to a lot of players' gaming experience. However, it did have balance issues that a DM had to address. And this book will finally help the DM do that. This time, the talents are not for the players (well, most of it, see Chapter 3). This time, it's the DM who gets to have the fun choosing and playing around with feat-like options for monsters.

This book covers the creatures from the Monster Manual book, providing several talents to choose from for each critter, depending on their CR. The higher the creature's CR, the more talents they can have and the bigger their selection. As a result, you'll have plenty of options to make the tired and typical encounters your players have gone accustomed to dealing with suddenly fresh and exciting. With talents like the Stirge's insidious *Anesthetic Bite*, the Beholder's obnoxious *Redirect Central Eye*, the Balor's destructive *Meteor Strike*, the Tarrasque's terrifying *Disintegration Breath*, and the truly horrifying rage-quit inducing *Potent Antennae* of the Rust Monster to arm your monsters with, you'll have a delightful time tormenting and shocking your players.

If you didn't purchase the Character Options: Talents books, don't fret. This book can still provide you with ideas on how to create or customize your monsters. To help with this, take a look at the Elite Monster template provided in Chapter 4 and some elite creature samples. With over 150 pages of talents, you'll find a lot you can use here! Enjoy!

ACKNOWLEDGEMENT

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, Player's Handbook, Monster Manual, Dungeon Master's Guide, D&D Adventurers League, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries. All characters and their distinctive likenesses are property of Wizards of the Coast. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast.

INTRODUCTION

WHAT ARE MONSTER TALENTS?

Monster Talents are extraordinary aspects of a creature's abilities, background, personality, physique, proficiencies, and features. They offer a means for you to improve a creature's current existing abilities or provide it with new capabilities.

With the introduction of Monster Talents, your players will seldom face the same monster again.

TYPES OF TALENTS

Unlike the talents presented in the Character Options: Talents books, there are only four types of talents here, each categorized on how they are supposed to be used. They are Traits, Actions, Reactions, and Legendary Actions.

Traits. The most common talent type. They are often characterized as a passive talent, such as improvements to existing abilities, added resistances, or new ongoing effects like auras. Others are features like innate spellcasting abilities, options that require it to take a bonus action, or even grant a monster Legendary Actions!

Action. A talent that provides the creature with the use of an action, such as a breath attack or spell like ability. Some actions can be used each turn while others have charges or limits per day.

Reaction. A talent that provides the creature with the use of a reaction.

Legendary Action. A talent that provides the creature with the use of a legendary action. Legendary actions will always come with a cost.

TALENT DESCRIPTIONS

Below is the format for talent descriptions:

MONSTER NAME

The name of the monster followed by its CR and the number of talents it can have. A list of talents available to that monster will be shown below it.

Type: The talent type (Trait, Action, Reaction, or Legendary Action).

Talent Cost: The count value of the talent. If this entry is absent, it means the talent counts as 1 talent. Otherwise, some talents have a cost of 2 or

3. This means they count as 2 or 3 talents if you take it. For example, the aboleth can have 4 talents. If it acquires the talent *Innate Spellcaster (Psionics)*, which costs 2 talents, this means the aboleth can only have 2 more talents. If it acquires *Slime Sphere*, which also costs 2, then it would end up with only those 2 talents.

Prerequisite: This could be a monster type, a certain feature or ability, another talent or talents. This entry is absent if a talent has no prerequisite.

HOW MANY TALENTS DOES IT HAVE?

The number of talents a creature has is equal to **one third the creature's CR plus one**, rounded down. Consult the table below for exact details:

CREATURE'S NUMBER OF TALENTS BY CR

CR	Talents	CR	Talents
Up to 1	1	16	6
2	1	17	6
3	2	18	7
4	2	19	7
5	2	20	7
6	3	21	8
7	3	22	8
8	3	23	8
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CHAPTER 1. MONSTER MANUAL CREATURES

This chapter covers every creature listed in the Monster Manual. Under each creature's name is the number of talents it has followed by a list of available talents the creature can have.

AARAKOCRA

The aarakocra (CR ¼) can have 1 talent.

FLYBY

Type: Trait.

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

IMPROVED DIVE ATTACK

Type: Trait.

If the aarakocra is flying and dives at least 30 feet straight toward a target and then hits it with a melee weapon attack, the target takes an extra 3 (1d6) damage and must succeed on a DC 10 Strength saving throw or be knocked prone.

MULTIATTACK

Type: Trait.

The aarakocra makes two attacks: one with its javelin and one with its talon.

ABOLETH

The aboleth (CR 10) can have 4 talents.

EXTRA LEGENDARY ACTION

Type: Trait.

The aboleth can take 1 additional legendary action before the start of its next turn. The aboleth can retake this talent up to two additional times. The additional legendary action stacks.

IMPROVED ENSLAVE

Type: Trait.

The aboleth can target up to two creatures it can see within 30 feet with its Enslave feature.

IMPROVED MULTIATTACK

Type: Trait.

When the aboleth uses Multiattack, it makes four

attacks: three with its tentacles and one with its tail.

INNATE SPELLCASTER (PSIONICS)

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

The aboleth's innate spellcasting ability is Intelligence (DC 16). It can innately cast the following spells requiring no material components:
3/day (each): *hypnotic pattern*, *phantasmal force*
2/day (each): *hallucinatory terrain*, *major image*
1/day: *project image*

SLIME ORB

Type: Legendary Action.

Slime Orb. *Ranged Spell Attack:* +9 to hit, range 120ft., one target. *Hit:* 14 (4d6) acid damage and the target must make a DC 14 Strength saving throw or be restrained until the end of the aboleth's next turn.

SLIME SPHERE

Type: Legendary Action (Costs 2 Actions).

Slime Sphere. The aboleth conjures a ball of acidic slime that explodes at a point it can see within 120 feet of it. Each creature in a 20-foot-radius sphere centered on that point must make a DC 14 Strength saving throw. On a failed save, the target takes 14 (4d6) acid damage and is restrained, or half as much damage and isn't restrained on a successful one. A restrained creature takes 10 (3d6) acid damage at the start of each of the Aboleth's turns.

A restrained creature can use an action to perform a DC 14 Strength (Athletics) or Dexterity (Acrobatics) check, ending the effect on itself on a success.

TAIL BASH

Type: Trait.

If the aboleth's tail attack roll against a target succeeds by 5 or more, the target must make a DC 14 Constitution saving throw or be stunned until the end of the aboleth's next turn.



ANGEL

NUMBER OF TALENTS BY ANGEL

Angel	CR	Talents
Deva	10	4
Planetar	16	6
Solar	21	8

ANGELIC PRESENCE

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

While the angel has more than half of its hit points, all melee and ranged attacks made against the angel have disadvantage.

AURA OF RADIANCE

Type: Trait.

A hostile creature that starts its turn within 5 feet of the Angel takes 4 (1d8) radiant damage.

ANGEL OF VENGEANCE

Type: Trait.

Once per short or long rest, the angel can take a bonus action to mark a target hostile creature it can see within 10 feet of it. The angel gains advantage on attack rolls against the creature for 1 minute or until it drops to 0 hit points or is incapacitated.

BURST OF HEALING

Type: Action.

The angel expends three uses of its Healing Touch and each creature within 20 feet of the angel regains hit points and is freed of any curse, disease, poison, blindness, or deafness, as if targeted by the angel's Healing Touch feature.

EXTRA LEGENDARY ACTION

Type: Trait.

Prerequisite: Solar.

The solar can take 1 additional legendary action before the start of its next turn. The solar can retake this talent up to two additional times. The additional legendary action stacks.

FLYBY

Type: Trait.

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

GUARDIAN ANGEL

Type: Reaction.

The angel designates a creature as its ward. It can use its reaction to move up to half its flying speed and add 6 to the AC of the ward against one attack that would hit it. To do so, the angel must be within 5 feet of its ward, see the attacker, and be wielding a melee weapon.

IMPROVED ANGELIC WEAPONS

Type: Trait.

The radiant damage dealt by the angel's weapon is increased by 9 (2d8).



IMPROVED AURA OF RADIANCE

Type: Trait.

Prerequisite: *Aura of Radiance*.

A hostile creature that starts its turn within 10 feet of the angel takes 9 (2d8) radiant damage.

REGENERATION

Type: Trait.

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

SPELL REFLECTION (3/DAY)

Type: Reaction.

Talent Cost: 2 (Counts as 2 Talents).

If the angel makes a successful saving throw against a spell, or a spell attack misses it, the angel can use its reaction to choose another creature (including the spellcaster) it can see within 30 feet of it. The spell targets the chosen creature instead of the angel. 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.

SWIFT SPELLCASTER (3/DAY)

Type: Trait.

Talent Cost: 3 (Counts as 3 Talents).

The angel can take a bonus action to cast a spell that has a casting time of 1 action.

ANIMATED OBJECTS

An animated object can have 1 talent.

EVER VIGILANT

Type: Trait.

The animated object has advantage to Initiative rolls and Wisdom (Perception) checks.

MAGIC WEAPONS

Type: Trait.

The animated object's weapon attacks are magical.

ANKHEG

The ankheg (CR 2) can have 1 talent.

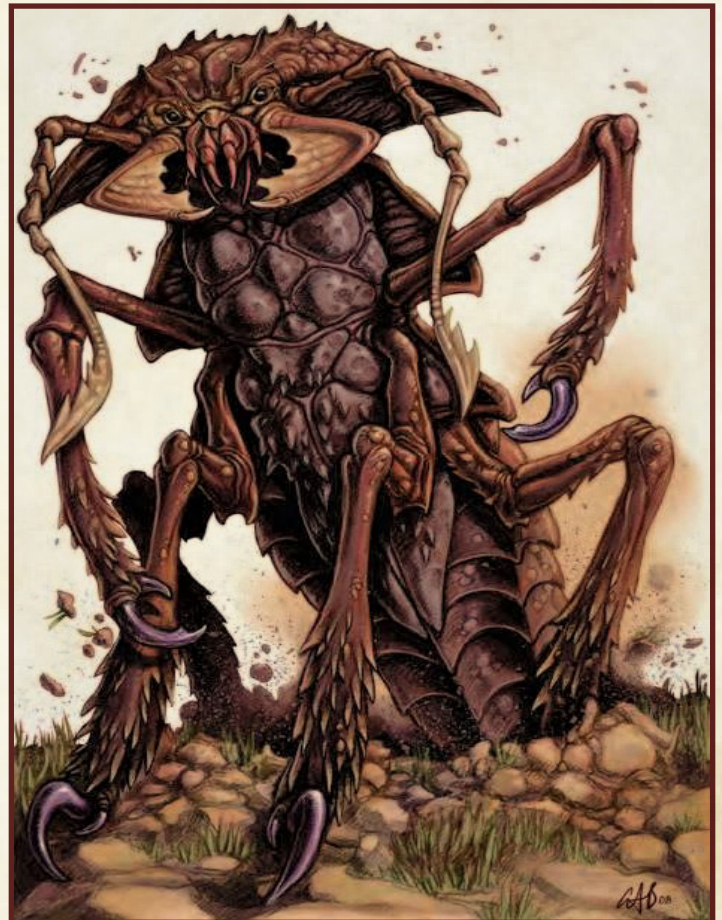
HARDENED CARAPACE

Type: Trait.

The ankheg is resistant to piercing and slashing damage from nonmagical weapons that aren't adamantine.

RISING BURST (RECHARGE 6)

Type: Action.



The ankheg bursts out from underneath its victims. This sprays rock and dirt into the air and causes the ground around it to shake violently. Each creature standing within that 20-foot cube area centered on the ankheg must make a DC 13 Strength saving throw. A creature takes 11 (2d10) bludgeoning damage and is knocked prone on a failed save, or half as much damage and isn't knocked prone on a successful one. Additionally, the ground in that area becomes difficult terrain until cleared. Each 5-foot-square portion of the area requires at least one minute to clear by hand.

SPIKED CARAPACE

Type: Trait.

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

VITRIOLIC ACID SPRAY

Type: Trait.

If a creature fails its saving throw against the ankheg's acid spray, it takes 7 (2d6) acid damage at the start of ankheg's next turn.

AZER

The azer (CR 2) can have 1 talent.

AURA OF FIRE

Type: Trait.

A creature that starts its turn within 5 feet of the Azer takes 5 (1d10) fire damage.

CHAINS OF FLAME (RECHARGE 6)

Type: Action.

The azer can use *Chains of Flame*.

Chains of Flame. *Ranged Melee Attack:* +5 to hit, range 10 ft., one target. *Hit:* 6 (1d6+3) bludgeoning damage and 3 (1d6) fire damage and the target must succeed on a DC 13 Strength saving throw or

become restrained until the end of the azer's next turn.

HURL FLAME

Type: Action.

The azer can use *Hurl Flame*.

Hurl Flame. *Ranged Spell Attack:* +5 to hit, range 60 ft., one target. *Hit:* 4 (1d8) fire damage. If the target is a flammable object that isn't being worn or carried, it also catches fire.

IMPROVED HEATED WEAPONS

Type: Trait.

The fire damage dealt by the Azer's weapon is increased by 3 (1d6).

BANSHEE

The banshee (CR 4) can have 2 talents.

DEATHLY WHISPERS (3/DAY)

Type: Action.

The banshee whispers a baleful melody that only one creature of its choice within 30 feet can hear, wracking it with terrible pain and grief. The target must make a DC 13 Wisdom saving throw. On a failed save, it takes 10 (3d6) psychic damage and must immediately use its reaction, if available, to move as far as its speed allows away from the banshee. The creature doesn't move into obviously dangerous ground, such as a fire or a pit. On a successful save, the target takes half as much damage and doesn't have to move away. A deafened creature automatically succeeds on the save.

GROANING SPIRIT

Type: Trait.

The Banshee produces and maintains a series of eerie, mournful groans and cries that can be heard up to 120 feet. A creature that can hear it and is concentrating on a spell must make a DC 13 Constitution saving throw each turn to maintain

concentration. In addition, a creature that can hear it must make a DC 13 Wisdom saving throw or become frightened for as long as it can hear the banshee. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. A creature that successfully saves against the effect is immune to the banshee's groaning spirit for the next 24 hours.

HYPNOTIC GLARE (3/DAY)

Type: Reaction.

When a creature the banshee can see targets the banshee with an attack and the creature is within 30 feet of the banshee, the banshee can use its reaction and glare at the creature. The target must succeed on a DC 13 Wisdom saving throw against this magic or be charmed until the end of the banshee's next turn. The charmed target is stunned. If the target's saving throw is successful, the target is immune to the banshee's Hypnotic Glare for the next 24 hours.

IMPROVED WAIL

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

As *Wail*, except that a creature that fails its saving throw has its hit point maximum magically reduced by 10 (3d6). If a creature's hit point maximum is reduced to 0 by this effect, the creature dies. A creature's hit point maximum can be restored with the *greater restoration* spell or similar magic.

KISS OF DEATH

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

The banshee can use *kiss of death*.

Kiss of Death. *Melee Spell Attack*; +5 to hit, reach 5 ft., one charmed or frightened male humanoid creature. **Hit:** The target must make a DC 13 Constitution saving throw. On failed save, the target's hit points is reduced to 0. On a success, the creature takes 12 (3d6 + 2) necrotic damage.

BASILISK

The basilisk (CR 3) can have 2 talents.

MULTI-CLAW RAKE

Type: Trait.

If the basilisk hits a target creature with its bite, it can take a bonus action to immediately target it with its multi-claw rake attack.

Multi-Claw Rake. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. **Hit:** 13 (4d4+3) slashing damage.

POISON BREATH (RECHARGE 5-6)

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

The basilisk exhales poisonous gas in a 15-foot



cone. Each creature in that area must make a DC 12 Constitution saving throw taking 18 (4d8) poison damage on a failed save, or half as much damage on a successful one.

STONY HIDE

Type: Trait.

The basilisk is resistant to bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't adamantite.

VENOMOUS SPITTLE

Type: Action.

The basilisk can use *venomous spittle*.

Venomous Spittle. *Melee Weapon Attack:* +5 to hit, reach 30 ft., one target. *Hit:* 7 (2d6) poison damage and the target must succeed on a DC 12 Constitution saving throw or become poisoned for one minute.

BEHIR

The behir (CR 11) can have 4 talents.

LEGENDARY ACTIONS

Type: Trait.

Talent Cost: 3 (Counts as 3 Talents).

The behir gains 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 creature's turn. The behir regains spent legendary actions at the start of its turn.

Attack. The behir makes one bite or Constrict attack.

Move. The behir moves up to half its speed.

Swallow (Costs 2 Actions). The behir uses Swallow.

LIGHTNING-CHARGED

Type: Trait.

The behir's melee weapon attacks deal an extra 4



(1d8) lightning damage.

In addition, a creature that hits the behir with a melee attack while within 5 feet of it takes 4 (1d8) lightning damage.

FRIGHTFUL PRESENCE

Type: Action.

Each creature of the behir's choice that is within 60 feet of the behir and aware of it must succeed on a DC 13 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 behir's Frightful Presence for the next 24 hours.

When the behir uses Multiattack, it can also use its Frightful Presence.

MULTI-CLAW RAKE

Type: Action.

If the behir hits a creature with its bite, it can take a bonus action to attack it with its multi-claw rake attack.

Multi-Claw Rake. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 17 (2d10+6) slashing damage.

SHOCKING LIGHTNING BREATH

Type: Trait.

If a creature fails its saving throw against the behir's lightning breath by 5 or more, it is paralyzed until the end of the behir's next turn.

TAIL SLAP

Type: Reaction.

Talent Cost: 2 (Counts as 2 Talents).

When a creature the behir can see starts its turn within 10 feet of the behir, the behir can use its reaction to attack it with its tail slam feature.

Tail Slap. *Melee Weapon Attack* +10 to hit, reach 10 ft., one target. *Hit:* 17 (2d10+6) bludgeoning

damage and the target must make a DC 16 Strength saving throw. On a failure, the target is pushed up to 10 feet away and is knocked prone.

BEHOLDER

NUMBER OF TALENTS BY BEHOLDER

Beholder	CR	Talents
Beholder	13	5
Death Tyrant	14	5
Spectator	3	2

EXTRA EYE RAY ATTACK

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

When the beholder uses its Eye Rays attack, it can shoot one additional magical eye ray at random (reroll duplicates).

EXTRA LEGENDARY ACTION

Type: Trait.

Prerequisite: Beholder or Death Tyrant

The beholder can take 1 additional legendary action before the start of its next turn. The beholder can retake this talent up to two additional times. The additional legendary action stacks.

FOCUSING EYE RAYS

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

If a creature is hit by an eye ray attack, the beholder imposes disadvantage to all saving throws made by the creature against any succeeding eye ray attacks until the end of the beholder's turn.



***Prerequisite:* Death Tyrant**

A creature that starts its turn within the area of effect of the Death Tyrant's negative energy cone takes 10 (3d6) necrotic damage.

BLIGHTS

All blights have 1 talent each.

POISONOUS TOUCH

Type: Trait.

The blight's melee weapon attacks deal an extra 3 (1d6) poison damage.

STRANGLING PLANTS

Type: Trait.

Prerequisite: Vine Blight

A creature restrained by the vine blight's entrangling plants takes 3 (1d6) bludgeoning damage at the start of its turn and is unable to breathe.

THORNY BARK

Type: Trait.

A creature that hits the blight with a melee attack while within 5 feet of it takes 2 (1d4) piercing damage.

BUGBEAR

The bugbear (CR 1) can have 1 talent. The bugbear chief (CR 3) can have 2 talents.

BODY SHIELD

Type: Reaction.

Prerequisite: Garrote

When a bugbear that has grappled with a creature using its garrote feature is hit by a melee or ranged

REDIRECT CENTRAL EYE

Type: Reaction.

Talent Cost: 2 (Counts as 2 Talents).

Prerequisite: Beholder.

When a creature the beholder can see but isn't within its anti-magic cone casts a spell or uses a magical item but before it takes effect, the beholder can use its reaction to turn its central eye facing towards the creature.

SPASMODIC EYE RAY

Type: Reaction.

Talent Cost: 2 (Counts as 2 Talents).

When a creature the beholder can see hits the beholder with an attack and is within 120 feet of the beholder, the beholder can use its reaction to attack the creature with one of its eye rays, chosen at random.

WITHERING NEGATIVE ENERGY CONE

Type: Trait.

attack roll, the bugbear can use its reaction to make the grappled creature take the damage instead. To do so, the bugbear must see the attacker.

The bugbear cannot use *Body Shield* if the attack came from the creature it has grappled with.

COMBAT ADVANTAGE

Type: Trait.

Once during its turn, the bugbear deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll.

This does not stack with the bugbear's *surprise attack* feature.

GARROTE

Type: Action.

The bugbear can use *garrote*.

Garrote. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one Medium or Small creature against which the bugbear has advantage on the attack roll. *Hit:* 4 (1d4 + 2) bludgeoning damage, and the target is grappled (escape DC 11). Until the is grapple ends, the target can't breathe.

SKULK

Type: Trait.

The bugbear has advantage on Dexterity (Stealth) checks.

SKULLTHUMP

Type: Action.

Prerequisite: Bugbear Chief, must be wielding a bludgeoning weapon.

Once per turn, when a bugbear chief hits a target with a melee weapon attack with a bludgeoning weapon and has advantage on the attack roll, it can choose to stun it. The target must make a DC 13 Constitution saving throw or be stunned until the end of its next turn.

BULETTE

The bulette (CR 5) can have 2 talents.

EARTH FURROW

Type: Trait.

If the bulette moves within 10 feet underneath the space of Large or smaller creature using its burrow speed, the creature must make a DC 15 Strength (Athletics) or DC 15 Dexterity (Acrobatics) ability check or be knocked prone.

IMPROVED SECOND WIND (1/DAY)

Type: Action.

The bulette can take a bonus action to regain 29 (2d10+18) hit points.

MULTIATTACK

Type: Action.

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

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



RISE BURST (RECHARGE 6)

Type: Action.

The bullete bursts out from underneath its victims. This sprays rock and dirt into the air and causes the ground around it to shake violently. Each creature standing within that 20-foot cube area centered on the bulette must make a DC 15 Strength saving throw. A creature takes 16 (3d10) bludgeoning damage and is knocked prone on a failed save, or half as much damage and isn't knocked prone on a successful one. Additionally, the ground in that area becomes difficult terrain until cleared. Each 5-foot-square portion of the area requires at least one minute to clear by hand.

BULLYWOG

The bullywog (CR ¼) can have 1 talent.

BULLY

Type: Trait.

A bullywog deals an extra 3 (1d6) damage against prone targets.

BULLYWOG RUSH

Type: Action.

The bullywog can take a bonus action to move up to its speed (possibly using its *standing leap* feature) toward an enemy that it can see or hear. If it ends up within 5 feet of that enemy, it can make one melee weapon attack. If the bullywog hits, the target must make a DC 11 Strength saving throw or be knocked prone. If the bullywog misses its attack, it immediately ends its turn and all attacks made against the bullywog have advantage until the start of its next turn.

SPASMODIC HOP

Type: Reaction.

When a creature the bullywog can see moves within 5 feet of the bullywog, the bullywog can use its reaction to perform a Disengage action and

move up to its speed.

CAMBION

The cambion (CR 5) can have 2 talents.

HELLFIRE RAY (3/DAY)

Type: Action.

The cambion can take a bonus action to empower its fire ray with infernal magic. A creature struck by the hellfire ray takes an extra 10 (3d6) necrotic damage and must make a DC 14 Strength saving throw or be knocked prone.

IMPROVED INNATE SPELLCASTING

Type: Action.

The cambion can innately cast the following spells requiring no material components:

3/day: *cause fear*

1/day: *polymorph (self only)*



SOUL SCORCH (RECHARGE 5-6)

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

The cambion summons a 15-foot cube of hellfire to erupt from the ground within 60 feet. Each creature other than the cambion in that area must make a DC 14 Dexterity saving throw, taking 10 (3d6) fire damage and 10 (3d6) necrotic damage on a failed save, or half as much damage on a successful one.

SOUL MANTLE (1/DAY)

Type: Reaction.

When the cambion is hit by an attack roll or makes a saving throw roll but before the outcome is determined, the Cambion can use its reaction to add 4 to its AC or saving throw.

CARRION CRAWLER

The carrion crawler (CR 2) can have 1 talent.

CRAWLING STALKER

Type: Trait.

The carrion crawler gains the skill Stealth (+5) and has advantage on Dexterity (Stealth) checks when using *spider climb*.

IMPROVED MULTIATTACK

Type: Trait.

When the carrion crawler uses its Multiattack, it makes four attacks: three with its tentacles and one with its bite.

TENTACLE FLURRY (RECHARGE 5-6)

Type: Action.

The carrion crawler makes eight tentacle attacks.

THREATENING REACH

Type: Trait.

The carrion crawler can make up to four opportunity attacks per turn.

CENTAUR

The centaur (CR 2) can have 1 talent.

IMPROVED CHARGER

Type: Trait.

The centaur can reroll its attack roll when it uses Charge. The centaur must use the result of the second roll, even if it is lower.

OVERRUN

Type: Action.

After moving more than 10 feet and then entering the space of a medium-sized or smaller creature, the centaur can try to knock the creature prone. The creature must make a DC 14 Strength saving throw. On a failed save, the target is knocked prone and the centaur can immediately attack it with its hooves. On a successful save, the creature isn't knocked prone, and is pushed 5 feet out of the centaur's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the centaur's space.

REAR KICK

Type: Reaction.

When a creature the centaur can see and is within 5 feet of the centaur targets the centaur with a melee attack, the centaur can use its reaction to attack it with its hooves. If the centaur hits, the target must succeed on a DC 14 Strength check or be pushed 5 feet and be knocked prone.

SKIRMISHER

Type: Trait.

If the centaur hits a creature with a weapon attack, it can use a bonus action to perform a Dash or Disengage action this turn.

CHIMERA

The chimera (CR 6) can have 3 talents.

IMPROVED MULTIATTACK

Type: Trait.

When the chimera uses its Multiattack, it makes four attacks: two with its bite, one with its horns, and one with its claws.

THREE-HEADED

The chimera has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

RAM'S CHARGE

Type: Action.

If the chimera moves at least 20 feet straight toward a target and then hits it with its horns attack on the same turn, the target takes an extra 6 (1d12) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.



RAVAGE (RECHARGE 4-6)

Type: Action.

The chimera makes five attacks: two bites (one from the dragon and one from the lion), one with its horns, and two with its claws.

LION'S ROAR (RECHARGE 5-6)

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

The chimera's lion head emits a magical roar. Each creature within 120 feet that can hear its roar must succeed on a DC 15 Wisdom saving throw or be deafened and frightened for one minute. If a creature fails its saving throw by 5 or more, the creature is also paralyzed while frightened for the same duration.

A frightened creature can repeat the saving throw at the end of each of its turns, ending both effects on itself on a success.

When the chimera uses Multiattack and Lion's Roar is available, the chimera can use Lion's Roar in place of its bite.

STING

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

The chimera's tail ends in a scorpion-like stinger. When the chimera uses its Multiattack, it can use Sting in place of one claw attack.

Sting. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 10 (1d10 + 4) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 11 (2d10) poison damage on a failed save, or half as much damage on a successful one.

CHUUL

The chuul (CR 4) can have 2 talents.

HARDENED CARAPACE

Type: Trait.

The chuul is resistant to piercing and slashing damage from nonmagical weapons that aren't adamantine.

PSYCHIC LURE (RECHARGE 5-6)

Type: Action.

The chuul can take a bonus action to make a Psychic Lure attack.

Psychic Lure. *Ranged Spell Attack:* +6 to hit, reach 30ft., one target. *Hit:* 10 (3d6) psychic damage and the target must succeed on a DC 15 Strength saving throw or be pulled up to 25 feet toward the chuul.

VENOMOUS TENTACLES

Type: Trait.

A creature takes 7 (2d6) poison damage at the start of each of its turns while poisoned by the chuul's tentacles.

CLOAKER

The cloaker (CR 8) can have 3 talents.

EXTRA PHANTASMS

Type: Trait.

The cloaker creates two additional illusory duplicates of itself when it uses its Phantasms feature.

HYPNOTIC MOAN (RECHARGE 5-6)

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

The cloaker emits a psychic-charged moan. Each creature within 60 feet that can hear its moan and isn't an aberration must make a DC 13 Wisdom saving throw. On a failed save, the target takes 10 (3d6) psychic damage and is stunned until the end of the cloaker's next turn or half as much damage and isn't stunned on a successful one.

SHADOW SHIFT (3/DAY)

Type: Trait.

When in in dim light or darkness, the cloaker can take a bonus action to teleport up to 60 feet to an unoccupied space it can see that is also in dim light or darkness. After doing so, the cloaker has advantage on the first melee attack it makes before the end of the turn.

SUBTERRANEAN STALKER

Type: Trait.

The cloaker has advantage on Wisdom (Perception), Wisdom (Survival) checks, and Dexterity (Stealth) checks while in natural subterranean surroundings.

VENOMOUS TAIL

Type: Trait.

The cloaker's tail is covered with venomous spines. A creature hit by the cloaker's tail attack must make a DC 12 Constitution saving throw, taking 14



(4d6) poison damage on a failed save, or half as much on a successful one.

COCKATRICE

The cockatrice (CR ½) can have 1 talent.

MULTIATTACK

Type: Action.

The cockatrice makes two attacks: one with its bite and one with its sting.

Sting. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 3 (1d4+1) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 7 (2d6) poison damage on a failed save, or half as much damage on a successful one.

PETRIFYING GAZE

Type: Trait.

If a creature starts its turn within 5 feet of the cockatrice and the two of them can see each other, the cockatrice can force the creature to make a DC 11 Constitution saving throw if the cockatrice isn't incapacitated. On a failed save, the target magically begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the greater restoration spell or other magic. A creature that isn't surprised can avert its eyes to avoid the saving throw at the start of its turn. If it does so, it can't see the cockatrice until the start of its next turn, when it can avert its eyes again. If it looks at the cockatrice in the meantime, it must immediately make the save.

If the cockatrice sees its reflection within 5 feet of it in bright light, it mistakes itself for a rival and targets itself with its gaze.

POISONOUS BREATH (RECHARGE 5–6)

Type: Action.

The cockatrice exhales poisonous gas around it. Each creature within 5 feet of the cockatrice must make a DC 11 Constitution saving throw or become

poisoned for one minute.

COUATL

The couatl (CR 4) can have 2 talents.

BURST OF RADIANCE (RECHARGE 6)

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

The couatl emits a burst of radiant energy. All allies within 30 feet of the couatl regain 18 (4d8) hit points. All other creatures within 30 feet must make a DC 14 Dexterity saving throw, taking 18 (4d8) radiant damage on a failed save, or half as much on a successful one.

ETHEREAL JAUNT

Type: Trait.

The couatl can take a bonus action to magically shift from the Material Plane to the Ethereal Plane, or vice versa.

TWIST FREE

Type: Trait.

A couatl automatically makes its saving throws against paralysis and being restrained at the end of its turn as long as it is not unconscious.

CYCLOPS (SEE ALSO GIANT)

The cyclops (CR 6) can have 3 talents.

VEXING EYE (3/DAY)

Type: Reaction.

Talent Cost: 2 (Counts as 2 Talents).

When a creature the cyclops can see and is within 30 feet of the cyclops targets the cyclops with a melee or ranged attack, the cyclops can use its

reaction to impose disadvantage to the creature's attack roll. It must decide to use this feature before the attack is rolled.

DARKMANTLE

The darkmantle (CR ½) can have 1 talent.

BARBED TENTACLES

Type: Trait.

A creature that is attached to a darkmantle takes an extra 3 (1d6) piercing damage from the darkmantle's barbed tentacles that wrap around its torso and head at the start of each of the darkmantle's turns.

Additionally, each time a creature attempts to detach itself from the darkmantle, it takes 3 (1d6) piercing damage.

ENVELOP

Type: Trait.

When the darkmantle attaches itself to a target, it enwraps itself fully around the creature's body, restraining it. When the darkmantle takes damage while attached to a creature this way, the attack deals half as much damage to the darkmantle and

half as much damage to the creature it has attached itself to.

DEATH KNIGHT

The death knight (CR 17) can have 6 talents.

AURA OF DESPAIR

Type: Trait.

A creature hostile to the death knight that starts its turn within 20 feet of the death knight must make a DC 18 Wisdom saving throw, unless the death knight is incapacitated. On a failed save, the target is frightened until the start of its next turn. The target is unable to perform any actions except move at half its speed while frightened in this way. If a creature's saving throw is successful, the creature is immune to the death knight's Aura of Despair for the next 24 hours.

COMMAND UNDEAD

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

The death knight takes a bonus action to target an allied undead creature with CR 5 or less it can see within 60 feet and telepathically gives it a command to move or attack or do both. The target uses its reaction to move up to its speed and make one melee or ranged attack.

EXTRA LEGENDARY ACTION

Type: Trait.

Prerequisite: Legendary Actions.

The death knight can take 1 additional legendary action before the start of its next turn. The death knight can retake this talent up to two additional times. The additional legendary action stacks.

GREATER COMMAND UNDEAD

Type: Reaction.



Prerequisite: *Improved Command Undead*.

When an enemy the Death Knight can see moves within 30 feet of it, the Death Knight can use its reaction and target one undead it can see within 60 feet and telepathically give it a command to move towards the enemy. The targeted undead creature immediately uses its reaction to move up to its speed towards the enemy and if it ends within 5 feet of it, make one melee attack.

LEGENDARY ACTIONS

Type: Trait.

Talent Cost: 3 (Counts as 3 Talents).

The death knight gains 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 creature's turn. The death knight regains spent legendary actions at the start of its turn.

Move. The death knight moves up to half its speed.

Longsword. The death knight makes one longsword attack.

Cast a Spell (Costs 3 Actions). The death knight casts a spell from its list of prepared spells, using a spell slot as normal.

IMPROVED COMMAND UNDEAD

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

Prerequisite: *Command Undead*.

As *Command Undead*, but the death knight can target up to two allied undead creatures with CR 5 or less it can see within 60 feet.

INNATE SPELLCASTER

Type: Action.

The death knight's innate spellcasting ability is Charisma (DC 18). It can innately cast the following spells requiring no material components:

3/day (each): *detect magic*, *see invisibility*

2/day (each): *animate dead*, *blight*



INNATE SPELLCASTER II

Type: Trait.

Prerequisite: *Innate Spellcaster*.

The death knight can innately cast the following spells requiring no material components:

1/day (each): *power word stun*, *symbol*

SPELL REFLECTION (3/DAY)

Type: Reaction.

Talent Cost: 2 (Counts as 2 Talents).

If the death knight makes a successful saving throw against a spell, or a spell attack misses it, the death knight can use its reaction to choose another creature (including the spellcaster) it can see within 30 feet of it. The spell targets the chosen creature instead of the death knight. 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.

DEMILICH

The demilich (CR 18) can have 7 talents.

AURA OF DECAY

Type: Trait.

A creature that starts its turn within 20 feet of the demilich takes 10 (3d6) necrotic damage.

DEATH GAZE (RECHARGE 4-6)

Type: Action.

The demilich can take a bonus action to gaze at one creature it can see within 30 feet of it. The target must make a DC 19 Wisdom saving throw. On a failed save, the target's hit points is reduced to 0. A creature that successfully saves against the effect takes 10 (3d6) necrotic damage.

EXTRA LEGENDARY ACTION

Type: Trait.

The demilich can take 1 additional legendary action before the start of its next turn. The demilich can retake this talent up to two additional times. The additional legendary action stacks.

INNATE SPELLCASTER

Type: Trait.

The demilich has somehow retained some of its spellcasting abilities. Its spellcasting ability is Charisma (DC 15). It can innately cast the following spells, requiring no material or somatic components:
3/day (each): *alter self*, *create undead*, *dispel magic*

INNATE SPELLCASTER II

Type: Trait.

Prerequisite: *Innate Spellcaster*.

The demilich can innately cast the following spells, requiring no material or somatic components:
2/day (each): *astral projection*, *counterspell*, *telekinesis*

INNATE SPELLCASTER III

Type: Trait.

Prerequisite: *Innate Spellcaster II*.

The demilich can innately cast the following spells, requiring no material or somatic components:
1/day: *harm*, *imprisonment*

INNATE SPELLCASTER IV

Type: Trait.

Prerequisite: *Innate Spellcaster III*.

The demilich can innately cast the following spells, requiring no material or somatic components:
1/day: *power word kill*, *weird*

DEMON

NATURALLY INSIDIOUS

Type: Trait.

The demon has advantage on all Charisma checks when lying, intimidating and manipulating others to further its agenda or for self-preservation.

BALOR

The balor (CR 19) can have 7 talents.

CONSTRICTING WHIP

Type: Trait

A creature that fails its Strength saving throw after getting hit by the balor's whip attack is also grappled (escape DC 20) and restrained. The balor is unable to attack with its whip and use any other actions that employ its whip while a target is grappled this way. The target takes 15 (2d6 + 8) bludgeoning damage plus 10 (3d6) fire damage at the start of each of the balor's turns.

EXTRA LEGENDARY ACTION

Type: Trait.

Prerequisite: *Legendary Actions.*

The balor can take 1 additional legendary action before the start of its next turn. The balor can retake this talent up to two additional times. The additional legendary action stacks.

FRIGHTFUL PRESENCE

Type: Action.

Each creature of the balor's choice that is within 120 feet of the balor and aware of it must succeed on a DC 20 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 balor's Frightful Presence for the next 24 hours.

When the balor uses Multiattack, it can also use its Frightful Presence.

INNATE SPELLCASTER

Type: Trait.

The balor's spellcasting ability is Charisma (DC 20). The balor can innately cast the following spells, requiring no material components:
At will (each): *alter self*, *dispel magic*

INNATE SPELLCASTER II

Type: Trait.

Prerequisite: *Innate Spellcaster.*

The balor can innately cast the following spells, requiring no material components:
3/day (each): *dominate person*, *telekinesis*

INNATE SPELLCASTER III

Type: Trait.

Prerequisite: *Innate Spellcaster II.*

The balor can innately cast the following spells, requiring no material components:
1/day (each): *divine word*, *dominate monster*, *fire*

storm, *power word stun*

LEGENDARY ACTIONS

Type: Trait.

Talent Cost: 3 (Counts as 3 Talents).

The balor gains 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 creature's turn. The balor regains spent legendary actions at the start of its turn.

Attack. The balor makes a longsword or whip attack.

Teleport (Costs 2 Actions). The balor magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Infernal Blast Wave (Costs 3 Actions). Infernal fire erupts and surges from the balor, striking creatures around it. Each creature within 20 feet of it must make a DC 20 Dexterity saving throw. On a failed save, the target takes 24 (7d6) fire damage and 24 (7d6) necrotic damage and catches fire. On a successful save, the target takes half as much damage and doesn't catch fire.

LIGHTNING AND FIRE

Type: Reaction.

Talent Cost: 2 (Counts as 2 Talents).

When a creature the balor can see hits the balor with a melee attack and the creature is within 10 feet of the balor, the balor can use its reaction to add 6 to its AC. If it results in a miss, the balor was able to parry the attack with its longsword. The balor can then immediately make one Whip attack at the creature.

LIGHTNING SHOCK

Type: Trait.

If the balor's longsword attack roll against a target succeeds by 5 or more, the target must make a DC 20 Constitution saving throw or be paralyzed until the end of the balor's next turn.

METEOR STRIKE (RECHARGE 6)

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

The balor flies at least 40 feet and dives into a target space on the ground, creating a massive explosion of fire, rock, and brimstone. This sprays rock and fire into the air and causes the ground to break and form a crater. Each creature standing within that 40-foot radius area centered on the balor must make a DC 20 Strength saving throw. A creature takes 35 (10d6) fire damage and 35 (10d6) bludgeoning damage and is knocked prone on a failed save, or half as much damage and is not knocked prone on a successful one. Additionally, the ground in that area becomes difficult terrain until cleared and is engulfed in flames for one minute. A creature that starts its turn in the area while it is still in flames takes 10 (3d6) fire damage. Each 5-foot-square portion of the area requires at least 30 minutes to clear by hand.

REACTIVE TELEPORT (2/DAY)

Type: Reaction.

When a creature the balor can see targets the balor with an attack, the balor can use its reaction to perform its *teleport* feature.

SUMMON DEMON (1/DAY)

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

A balor summons 1d4+1 vrocks, 1d3+1 hezrous, 1d3 glabrezus, 1d2 nalfeshnees, one marilith, or one goristro. A summoned demon appears in an unoccupied space within 60 feet of the balor, acts as an ally of the balor, has no talents, and can't summon other demons. It remains for one minute, until it or the balor dies, or until the balor dismisses it as an action.

SWEEPING WHIP

Type: Legendary Action (Costs 2 Actions).

Talent Cost: 2 (Counts as 2 Talents).

Prerequisite: *Legendary Actions*.

The balor attempts to knock multiple targets prone with one swing of its whip in a wide arc. Each creature in a 30 by 30 ft. space originating from the balor must make a DC 20 Strength saving throw, taking 15 (2d6 + 8) slashing damage plus 10 (3d6) fire damage and is knocked prone on a failed save, or half as much damage and isn't knocked prone on a successful one.

WALL OF FIRE (RECHARGE 6)

Type: Action.

The balor magically forms an opaque wall of fire on a solid surface it can see within 60 feet of it. The wall is 1 foot thick and up to 30 feet long and 10 feet high, or it's a hemispherical dome up to 20 feet in diameter. When the wall appears, each creature in its space is pushed out of it by the shortest route. The creature chooses which side of the wall to end up on, unless the creature is incapacitated. The creature then makes a DC 20 Dexterity saving throw, taking 39 (9d8) fire damage on a failed save, or half as much damage on a successful one.

The wall deals 39 (9d8) fire damage to each creature that ends its turn within 10 feet of it or inside the wall. A creature takes the same damage when it enters the wall for the first time on a turn and ends its turn there.

BARLGURA

The barlgura (CR 5) can have 2 talents.

BODY SLAM

Type: Action.

When a Large or smaller creature is hit by both the barlgura's fists in the same turn, it must make a DC 15 Strength saving throw. On a failed save, the barlgura lifts the target overhead and slams it on the ground. The target takes 11 (2d6+4) bludgeoning damage and is knocked prone.

POUNCE

Type: Trait.

If the barlgura moves at least 30 feet straight toward a creature and then hits it with a fist attack on the same turn, that target must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the barlgura can make one bite attack against it as a bonus action.

SAVAGE HOWL (RECHARGE 6)

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

The barlgura emits a bloodcurling howl that frightens enemies and stirs allies into bloodlust. Each demon ally within 30 feet of the barlgura who can hear the barlgura and has less Hit Dice than the barlgura gains advantage on their next attack or saving throw until the start of the barlgura's next turn. Each enemy creature within 30 feet of the barlgura who can hear the barlgura must make a DC 14 Wisdom saving throw or become frightened for one 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 barlgura's Savage Howl for the next 24 hours.

SUMMON DEMON (1/DAY)

Type: Action.

A barlgura summons 1d3 dretches. A summoned dretch appears in an unoccupied space within 60 feet of the barlgura, acts as an ally of the barlgura, has no talents, and can't summon other demons. It remains for one minute, until it or the barlgura dies, or until the barlgura dismisses it as an action.

CHASME

The chasme (CR 6) can have 3 talents.

FEAR AURA

Type: Trait.

A creature hostile to the chasme that starts its turn within 20 feet of the chasme must make a DC 12 Wisdom saving throw, unless the chasme is incapacitated. On a failed save, the target is frightened until the start of its next turn. If a creature's saving throw is successful, the creature is immune to the chasme's Fear Aura for the next 24 hours.

INNATE SPELLCASTER

Type: Trait.

The chasme's spellcasting ability is Wisdom (DC 13). The chasme can innately cast the following spells, requiring no material components:
2/day (each): *darkness*, *detect magic*, *see invisibility*
1/day: *telekinesis*

SUMMON DEMON (1/DAY)

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).



A chasme summons 1d4 +1 dretches. A summoned dretch appears in an unoccupied space within 60 feet of the chasme, acts as an ally of the chasme, has no talents, and can't summon other demons. It remains for one minute, until it or the chasme dies, or until the chasme dismisses it as an action.

TELEPORT (1/DAY)

Type: Action.

The chasme magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.

WOUNDING PROBOSCIS

Type: Trait.

When the Chasme hits a creature with its proboscis attack, it can wound the target. At the start of each of the wounded creature's turns, it takes 2 (1d4) necrotic damage. The wounded creature, or a creature within 5 feet of it, can use an action to make a DC 12 Wisdom (Medicine) check, ending the effect on a success. The wound also closes if the target receives magical healing.

DRETCH

The dretch (CR ¼) can have 1 talent.



INNATE SPELLCASTER

Type: Trait.

The dretch's spellcasting ability is Wisdom (DC 9). The dretch can innately cast the following spells, requiring no material components:
3/day (each): *cause fear*

NOXIOUS FETID CLOUD

Type: Trait.

A creature that starts its turn within the area of the dretch's fetid cloud takes 3 (1d6) poison damage.

GLABREZU

The glabrezu (CR 9) can have 5 talents.

BITE

Type: Trait.

While a creature is grappled by the glabrezu's pincers, the glabrezu can take a bonus action to make a bite attack at the grappled target.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6+5) piercing damage.

INNATE SPELLCASTER

Type: Trait.

The glabrezu's spellcasting ability is Intelligence (DC 16). The glabrezu can innately cast the following spells, requiring no material components:
3/day (each): *mirror image*, *dispel magic*

INNATE SPELLCASTER II

Type: Trait.

Prerequisite: *Innate Spellcaster.*

The glabrezu can innately cast the following spells, requiring no material or somatic components:
2/day (each): *blight*, *confusion*

INNATE SPELLCASTER III

Type: Trait.

Prerequisite: *Innate Spellcaster II*.

The glabrezu can innately cast the following spells, requiring no material or somatic components:
1/day (each): *reverse gravity*, *power word stun*

SUMMON DEMON (1/DAY)

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

A glabrezu summons 1d2 vrocks or 1 hezrou. A summoned demon appears in an unoccupied space within 60 feet of the glabrezu, acts as an ally of the glabrezu, has no talents, and can't summon other demons. It remains for one minute, until it or the glabrezu dies, or until the glabrezu dismisses it as an action.

SWIFT SPELLCASTER (2/DAY)

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Prerequisite: *Innate Spellcaster*.

The glabrezu can take a bonus action to cast a spell that has a casting time of 1 action.

GORISTRO

The glabrezu (CR 17) can have 6 talents.

FRENZIED BERSERKER

Type: Trait.

While the goristro has less than full hit points, the goristro gains advantage on all melee weapon attack rolls and all Intelligence, Wisdom, and Charisma saving throws, but attack rolls against it have advantage.

IMPROVED MULTIATTACK

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

When the goristro uses its Multiattack, it makes four attacks: two with its fists and two with its hooves. It can replace two attacks of its fists or hooves with



one gore attack.

STOMP

Type: Trait.

The goristro can take a bonus action to make a hoof attack against a prone target.

STUNNING CHARGE

Type: Trait.

A creature that is successfully knocked prone by the Charge attack feature of the goristro is also stunned until the end of the goristro's next turn.

TRAMPLE (RECHARGE 5-6)

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

The goristro moves up to its speed in a straight line. During this move, it can enter Large or smaller creatures' spaces. A creature whose space the goristro enters must make a DC 18 Dexterity saving throw. On a successful save, the creature is pushed 5 feet to the nearest space out of the goristro's path. On a failed save, the creature falls prone and takes 23 (3d10+7) bludgeoning damage. If the goristro remains in the prone creature's space, the creature is also restrained until it's no longer in the same space as the goristro. While restrained in this way, the creature, or another creature within 5 feet of it, can make a DC 18 Strength check. On a success, the creature is shunted to an unoccupied space of its choice within 5 feet of the goristro and is no longer restrained.

WAR STOMP (RECHARGE 5-6)

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

The goristro violently slams its hoof on the ground and causes a powerful shockwave. Each creature within 10 feet of the goristro must succeed on a DC 21 Strength saving throw or take 23 (3d10 + 7) bludgeoning damage and be knocked prone on a failed save, or half as much damage and isn't knocked prone on a successful one.

When the goristro uses Multiattack and War Stomp is available, the goristro can use War Stomp in place of its hoof.

HEZROU

The glabrezu (CR 8) can have 3 talents.

INNATE SPELLCASTER

Type: Trait.

The hezrou's spellcasting ability is Charisma (DC 12). The hezrou can innately cast the following spells, requiring no material components:
3/day (each): *detect magic*, *gaseous form*, *dispel magic*

INNATE SPELLCASTER II

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Prerequisite: Innate Spellcaster.

The hezrou can innately cast the following spells, requiring no material components:
2/day: *blight*.
1/day: *divine word*.

NOXIOUS STENCH

Type: Trait.

A creature that fails its saving throw against the hezrou's Stench takes 10 (3d6) poison damage.

SUMMON DEMON (1/DAY)

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

A hezrou summons 1d6 dretches or 1 vrock. A summoned demon appears in an unoccupied space within 60 feet of the hezrou, acts as an ally of the hezrou, has no talents, and can't summon other demons. It remains for one minute, until it or the hezrou dies, or until the hezrou dismisses it as an action.

TELEPORT (1/DAY)

Type: Action.

The hezrou magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.

MARILITH

The marilith (CR 16) can have 6 talents.

BLADESTORM (RECHARGE 5-6)

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

The marilith moves up to its speed and targets each creature within 5 feet of it during its movement. Each target must succeed on a DC 19 Dexterity saving throw or take 43 (6d12 + 4) slashing

damage. The marilith's movement during this action will not trigger opportunity attacks.

EXTRA LEGENDARY ACTION

Type: Trait.

Prerequisite: *Legendary Actions*.

The marilith can take 1 additional legendary action before the start of its next turn. The marilith can retake this talent up to two additional times. The additional legendary action stacks.

INNATE SPELLCASTER

Type: Trait.

The marilith's spellcasting ability is Charisma (DC 18). The marilith can innately cast the following spells, requiring no material components:
3/day (each): *fly*, *telekinesis*



INNATE SPELLCASTER II

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Prerequisite: Innate Spellcaster.

The marilith can innately cast the following spells, requiring no material components:
2/day (each): *blade barrier*, *divine word*.

LEGENDARY ACTIONS

Type: Trait.

Talent Cost: 3 (Counts as 3 Talents).

The marilith gains 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 creature's turn. The marilith regains spent legendary actions at the start of its turn.

Longsword. The marilith makes a longsword attack.

Tail (Costs 2 Actions). The marilith makes a tail attack.

Teleport (Costs 2 Actions). The marilith magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

RIPOSTE

Type: Reaction.

Talent Cost: 2 (Counts as 2 Talents).

If a creature misses a melee attack against the marilith due to its' Parry feature, and the creature is within 10 feet of the marilith, the marilith can immediately make one longsword attack at the target.

SUMMON DEMON (1/DAY)

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

A marilith summons 1d4+1 vrocks, 1d3 hezrous, 1d2 glabrezus, or one nalfeshnee. A summoned demon appears in an unoccupied space within 60 feet of the marilith, acts as an ally of the marilith,

has no talents, and and can't summon other demons. It remains for one minute, until it or the marilith dies, or until the marilith dismisses it as an action.

TAIL SWIPE (RECHARGE 5-6)

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

The marilith attempts to knock multiple targets prone with one sweep of its tail. Each creature within 10 feet of the marilith must make a DC 19 Strength saving throw, taking 20 (3d10 + 4) bludgeoning damage and is knocked prone on a failed save, or half as much damage and isn't knocked prone on a successful one. When the marilith uses Multiattack, and Tail Swipe is available, it can use Tail Swipe in place of its tail. The marilith can't use Tail Swipe if it has a creature grappled with its tail.

NALFESHNEE

The nalfeshnee (CR 13) can have 5 talents.

INNATE SPELLCASTER

Type: Trait.

The nalfeshnee's spellcasting ability is Intelligence (DC 17).The nalfeshnee can innately cast the following spells, requiring no material components:
3/day (each): *call lightning*, *dispel magic*, *slow*

INNATE SPELLCASTER II

Type: Trait.

Prerequisite: Innate Spellcaster.

The nalfeshnee can innately cast the following spells, requiring no material components:
2/day: *feeblemind*.

IMPROVED HORROR NIMBUS

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

As Horror Nimbus, except a creature that fails its saving throw is also unable to perform any actions except move at half its speed while frightened in this way.

LEGENDARY ACTIONS

Type: Trait.

Talent Cost: 3 (Counts as 3 Talents).

The nalfeshnee gains 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 creature's turn. The nalfeshnee regains spent legendary actions at the start of its turn.

Claw. The nalfeshnee makes a claw attack.

Bite (Costs 2 Actions). The nalfeshnee makes a bite attack.

Teleport (Costs 2 Actions). The nalfeshnee magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

STUNNING REND

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

If a creature is hit by both the nalfeshnee's claw attacks in the same turn, it takes an extra 15 (3d6 + 5) slashing damage and must make a DC 18 Constitution saving throw or be stunned until the end of the nalfeshnee's next turn.

SUMMON DEMON (1/DAY)

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

A nalfeshnee summons 1d3 vrocks, 1d2 hezrous, or one glabrezu. A summoned demon appears in an unoccupied space within 60 feet of the nalfeshnee, acts as an ally of the nalfeshnee, has no talents, and can't summon other demons. It remains for one minute, until it or the nalfeshnee dies, or until the nalfeshnee dismisses it as an action.

QUASIT

The quasit (CR 1) can have 1 talent.

PARALYZING POISON

Type: Trait.

A creature is paralyzed while poisoned by the quasit's claws (or bite).

WINK OUT (1/DAY)

Type: Reaction.

The quasit can use its reaction to perform its Invisibility action.

SHADOW DEMON

The shadow demon (CR 4) can have 2 talents.

INNATE SPELLCASTER

Type: Trait.

The shadow demon's spellcasting ability is Charisma (DC 12). The shadow demon can innately cast the following spells, requiring no material components:

3/day (each): *darkness*

1/day (each): *fear*

FADE INTO SHADOW (3/DAY)

Type: Reaction.

When in dim light or darkness and a creature the shadow demon can see targets the shadow demon with an attack, the shadow demon can use its reaction to take the Hide action.

FLYBY

Type: Trait.

The shadow demon doesn't provoke an opportunity attack when it flies out of an enemy's reach.

SHADOW SHIFT (3/DAY)

Type: Trait.

When in in dim light or darkness, the shadow demon can take a bonus action to teleport up to 60 feet to an unoccupied space it can see that is also in dim light or darkness. After doing so, the shadow demon has advantage on the first melee attack it makes before the end of the turn.

SUMMON SHADOW (1/DAY)

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

A shadow demon summons 1d4 +1 shadows. A summoned shadow appears in an unoccupied space within 60 feet of its summoner and acts as an ally of the shadow demon. It remains for one minute, until it or the shadow demon dies, or until the shadow demon dismisses it as an action.

VROCK

The vrock (CR 6) can have 3 talents.

DANCE OF RUIN

Type: Action.

The vrock chant and dance wildly. At the end of 3 rounds of performing Dance of Ruin, a violent wave of crackling energy explodes in a 100-foot radius, centered on the vrock. Each target caught in the explosion that isn't a demon must make a DC 14 Dexterity saving throw, taking 2d6 lightning damage and 2d6 necrotic damage on a failed save, or half as much on a successful one. For each additional vrock that joins in the dance, the damage increases by 2d6 lightning damage and 2d6 necrotic damage, to a maximum of 10d6 lightning damage and 10d6 necrotic when five or more vlocks are dancing.

The dance immediately ends and must be started anew if any of the participating vlocks is slain, incapacitated, or otherwise prevented from dancing.

INNATE SPELLCASTER

Type: Trait.

The vrock's spellcasting ability is Wisdom (DC 12). The vrock can innately cast the following spells, requiring no material components:
2/day (each): *mirror image*, *heroism*
1/day (each): *telekinesis*

SPORES OF MADNESS

Type: Trait.

While a creature is poisoned from the vrock's Spores, it can't take reactions or maintain concentration 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.

SUMMON DEMON (1/DAY)

Type: Action.

A vrock summons 1d4 dretches. A summoned dretch appears in an unoccupied space within 60 feet of the vrock, acts as an ally of the vrock, has no talents, and and can't summon other demons. It remains for one minute, until it or the vrock dies, or until the vrock dismisses it as an action.

TELEPORT (1/DAY)

Type: Action.

The vrock magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.

YOCHLOL

The yochlol (CR 10) can have 4 talents.

DEBILITATING POISON

Type: Trait.

A creature that takes poison damage from the

yochlol's melee weapon attack must make a DC 16 Constitution saving throw or be poisoned for 1 minute.

IMPROVED MULTIATTACK

Type: Trait.

When the yochlol uses its Multiattack, it makes three melee attacks.

INNATE SPELLCASTER

Type: Trait.

The yochlol's spellcasting ability is Charisma (DC 20). The yochlol can innately cast the following spells, requiring no material components:

3/day: *darkness*

1/day: *stone shape*

NOXIOUS MIST FORM

Type: Trait.

A creature that fails its saving throw against the mist form takes 10 (3d6) poison damage.

SUMMON SPIDERS (1/DAY)

Type: Action.

Talent Cost: 2 (*Counts as 2 Talents*).

A yochlol summons 2d4 giant spiders or 1d3 phase spiders. A summoned spider appears in an unoccupied space within 60 feet of its summoner and acts as an ally of the yochlol. It remains for one minute, until it or the yochlol dies, or until the yochlol dismisses it as an action.

SWIFT WEBCASTER (2/DAY)

Type: Trait.

The yochlol can take a bonus action to cast *web*.

DEVIL

NATURALLY INSIDIOUS

Type: Trait.

The devil has advantage on all Charisma checks when lying, intimidating and manipulating others to further its agenda or for self-preservation.

BARBED DEVIL

The barbed devil (CR 5) can have 2 talents.

BARBED DEFENSE

Type: Trait.

A creature that hits the barbed devil with a melee attack while within 5 feet of it takes 5 (1d10) piercing damage.

FEAR TOUCH

Type: Trait.



A creature hit by a barbed devil's melee attack must make a DC 13 Wisdom saving throw or become frightened for one minute. If a creature's saving throw is successful, the creature is immune to the barbed devil's Fear Touch for the next 24 hours.

IMPALE

Type: Trait.

If a creature is hit twice by a barbed devil's claws in the same turn, it is grappled (escape DC 14), restrained, and impaled by the barbed devil's barbed hide, taking an extra 11 (2d10) piercing damage.

INNATE SPELLCASTER

Type: Trait.

The barbed devil's spellcasting ability is Charisma (DC 14). The barbed devil can innately cast the following spells, requiring no material components:
2/day (each): *hold person*, *major image*
1/day: *blight*

SUMMON DEVIL (1/DAY)

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

A barbed devil summons 1d2 spined devils or 1 bearded devil. A summoned devil appears in an unoccupied space within 60 feet of the barbed devil, acts as an ally of the barbed devil, has no talents, and can't summon other devils. It remains for one minute, until it or the barbed devil dies, or until the barbed devil dismisses it as an action.

TELEPORT (1/DAY)

Type: Action.

The barbed devil magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.

BEARDED DEVIL

The bearded devil (CR 3) can have 2 talents.

BATTLE FRENZY

Type: Trait.

While it can see an allied creature within 30 feet of it, the bearded devil gains advantage on Strength checks, Strength saving throws, and all melee weapon attack rolls it makes, but attack rolls against it have advantage.

PARRY

Type: Reaction.

The bearded devil adds 3 to its AC against one melee attack that would hit it. To do so, the bearded devil must see the attacker and be wielding a melee weapon.

SUMMON DEVIL (1/DAY)

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

A barbed devil summons 2d4 lemures or 1 spined devil. A summoned devil appears in an unoccupied space within 60 feet of the barbed devil, acts as an ally of the bearded devil, has no talents, and can't summon other devils. It remains for one minute, until it or the bearded devil dies, or until the bearded devil dismisses it as an action.

VENOMOUS BEARD

Type: Trait.

A creature poisoned by the bearded devil's Beard attack takes 4 (1d8) poison damage at the start of each of the bearded devil's turn.

BONE DEVIL

The bearded devil (CR 9) can have 4 talents.

AURA OF OBEDIENCE

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents)

A devil allied to the bone devil that has less than half the Hit Dice of the bone devil and starts its turn within 30 feet of the bone devil takes 5 (1d10) necrotic damage but gains advantage to all attacks and saving throws and is immune to being frightened. If a devil under this effect dies within this aura, the bone devil regains 11 (2d10) hit points.

FEAR AURA

Type: Trait.

A creature hostile to the bone devil that starts its turn within 20 feet of the bone devil must make a DC 14 Wisdom saving throw, unless the bone devil is incapacitated. On a failed save, the target is frightened until the start of its next turn. If a creature's saving throw is successful, the creature is immune to the bone devil's Fear Aura for the next 24 hours.

IMPALE

Type: Trait.

If the bone devil hits a Medium or smaller creature with its sting, the bone devil can additionally

choose to impale it with its sting. If it does so, the creature is grappled (escape DC 15) and restrained. While it has a creature grappled this way, it cannot use its sting.

INNATE SPELLCASTER

Type: Trait.

The bone devil's spellcasting ability is Charisma (DC 14). The marilith can innately cast the following spells, requiring no material components:
3/day (each): *fly*, *invisibility (self only)*, *major image*

REND

Type: Trait.

If a creature is hit by both the bone devil's claw attacks in the same turn, it takes an extra 13 (2d8+4) slashing damage.

SUMMON DEVIL (1/DAY)

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

A bone devil summons 1d4 spined devils, 1d3 bearded devils, 1d2 barbed devils, or 1 chain devil. A summoned devil appears in an unoccupied space within 60 feet of the bone devil, acts as an



ally of the bone devil, has no talents, and and can't summon other devils. It remains for one minute, until it or the bone devil dies, or until the bone devil dismisses it as an action.

TELEPORT (1/DAY)

Type: Action.

The bone devil magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.

CHAIN DEVIL

The chain devil (CR 8) can have 3 talents.

CHAIN SLAM

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

The chain devil slams a Medium or smaller creature grappled by its chain into another creature or a solid surface within its reach. Both creatures must succeed on a DC 14 Strength saving throw or take 11 (2d6 + 4) bludgeoning damage and be stunned until the end of the chain devil's next turn. On a successful save, the target takes half the bludgeoning damage and isn't stunned.

ENSNARING CHAINS

Type: Reaction.

When a creature the chain devil can see moves within 10 feet of an animated chain that isn't grappling another creature, the chain devil can use its reaction and have the animated chain use its chain attack at the creature.

EXTENDED CHAINS

Type: Trait.

The reach of the chain attack of the chain devil and its animated chains is increased to 15 feet.

REGENERATION

Type: Trait.

The chain devil regains 10 hit points at the start of its turn if it has at least 1 hit point. If the chain devil takes radiant damage or damage from silvered weapons or holy water, this trait doesn't function at the start of the chain devil's next turn.

STRANGLING CHAINS

Type: Trait.

A creature that is restrained by the chain attack of the chain devil or animated chain is unable to breathe.

SUMMON DEVIL (1/DAY)

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

A chain devil summons 1d3 spined devils, 1d2 bearded devils, or 1 barbed devil. A summoned devil appears in an unoccupied space within 60 feet of the chain devil, acts as an ally of the chain devil, has no talents, and and can't summon other devils. It remains for one minute, until it or the chain devil dies, or until the chain devil dismisses it as an action.

ERINYES

The erinyes (CR 12) can have 5 talents.

AURA OF OBEDIENCE

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents)

A devil allied to the erinyes that has less than half the Hit Dice of the erinyes and starts its turn within 30 feet of the erinyes takes 5 (1d10) necrotic damage but gains advantage to all attacks and saving throws and is immune to being frightened. If a devil under this effect dies within this aura, the erinyes regains 11 (2d10) hit points.

DOMINATING PRESENCE

Type: Trait.

A creature hostile to the erinyes that starts its turn within 20 feet of the erinyes must make a DC 16 Wisdom saving throw, unless the erinyes is incapacitated. On a failed save, the target is frightened until the start of its next turn. The target can't perform any actions except move up to half its speed while frightened in this way. If a creature's saving throw is successful, the creature is immune to the erinyes's Dominating Presence for the next 24 hours.

INNATE SPELLCASTER

Type: Trait.

The erinyes's spellcasting ability is Charisma (DC 16). The erinyes can innately cast the following spells, requiring no material components:
3/day (each): *command*, *crown of madness*, *minor image*

INNATE SPELLCASTER II

Type: Trait.

Prerequisite: *Innate Spellcaster*.

The erinyes can innately cast the following spells, requiring no material components:
2/day (each): *charm monster*, *blight*

OPPRESSIVE

Type: Trait.

The erinyes has advantage on attack rolls and deals an extra 7 (2d6) damage on weapon damage rolls against a creature that is impaired by any negative condition (frightened, incapacitated, poisoned, restrained, etc.).

RIPOSTE

Type: Reaction.

Talent Cost: 2 (Counts as 2 Talents).

If a creature misses a melee attack against the erinyes due to the successful use of the erinyes's Parry feature, and the creature is within 5 feet of the erinyes, the erinyes can immediately make one

longsword attack at the creature.

ROPE OF STRANGULATION

Type: Trait.

A creature that is restrained by the erinyes's rope of entanglement is unable to breathe and takes 7 (2d6) bludgeoning damage at the start of each of the erinyes' turns.

SUMMON DEVIL (1/DAY)

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

An erinyes summons 2d4 spined devils, 1d6 bearded devils, 1d4 barbed devils, 1d3 chain devils, or 1d2 bone devils. A summoned devil appears in an unoccupied space within 60 feet of the erinyes, acts as an ally of the erinyes, has no talents, and can't summon other devils. It remains for one minute, until it or the erinyes dies, or until the erinyes dismisses it as an action.

TELEPORT (1/DAY)

Type: Action.

The erinyes magically teleports, along with any equipment it is wearing or carrying, up to 90 feet to an unoccupied space it can see.

VISAGE OF PAIN (RECHARGE 4-6)

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

The erinyes can take a bonus action to gaze at one creature it can see within 30 feet of it. The target must make a DC 16 Wisdom saving throw. On a failed save, the target becomes wracked with agonizing pain and becomes incapacitated. The affected creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

WORD OF COMMAND (5/DAY)

Type: Trait.

Prerequisite: *Innate Spellcaster.*

The erinyes can take a bonus action to cast *command*.

HORNED DEVIL

The horned devil (CR 11) can have 4 talents.

FEAR AURA

Type: Trait.

A creature hostile to the horned devil that starts its turn within 20 feet of the horned devil must make a DC 15 Wisdom saving throw, unless the horned devil is incapacitated. On a failed save, the target is frightened until the start of its next turn. If a creature's saving throw is successful, the creature is immune to the horned devil's Fear Aura for the next 24 hours.

INNATE SPELLCASTER

Type: Trait.

The horned devil's spellcasting ability is Charisma (DC 15). The horned devil can innately cast the following spells, requiring no material components: 3/day (each): *dispel magic*, *magic circle (against good creatures only)*

INNATE SPELLCASTER II

Type: Trait.

Prerequisite: *Innate Spellcaster.*

The horned devil can innately cast the following spells, requiring no material components: 1/day (each): *fireball*, *lightning bolt*, *programmed illusion*

REGENERATION

Type: Trait.

The horned devil regains 10 hit points at the start of its turn if it has at least 1 hit point. If the horned devil takes radiant damage or damage from

silvered weapons or holy water, this trait doesn't function at the start of the horned devil's next turn.

SPIKED CHAIN

Type: Action.

The horned devil wields a spiked chain instead of a fork.

Spiked Chain. *Melee Weapon Attack:* +10 to hit, reach 20 ft., one target. *Hit:* 17 (2d10 + 6) slashing damage.

STRANGLING SPIKED CHAIN

Type: Trait.

Prerequisite: *Spiked Chain.*

A creature hit by the horned devil's spiked chain is grappled if the horned devil isn't already grappling a creature (escape DC 18). Until this grapple ends, the target is restrained and unable to breathe, and the horned devil can automatically hit the target with its spiked chain but can't make spiked chain attacks against other targets.

SPIKED CHAIN SLAM

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

Prerequisite: *Spiked Chain.*

The horned devil slams a Large or smaller creature grappled by its spiked chain into another creature or a solid surface within 20 feet. Both creatures must succeed on a DC 18 Strength saving throw or take 17 (2d10 + 6) bludgeoning damage and be stunned until the end of the horned devil's next turn. On a successful save, the target takes half the bludgeoning damage and isn't stunned.

When the horned devil uses Multiattack, the horned devil can use Spiked Chain Slam in place of its two spiked chain attacks.

SUMMON DEVIL (1/DAY)

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).



A horned devil summons 1d4+1 spined devils, 1d4 bearded devils, 1d3 barbed devils, 1d2 chain devils, or 1 bone devil. A summoned devil appears in an unoccupied space within 60 feet of the horned devil, acts as an ally of the horned devil, has no talents, and can't summon other devils. It remains for one minute, until it or the horned devil dies, or until the horned devil dismisses it as an action.

TELEPORT (1/DAY)

Type: Action.

The horned devil magically teleports, along with any equipment it is wearing or carrying, up to 90 feet to an unoccupied space it can see.

ICE DEVIL

The ice devil (CR 14) can have 5 talents.

AURA OF FROST

Type: Trait.

A creature that starts its turn within 20 feet of the ice devil or the ice devil's wall of ice takes 10 (3d6) cold damage.

LEGENDARY ACTIONS

Type: Trait.

Talent Cost: 3 (Counts as 3 Talents).

The ice devil gains 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 creature's turn. The ice devil regains spent legendary actions at the start of its turn.

Attack. The ice devil makes a bite, claw, tail, or ice spear attack.

Teleport (Costs 2 Actions). The ice devil magically teleports, along with any equipment it is wearing or carrying, up to 90 feet to an unoccupied space it can see.

Blizzard (Costs 3 Actions). Blinding snow and freezing jagged ice swirls magically around the ice devil. Each creature within 20 feet of the ice devil must succeed on a DC 17 Constitution saving throw. On a failed save, the target takes 28 (8d6) cold damage and is blinded and can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the creature can use either an action or a bonus action on its turn, but not both. These effects last until the end of the ice devil's next turn. On a successful save, the target takes half as much damage and suffers no other effects.

ICE BLOCK (RECHARGE 6)

Type: Reaction.

When a creature the ice devil can see targets the ice devil with an attack or forces it to make a saving throw, the ice devil can use its reaction to instantly create a hollow 10-foot square wall of ice that fully encases the ice devil, shielding it from harm. It is otherwise identical to the ice devil's Wall of Ice ability except that the ice devil can dismiss it.

INNATE SPELLCASTER

Type: Trait.

The ice devil's spellcasting ability is Charisma (DC 17). The ice devil can innately cast the following spells, requiring no material components:

3/day (each): *fly*, *ice storm*

INNATE SPELLCASTER II

Type: Trait.

Prerequisite: *Innate Spellcaster*.

The ice devil can innately cast the following spells, requiring no material components:

2/day (each): *cold of cold*, *programmed image*

1/day (each): *divine word*

NUMBING COLD

Type: Trait.

A creature that is hit and takes cold damage from an ice devil's melee attack must make a DC 17 Constitution saving throw. On a failed save, the target can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the creature can use either an action or a bonus action on its turn, but not both. These effects last until the end of the ice devil's next turn.

REGENERATION

Type: Trait.

The ice devil regains 10 hit points at the start of its turn if it has at least 1 hit point. If the ice devil takes radiant damage or damage from silvered

weapons or holy water, this trait doesn't function at the start of the ice devil's next turn.

SUMMON DEVIL (1/DAY)

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

An ice devil summons 1d8 bearded devils, 1d6 barbed devils, 1d4 chain devils, or 1d3 bone devils. A summoned devil appears in an unoccupied space within 60 feet of the ice devil, acts as an ally of the ice devil, has no talents, and can't summon other devils. It remains for one minute, until it or the ice devil dies, or until the ice devil dismisses it as an action.

SWIFT SPELLCASTER (3/DAY)

Type: Trait.

Talent Cost: 3 (Counts as 3 Talents).

Prerequisite: *Innate Spellcaster*.

The ice devil can take a bonus action to cast a spell that has a casting time of 1 action.

IMP

The imp (CR 1) can have 1 talent.

DEBILITATING POISON

Type: Trait.

A creature that takes poison damage from the imp's melee weapon attacks is also poisoned for 1 minute.

WINK OUT (1/DAY)

Type: Reaction.

The imp can use its reaction to perform its Invisibility action.

PIT FIEND

The pit fiend (CR 20) can have 7 talents.

AURA OF OBEDIENCE

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents)

A devil allied to the pit fiend that has less than half the Hit Dice of the pit fiend and starts its turn within 30 feet of the pit fiend takes 5 (1d10) necrotic damage but gains advantage to all attacks and saving throws and is immune to being frightened. If a devil under this effect dies within this aura, the pit fiend regains 11 (2d10) hit points.

CLAW GRAB

Type: Trait.

A Medium or smaller creature that is hit by the pit fiend's claw attack is grappled (escape DC 22). Until this grapple ends, the target is restrained and the pit fiend can automatically hit the target with its claw but can't make claw attacks against other targets.

DEVIL CHILLS

Type: Trait.

A creature is incapacitated while poisoned by the pit fiend's bite.

EXTRA LEGENDARY ACTION

Type: Trait.

Prerequisite: *Legendary Actions.*

The pit fiend can take 1 additional legendary action before the start of its next turn. The pit fiend can retake this talent up to two additional times. The additional legendary action stacks.

FLING

Type: Action.

Prerequisite: *Claw Grab.*

One Large or smaller object held or creature grappled by the pit fiend is thrown up to 60 feet in



a random direction and knocked prone. If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 22 Dexterity saving throw or take the same damage and be knocked prone.

HELLFIRE ORB

Type: Legendary Action (Costs 3 Actions).

Talent Cost: 2 (Counts as 2 Talents).

Prerequisite: *Legendary Actions.*

The pit fiend hurls a magical ball of fire that explodes at a point it can see within 120 feet of it. Each creature in a 20-foot-radius sphere centered on that point must make a DC 22 Dexterity saving throw. The sphere spreads around corners. A creature takes 35 (10d6) fire damage and 35 (10d6) necrotic damage on a failed save, or half as much damage on a successful one.

INNATE SPELLCASTER

Type: Trait.

The pit fiend's spellcasting ability is Charisma (DC 21). The pit fiend can innately cast the following spells, requiring no material components:
At will: *alter self*, *dispel magic*, *invisibility (self only)*, *major image*

INNATE SPELLCASTER II

Type: Trait.

Prerequisite: *Innate Spellcaster*.

The pit fiend can innately cast the following spells, requiring no material components:
3/day (each): *charm monster*, *create undead*, *power word stun*, *programmed illusion*

INNATE SPELLCASTER III

Type: Trait.

Prerequisite: *Innate Spellcaster II*.

The pit fiend can innately cast the following spells, requiring no material components:
2/day: *divine word*
1/day: *meteor swarm*

IRRESISTIBLE COMMAND (RECHARGE 5-6)

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

Prerequisite: *Aura of Obedience*.

The pit fiend takes a bonus action to target one devil under the effect of its *Aura of Obedience*. The target uses its reaction and moves up to its speed towards a space of the pit fiend's choosing. Upon reaching the space, the target explodes in a burst of infernal fire and body parts. Each creature within 10 feet of the target must make a DC 21 Dexterity saving throw, taking 14 (4d6) fire and 14 (4d6) piercing damage on a failed save, or half as much damage on a successful one. Flammable objects that aren't being worn or carried in that area are ignited.

LEGENDARY ACTIONS

Type: Trait.

Talent Cost: 3 (Counts as 3 Talents).

The pit fiend gains 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 creature's turn. The pit fiend regains spent legendary actions at the start of its turn.

Attack. The pit fiend makes a claw, mace, or tail attack.

Teleport (Costs 2 Actions). The pit fiend magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Cast a Spell (Costs 3 Actions). The pit fiend casts a spell from its list of prepared spells, using a spell slot as normal.

MACE BASH

Type: Trait.

If the pit fiend's mace attack roll against a target succeeds by 5 or more, the target must make a DC 22 Constitution saving throw or be stunned until the end of the pit fiend's next turn.

SWIFT FIREBALL (3/DAY)

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

The pit fiend can take a bonus action to cast *Fireball*.

SUMMON DEVIL (1/DAY)

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

A pit fiend summons summon 2d6 barbed devils, 1d8 chain devils, 1d4 bone devils, or 1 erinyes. A summoned devil appears in an unoccupied space within 60 feet of the pit fiend, acts as an ally of the pit fiend, has no talents, and can't summon other devils. It remains for one minute, until it or the pit fiend dies, or until the pit fiend dismisses it as an action.

TACTICAL TELEPORT (RECHARGE 5-6)

Type: Action.

Prerequisite: *Aura of Obedience.*

The pit fiend takes a bonus action to target up to two devils under the effect of its Aura of Obedience and magically teleport them along with any equipment it is wearing or carrying, up to 60 feet away to two unoccupied spaces it can see.

TAIL SLAP

Type: Reaction.

Talent Cost: 2 (Counts as 2 Talents).

When a Huge or smaller creature the pit fiend can see and is within 10 feet of the pit fiend targets the pit fiend with an attack, the pit fiend can use its reaction to immediately attack it with its tail. If the pit fiend hits, the creature must make a DC 22 Strength saving throw or be pushed up to 20 feet away and be knocked prone.

SPINED DEVIL

The bearded devil (CR 2) can have 1 talent.

EXTRA SPINES

Type: Trait.

The spined devil has six more tail spines than normal.

RAIN OF SPINES

Type: Action.

The spined devil shoots up to four tail spines at one target or several in a 10-foot radius area within 20 feet. The spined devil makes a tail spine attack for each tail spine shot.

SPINY HIDE

Type: Trait.

A creature that hits the spined devil with a melee attack while within 5 feet of it takes 3 (1d6) piercing damage.

DINOSAUR

ALLOSAURUS

The allosaurus (CR 2) can have 1 talent.

MANGLE

Type: Action.

A Large or smaller creature that is hit by the allosaurus's bite attack is grappled (escape DC 13). Until this grapple ends, the target is restrained and the allosaurus can automatically hit the target with its bite but can't make bite attacks against other targets.

TAIL WHIP

Type: Reaction.

When a creature the allosaurus can see and is within 10 feet of the allosaurus hits the allosaurus with an attack, the allosaurus can use its reaction to immediately attack the creature with its tail.

Tail. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. **Hit:** 13 (2d8 + 4) bludgeoning damage.

ANKYLOSAURUS

The allosaurus (CR 3) can have 2 talents.

HARDENED HIDE

Type: Trait.

The ankylosaurus is resistant to piercing and slashing damage from nonmagical weapons.

TAIL STRIKE

Type: Reaction.

When a creature the ankylosaurus can see starts its turn within 10 feet of the ankylosaurus, the ankylosaurus can use its reaction to attack it with its tail.

PLESIOSAURUS

The plesiosaurus (CR 2) can have 1 talent.

MANGLE

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

A Large or smaller creature that is hit by the plesiosaurus's bite attack is grappled (escape DC 14). Until this grapple ends, the target is restrained and the plesiosaurus can automatically hit the target with its bite but can't make bite attacks against other targets.

LURKER

Type: Trait.

While underwater, plesiosaurus is invisible to a creature above the surface of the water. If the plesiosaurus surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 10 (3d6) damage from the attack.

PTERANODON

The pteranodon (CR ¼) can have 1 talent.

DIVE ATTACK

Type: Trait.

If the pteranodon is flying and dives at least 30 feet straight toward a target and then hits it with a melee attack, the attack deals an extra 3 (1d6) damage to the target.

SWOOP

Type: Trait.

The pteranodon gains a claws attack. If it flies at least 30 feet and hits a Medium or smaller creature with its claws attack, the creature is grappled (escape DC 11) and restrained while the pteranodon flies upward with it at half its speed. While the pteranodon has a creature grappled, it can fly up to a maximum height of 30 feet. The pteranodon can take a bonus action to drop the target from the air. If a dropped target strikes a solid surface, the target is knocked prone and takes 3 (1d6) bludgeoning damage for every 10 feet it was dropped. If the target is dropped at another creature, that creature must succeed on a DC 11 Dexterity saving throw or take the same damage.



and be knocked prone.

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

TRICERATOPS

The triceratops (CR 5) can have 2 talents.

HARDENED HIDE

Type: Trait.

The triceratops is resistant to piercing and slashing damage from nonmagical weapons.

STUNNING CHARGE

Type: Trait.

A creature that is successfully knocked prone by the trampling charge feature of the triceratops is also stunned until the end of the triceratop's next turn.

TRAMPLE (RECHARGE 5-6)

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

The triceratops moves up to its speed in a straight line. During this move, it can enter Large or smaller creatures' spaces. A creature whose space the triceratops enters must make a DC 18 Dexterity saving throw. On a successful save, the creature is pushed 5 feet to the nearest space out of the triceratops's path. On a failed save, the creature falls prone and takes 24 (4d8+6) bludgeoning damage. If the triceratops remains in the prone creature's space, the creature is also restrained until it's no longer in the same space as the triceratops. While restrained in this way, the creature, or another creature within 5 feet of it, can make a DC 18 Strength check. On a success, the creature is shunted to an unoccupied space of its choice within 5 feet of the triceratops and is no longer restrained.

TYRANNOSAURUS REX

The tyrannosaurus rex (CR 8) can have 3 talents.

MANGLE

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

A Large or smaller creature that is hit by the tyrannosaurus rex's bite attack is grappled (escape DC 17). Until this grapple ends, the target is restrained and the tyrannosaurus rex can automatically hit the target with its bite but can't make bite attacks against other targets.

ROAR (RECHARGE 5-6)

Type: Action.

The tyrannosaurus rex can emit a loud terrifying roar. Each creature within 120 feet that can hear its roar must succeed on a DC 15 Wisdom saving throw or be deafened and frightened for one minute. If a creature fails its saving throw by 5 or more, the creature is also paralyzed while frightened. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

When the tyrannosaurus rex uses Multiattack and Roar is available, the tyrannosaurus rex can use Roar in place of its bite.

STOMP

Type: Action.

The tyrannosaurus rex can use *Stomp*.

Stomp. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one prone target. *Hit:* 16 (2d8 + 7) bludgeoning damage and if the creature is Large or smaller it is grappled (escape DC 17). Until this grapple ends, the target is restrained.

When the tyrannosaurus rex uses Multiattack, it can use *Stomp* in place of its tail attack.

TAIL SWEEP (RECHARGE 5-6)

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

The tyrannosaurus rex attempts to knock multiple targets prone with one swing of its tail. Each creature within a 15 by 15 ft. area originating from the tyrannosaurus rex must make a DC 17 Strength saving throw, taking 20 (3d8 + 7) bludgeoning damage and is pushed up to 10 feet away and knocked prone on a failed save, or half as much damage and isn't pushed and knocked prone on a successful one.

TAIL WHIP

Type: Reaction.

Talent Cost: 2 (Counts as 2 Talents).

When a creature the tyrannosaurus rex can see and is within 10 feet of the tyrannosaurus rex hits the tyrannosaurus rex with an attack, the tyrannosaurus rex can use its reaction to immediately attack the creature with its tail. If the attack roll succeeds by 5 or more, the target must make a DC 17 Strength saving throw or be pushed up to 10 feet away and knocked prone.

DISPLACER BEAST

The displacer beast (CR 3) can have 2 talents.

CONSTANT DISPLACEMENT

Type: Trait.

The displacer beast's Displacement trait is not disrupted even if the displacer beast is hit by an attack, becomes incapacitated, or has a speed of 0.

ENSNARING TENTACLES

Type: Trait.

If the displacer beast hits a creature with a tentacle, it is grappled (escape DC 14) and pulled 5 feet to the displacer beast. Until this grapple ends, the target is restrained and the displacer beast can automatically hit the target with its tentacle. While the displacer beast has the target grappled this way, it can't use one of its tentacles to attack other targets.

IMPROVED MULTIATTACK

Type: Trait.

If the displacer beast uses its Multiattack, it makes three melee attacks: two with its tentacles and one with its bite. If the displacer beast hits a target with both of its tentacles in the same turn, it gains advantage on its bite attack made against the same target.

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

SHADOW SHIFT (3/DAY)

Type: Action.

When in in dim light or darkness, the displacer beast can take a bonus action to teleport up to 60 feet to an unoccupied space it can see that is also in dim light or darkness. After doing so, the displacer beast has advantage on the first melee attack it makes before the end of the turn.



VENOMOUS TENTACLES

Type: Trait.

A creature that is hit by the displacer beast's tentacle attack must make a DC 12 Constitution saving throw or take 7 (2d6) poison damage.

DOPPLEGANGER

The doppelganger (CR 3) can have 2 talents.

ANTICIPATE FOE

Type: Action.

While a doppelganger has a creature targeted with its Read Thoughts feature, it can take a bonus action to make a Wisdom (Insight) check against the creature's Charisma (Deception) check. If it is successful, it gains advantage on its attack rolls against the creature and it imposes disadvantage to the creature's attack rolls against the doppelganger until the start of the doppelganger's next turn.

DECEITFUL

Type: Trait.

The doppelganger has advantage on Charisma checks when trying to pass itself as a different person.

In addition, creatures' Wisdom (Insight) checks and Intelligence (Investigation) checks made against the doppelganger have disadvantage.

STUNNING ATTACK

Type: Trait.

If a creature takes damage from a doppelganger's surprise attack, it must make a DC 10 Constitution saving throw or be stunned until the end of the doppelganger's next turn.

SWIFT SHAPECHANGE (3/DAY)

Type: Trait.

The doppelganger can take a bonus action to use its shapechange feature.

DRACOLICH (SEE ALSO DRAGON)

The dracolich's number of talents varies depending on the dracolich's CR. See *Number of Talents by Chromatic Dragon* (page 49).

AURA OF DESPAIR

Type: Trait.

A creature hostile to the dracolich that starts its turn within 30 feet of the dracolich must make a Wisdom saving throw. The DC is equal to 8 plus the dracolich's Charisma modifier plus its proficiency bonus (see MM page 8), unless the dracolich is incapacitated. On a failed save, the target is frightened until the start of its next turn. The target is unable to perform any actions except move at half its speed while frightened in this way. If a creature's saving throw is successful, the creature is immune to the dracolich's Aura of Despair for the next 24 hours.

COMMAND UNDEAD

Type: Action.

The dracolich takes a bonus action to target an allied undead creature with CR 5 or less it can see within 60 feet and telepathically gives it a command to move or attack or do both. The target uses its reaction to move up to its speed and make one melee or ranged attack.

CHILL TOUCH

Type: Trait.

A creature hit by a dracolich's melee attack takes extra cold damage equal to a number depending on the age of the dracolich:

Young: 3 (1d6)

Adult: 5 (1d10)

Ancient: 10 (3d6)

ENERGY DRAINING BREATH

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

A creature that fails its saving throw and is damaged by the dracolich's breath attack has its maximum hit points reduced by a number depending on the age of the dracolich:

Young: 3 (1d6)

Adult: 5 (1d10)

Ancient: 10 (3d6)

If a creature's hit point maximum is reduced to 0 by this effect, the creature dies. A creature's hit point maximum can be restored with the greater restoration spell or similar magic.

IMPROVED COMMAND UNDEAD

Type: Trait.

Prerequisite: *Command Undead*.

As *Command Undead*, but the dracolich can target up to two allied undead creatures with CR 5 or less it can see within 60 feet.

LICH TOUCH

Type: Trait.

A creature hit by the dracolich's melee attack must make a Constitution saving throw. The DC is equal to 8 plus the dracolich's Constitution modifier plus

its proficiency bonus (see MM page 8). On a failed save, the target is paralyzed for one minute.

PARALYZING GLARE

Type: Action.

The dracolich can take a bonus action to gaze at one creature it can see within 30 feet of it. The target must make a Wisdom saving throw. The DC is equal to 8 plus the dracolich's Charisma modifier plus its proficiency bonus (see MM page 8). On a failed save, the target is frightened until the end of the dracolich's next turn. The target is paralyzed while frightened in this way.

SPELL REFLECTION (3/DAY)

Type: Reaction.

Talent Cost: 2 (Counts as 2 Talents).

If the dracolich makes a successful saving throw against a spell, or a spell attack misses it, the dracolich can use its reaction to choose another creature (including the spellcaster) it can see within 30 feet of it. The spell targets the chosen creature instead of the dracolich. 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.

UNNATURAL TOUGHNESS

Type: Trait.

The dracolich is resistant to bludgeoning, piercing, and slashing damage from nonmagical weapons.

DRAGON, SHADOW (SEE ALSO DRAGON)

The shadow dragon's number of talents varies depending on the shadow dragon's CR. See *Number of Talents by Chromatic Dragon* (page 49).

AURA OF DESPAIR

Type: Trait.

A creature hostile to the shadow dragon that starts its turn within 30 feet of the shadow dragon must make a Wisdom saving throw. The DC is equal to 8 plus the shadow dragon's Charisma modifier plus

its proficiency bonus (see MM page 8), unless the shadow dragon is incapacitated. On a failed save, the target is frightened until the start of its next turn. The target is unable to perform any actions except move at half its speed while frightened in this way. If a creature's saving throw is successful, the creature is immune to the shadow dragon's Aura of Despair for the next 24 hours.

FADE INTO SHADOW (3/DAY)

Type: Reaction.

When in dim light or darkness and a creature the shadow dragon can see targets the shadow dragon with an attack, the shadow dragon can use its reaction to take the Hide action.

SHADOW SHIFT (3/DAY)

Type: Action.

When in in dim light or darkness, the shadow dragon can take a bonus action to teleport up to 60 feet to an unoccupied space it can see that is also in dim light or darkness. After doing so, the shadow



dragon has advantage on the first melee attack it makes before the end of the turn.

STRENGTH DRAINING BREATH

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

A creature that fails its saving throw and is damaged by the shadow dragon's breath attack has its strength score reduced by a number of points depending on the age of the shadow dragon:

Young: 2 (1d4)

Adult: 3 (1d6)

Ancient: 4 (1d8)

The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest. If a non-evil humanoid dies from this attack, a shadow rises from the corpse 1d4 hours later.

VAMPIRIC BITE

Type: Trait.

A creature hit by the shadow dragon's bite attack must make a Constitution saving throw. The DC is equal to 8 plus the dracolich's Constitution modifier plus its proficiency bonus (see MM page 8). Failure means the target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the shadow dragon regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain in this way and then buried in the ground rises the following night as a shadow under the shadow dragon's control.

DRAGON

AGONIZING FIRE

Type: Trait.

NUMBER OF TALENTS BY CHROMATIC DRAGON

Dragon	CR	Talents
Black, Ancient	21	8
Black, Adult	14	5
Black, Young	7	3
Black, Wyrmling	2	1
Blue, Ancient	23	8
Blue, Adult	16	6
Blue, Young	9	4
Blue, Wyrmling	3	2
Green, Ancient	22	8
Green, Adult	15	6
Green, Young	8	3
Green, Wyrmling	2	1
Red, Ancient	24	9
Red, Adult	17	6
Red, Young	10	3
Red, Wyrmling	4	1
White, Ancient	20	7
White, Adult	13	5
White, Young	6	3
White, Wyrmling	2	1

Talent Cost: 2 (Counts as 2 Talents).

Prerequisite: Adult or Ancient Brass, Gold, or Red Dragon, Burning Breath.

When a creature that takes fire damage at the start of its turn due to Burning Breath, it must make a Constitution saving throw. The DC is equal to 8 plus the dragon's Constitution modifier plus its proficiency bonus (see MM page 8). On a failed save, the target becomes incapacitated until the end of its turn.

BURNING BREATH

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Prerequisite: Adult, Ancient, or Young Brass, Gold, or Red Dragon.

A creature that fails its saving throw against the dragon's fire breath by 5 or more attack catches fire; until someone takes an action to douse the



fire, the creature takes an amount of fire damage depending on the dragon's age (see chart below) at the start of each of its turns.

Young. *Damage:* 7 (2d6) fire damage.

Adult. *Damage:* 10 (3d6) fire damage.

Ancient. *Damage:* 17 (5d6) fire damage.

CLAW HOLD

Type: Trait.

Prerequisite: Adult, Ancient, or Young Dragon or Dragon Turtle.

If the dragon's claw attack roll against a target succeeds by 5 or more, and the target is smaller than the dragon, the target must make a Strength saving throw. The DC is equal to 8 plus the dragon's Strength modifier plus its proficiency bonus (see MM page 8) or be knocked prone, grappled (escape DC 17), and restrained until the grapple ends.

CORROSIVE ACID

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Prerequisite: Adult or Ancient Black or Copper Dragon, Vitriolic Breath.

When a creature takes acid damage at the start of its turn due to Vitriolic Breath, it must make

a Dexterity saving throw. The DC is equal to 8 plus the dragon's Constitution modifier plus its proficiency bonus (see MM page 8). On a failed save, the armor or shield being worn or carried takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed.

CRUSH

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

Prerequisite: Adult, Ancient, or Young Dragon.

The dragon flies at least 30 feet and violently land on the ground with its full weight, possibly crushing and pinning its victims. The dragon targets a space on the ground equal to its size (see age chart below). Each creature within the target space must make a Dexterity saving throw. The DC is equal to 8 plus the dragon's Strength modifier plus its proficiency bonus (see MM page 8). On a failed save, the target takes an amount of bludgeoning damage listed in the chart below, is knocked prone, grappled, and restrained. The DC to escape is equal to 8 plus the dragon's Strength modifier plus its proficiency bonus (see MM page 8). On a success, the target takes half as much damage listed, isn't knocked prone and restrained, and is pushed to the nearest empty square outside

of the dragon's space. After using Crush, the dragon's speed is reduced to 0 until the end of its next turn.

When the dragon uses Multiattack, it can use Crush in place of both claw attacks.

Crush space and damage chart:

Young. *Space*: 10 by 10 ft., *Damage*: 11 (2d10) plus the dragon's Strength modifier.

Adult. *Space*: 15 by 15 ft., *Damage*: 22 (4d10) plus the dragon's Strength modifier.

Ancient. *Space*: 20 by 20 ft., *Damage*: 33 (6d10) plus the dragon's Strength modifier.

DIVE ATTACK

Type: Trait.

If the dragon is flying and dives at least 30 feet straight toward a target and then hits it with a melee weapon attack, the melee weapon attack deals an additional two dice of its damage.

EXTRA LEGENDARY ACTION

Type: Trait.

Prerequisite: Adult or Ancient Dragon.

The dragon can take 1 additional legendary action before the start of its next turn. The dragon can retake this talent up to two additional times. The additional legendary action stacks.

EXTRA LEGENDARY RESISTANCE

Type: Trait.

Prerequisite: Adult or Ancient Dragon.

The dragon can use its *Legendary Resistance* up to 4/day.

FLING

Prerequisite: Claw Hold, Adult or Ancient Dragon.

One object held or creature grappled by the dragon is thrown up to 60 feet in a random direction and knocked prone. If the target strikes a solid surface, the target is knocked prone and takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another

NUMBER OF TALENTS BY METALLIC DRAGON

Dragon	CR	Talents
Brass, Ancient	20	7
Brass, Adult	13	5
Brass, Young	6	3
Brass, Wyrmling	1	1
Bronze, Ancient	22	8
Bronze, Adult	15	6
Bronze, Young	8	3
Bronze, Wyrmling	2	1
Copper, Ancient	21	8
Copper, Adult	14	5
Copper, Young	7	3
Copper, Wyrmling	1	1
Gold, Ancient	24	9
Gold, Adult	17	6
Gold, Young	10	3
Gold, Wyrmling	3	2
Silver, Ancient	23	8
Silver, Adult	16	6
Silver, Young	9	4
Silver, Wyrmling	2	1

creature, that creature must succeed on a Dexterity saving throw. The DC is equal to 8 plus the dragon's Strength modifier plus its proficiency bonus (see MM page 8) or take the same damage and be knocked prone.

FLYBY

Type: Trait.

Prerequisite: Wyrmling.

The dragon wyrmling doesn't provoke an opportunity attack when it flies out of an enemy's reach.

FREEZING BREATH

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Prerequisite: Adult or Ancient Silver or White



Dragon, Numbing Breath

A creature that fails its saving throw against the dragon's cold breath attack by 5 or more becomes encased in ice and is restrained and incapacitated for one minute. The Escape DC is equal to 8 plus the dragon's Constitution modifier plus its proficiency bonus (see MM page 8).

The ice can be damaged and breached to free the trapped creature; it has AC 5, 20 hit points, vulnerability to fire damage, and immunity to acid, cold, necrotic, poison, and psychic damage.

HOVER

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Prerequisite: Adult or Ancient Dragon.

While the dragon is flying and it uses its Multiattack, it can make five attacks: one with its bite and four with its claws. If the dragon has improved Multiattack, it can also use its tail. The dragon cannot target the same creature with its bite and tail attack and cannot target the same

creature with more than two claw attacks.

After using its Multiattack this way, the dragon's flying speed is reduced to 10 feet until the end of its next turn.

IMPROVED FRIGHTFUL PRESENCE

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Prerequisite: Adult or Ancient Dragon.

If a creature fails its saving throw against the dragon's frightful presence by 5 or more, the target is also paralyzed while frightened in this way.

IMPROVED MULTIATTACK

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Prerequisite: Adult or Ancient Dragon or Dragon Turtle.

When the dragon uses its Multiattack, it can also make a tail attack. The dragon cannot target the

same creature with its bite and tail attacks.

NUMBING BREATH

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Prerequisite: Adult, Ancient, or Young Silver or White Dragon.

A creature that fails its saving throw against the dragon's cold breath attack by 5 or more can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the creature can use either an action or a bonus action on its turn, but not both. These effects last for 1 minute. The creature can make a Constitution saving throw. The DC is equal to 8 plus the dragon's Constitution modifier plus its proficiency bonus (see MM page 8) at the end of each of its turns, ending the effect on itself on a success.

NOXIOUS BREATH

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Prerequisite: Adult, Ancient, or Young Green Dragon.

A creature that fails its saving throw against the green dragon's poison breath attack by 5 or more is also poisoned for one minute.

PARALYZING BREATH

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Prerequisite: Adult or Ancient Blue or Bronze Dragon, Shocking Breath.

A creature that fails its saving throw against the dragon's lightning breath attack by 5 or more is paralyzed for one minute. A paralyzed creature can make a Constitution saving throw at the end of each of its turns, ending the effect on itself on a success. The DC is equal to 8 plus the dragon's Constitution modifier plus its proficiency bonus (see MM page 8).

SHOCKING BREATH

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Prerequisite: Adult, Ancient, or Young Blue or Bronze Dragon.

A creature that fails its saving throw against the dragon's lightning breath attack by 5 or more is stunned until the end of the dragon's next turn.

TAIL BASH

Type: Trait.

Prerequisite: Adult or Ancient Dragon or Dragon Turtle.

If the dragon's tail attack roll against a target succeeds by 5 or more, the target must make a Constitution saving throw. The DC is equal to 8 plus the dragon's Strength modifier plus its proficiency bonus (see MM page 8). On a failed save, the target is stunned until the end of the dragon's next turn.

TAIL SWEEP

Type: Legendary Action (Costs 2 Actions).

Prerequisite: Adult or Ancient Dragon.

The dragon attempts to knock multiple targets prone with one swing of its tail. Each creature within an area depending on the dragon's age (see chart below) must make a Strength saving throw. The DC is equal to 8 plus the dragon's Strength modifier plus its proficiency bonus (see MM page 8). On a failed save, the target takes damage as if hit by the dragon's tail attack and is pushed up to 10 feet away and is knocked prone. On a success, the target takes half as much damage and isn't knocked prone.

Tail Sweep target area chart:

Adult or Dragon Turtle. *Area:* 15 by 15 ft. space originating from the dragon.

Ancient. *Space:* 20 by 20 ft. space originating from the dragon.

TAIL WHIP

Type: Reaction.

Prerequisite: Adult or Ancient Dragon or Dragon



Turtle.

When a creature the dragon can see and is within range of the dragon's tail attack targets the dragon with a melee or ranged attack, the dragon can use its reaction to attack the target with its tail.

TOXIC BREATH

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Prerequisite: Adult or Ancient Green Dragon, Noxious Breath.

While a creature is poisoned from the green dragon's Noxious Breath, it takes poison damage at the start of each of its turns. The amount of poison damage depends on the age of the green dragon (see chart below).

Poison Damage chart:

Adult. *Damage:* 7 (2d6) poison damage.

Ancient. *Damage:* 10 (3d6) poison damage.

VITRIOLIC BREATH

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Prerequisite: Adult, Ancient, or Young Black or Copper Dragon.

A creature that fails its saving throw against the dragon's acid breath attack by 5 or more is also doused in acid and takes extra acid damage at the start of each of its turns for a number of turns depending on the dragon's age.

Duration and Acid damage per turn:

Young. Two turns, 4 (1d8) acid damage on the first turn, 2 (1d4) on the second.

Adult. Space: Three turns, 9 (2d8) acid damage on the first turn, 4 (1d8) on the second, and 2 (1d4) on the third.

Ancient. Space: Four turns, 18 (4d8) acid damage on the first turn, 9 (2d8) on the second, 4 (1d8) on the third, and 2 (1d4) on the fourth.

The effect ends if the target receives magical healing.

VORPAL BITE

Type: Trait.

If the dragon scores a critical hit with its bite, it rolls damage dice three times, instead of twice.

VORPAL CLAW

Type: Trait.

If the dragon scores a critical hit with its claw, it rolls damage dice three times, instead of twice.

DRAGON TURTLE (SEE ALSO DRAGON)

The dragon turtle (CR 17) can have 6 talents.

BLINDING STEAM

Type: Trait.

Talent Cost: 2 (*Counts as 2 Talents*).

A creature that fails its saving throw against the dragon turtle's breath weapon is also blinded for one minute.

BOILING BREATH

Type: Trait.

After the dragon turtle uses its steam breath, the area within the cone of effect of the dragon turtle's steam breath is bathed in boiling steam for one round. Each creature that starts its turn, enters for the first time, or ends its turn in a space within that area there must make a DC 18 Constitution saving throw, taking 24 (7d6) fire damage on a failed save, or half as much on a successful one.

CAUSTIC BITE

Type: Trait.

The dragon turtle's bite deals an extra 9 (2d8) fire damage.

HARDENED SHELL

Type: Trait.

The dragon turtle is resistant to piercing and slashing damage from nonmagical weapons.

RETREAT INTO ITS SHELL

Type: Reaction.

The dragon turtle can use its reaction to add 5 to its AC against one melee or ranged attack that would hit it. To do so, the dragon turtle must see the attacker.

DRIDER

The drider (CR 6) can have 3 talents.

AMBUSH HUNTER

Type: Trait.

If the drider surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 10 (3d6) damage from the attack. In addition, once per turn the drider deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll.

INNATE SPELLCASTER

Type: Trait.

The drider's spellcasting ability is Wisdom (DC 13). The drider can innately cast the following spells, requiring no material components:
1/day (each): *dancing lights*, *web*

INNATE SPELLCASTER II

Type: Trait.

Prerequisite: *Innate Spellcaster*.

The drider's spellcasting ability is Wisdom (DC 13). The drider can innately cast the following spells, requiring no material components:
1/day (each): *dispel magic*, *lightning bolt*

PARALYZING BITE

Type: Trait.

A creature bitten by the drider must make a DC 15 Constitution saving throw or be poisoned for one minute. The target is paralyzed while poisoned in this way. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

SUBTERRANEAN STALKER

Type: Trait.

The drider has advantage on Wisdom (Perception), Wisdom (Survival) checks, and Dexterity (Stealth) checks while in natural subterranean surroundings.

DRYAD

The dryad (CR 1) can have 1 talent.

HIDE IN PLAIN SIGHT

Type: Action.

While within 5 feet. of any plant, tree, or vegetation, the dryad can take a bonus action to perform a Hide action and gains advantage on all Dexterity (Stealth) checks.

INNATE SPELLCASTER

Type: Trait.

The dryad's spellcasting ability is Wisdom (DC 13). The drider can innately cast the following spells, requiring no material components:
1/day (each): *sleep*, *suggestion*

IMPROVED FEY CHARM

Type: Trait.

The dryad can have up to a number of mixed humanoids and beasts charmed equal to its Charisma modifier, instead of just one humanoid and three beasts.

PENETRATING FEY CHARM (1/DAY)

Type: Trait.

The dryad can take a bonus action to impose disadvantage to a target's saving throw when it uses its Fey Charm against it. It must decide to use this feature before the saving throw is rolled.

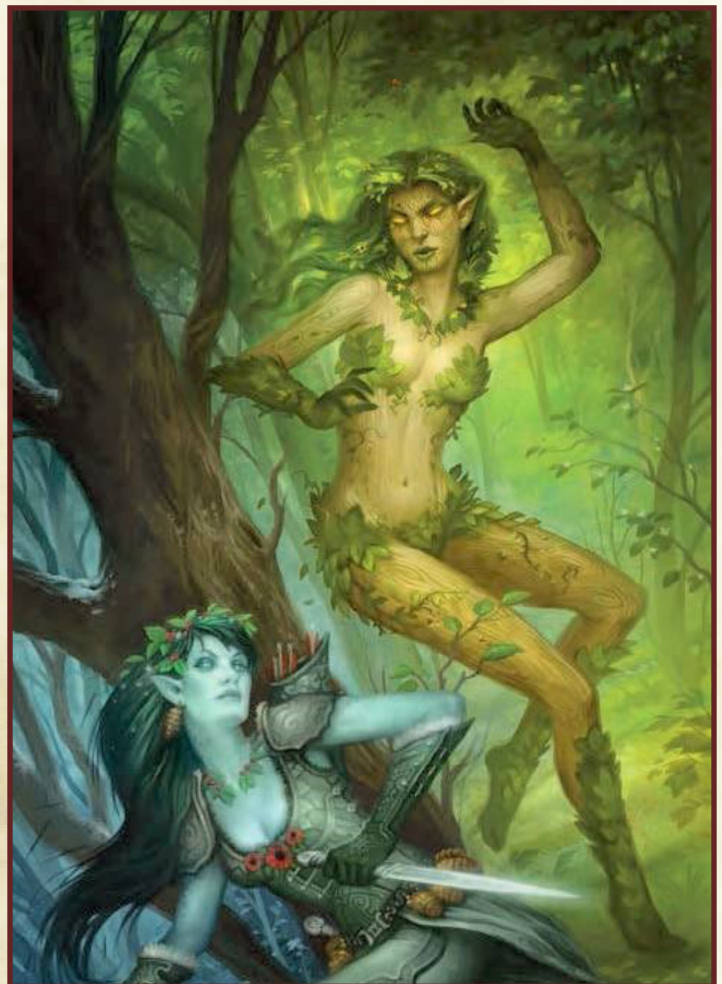
DWARF, DUERGAR (SEE ALSO DWARVES IN CHARACTER OPTIONS: TALENTS)

The duergar (CR 1) can have 1 talent.

DUERGAR IMMUNITY

Type: Trait.

The duergar is immune to illusions, paralysis, and poison.



SUBTERRANEAN STALKER

Type: Trait.

The duergar has advantage on Wisdom (Perception), Wisdom (Survival) checks, and Dexterity (Stealth) checks while in natural subterranean surroundings.

ELEMENTAL

AIR ELEMENTAL

The air elemental (CR 5) can have 2 talents.

AIR MASTERY

Type: Trait.

Airborne creatures have disadvantage on their melee weapon attacks against the air elemental.

BUFFETING BLOWS

Type: Trait.

If the air elemental's slam attack roll against a Medium or smaller target succeeds by 5 or more, the target must make a DC 13 Strength saving throw. On a failed save, the target is pushed up to 10 feet away and is knocked prone.

ENGULFING WINDS

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

When a creature fails its saving throw against the air elemental's whirlwind attack, the air elemental can choose not to fling the target. Instead, the target is grappled (escape DC 13) and restrained. The target is spun violently inside the whirlwind, taking hits from the other spinning debris. A grappled target takes 10 (3d6) slashing damage at the start of each of air elemental's turns.

WHIRLWIND BARRAGE (RECHARGE 5-6)

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

The air elemental spins violently, sucking in all the stone and debris near its vicinity and then hurls them at targets around it. Each creature within 30 feet of the air elemental must make a DC 16 Dexterity saving throw, taking 16 (3d10) bludgeoning damage on a failed save, or half as much on a successful one.

ZEPHYR

Type: Reaction.

When a creature the air elemental can see targets the air elemental with a melee attack, the air elemental can use its reaction to perform a Disengage action and move up to half its speed.

EARTH ELEMENTAL

The earth elemental (CR 5) can have 2 talents.

CRIPPLING BLOW

Type: Trait.

If the earth elemental's slam attack roll against a Medium or smaller target succeeds by 5 or more, the target must make a DC 16 Constitution saving throw. On a failed save, the target's speed is reduced to 0 until the end of the earth elemental's next turn.

GROUND MASTERY

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

The earth elemental has advantage on all melee weapon attacks against a creature if both the earth elemental and the target are touching the ground.

HURL BOULDER

Type: Action.

The earth elemental tears a boulder-sized chunk of earth from the ground and hurls it toward a single target.

Boulder. Ranged Weapon Attack: +8 to hit, range 60/240 ft., one target. Hit: 21 (3d10 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

QUAKE SLAM (RECHARGE 5-6)

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

The earth elemental violently slams the ground, triggering an earth tremor and showering the area around it with rocks. All other creatures on the ground within 20 feet of the earth elemental must succeed on a DC 16 Strength saving throw, taking 14 (2d8 + 5) bludgeoning damage and is knocked prone on a failed save, or half as much damage and isn't knocked prone on a successful one.

STONE SKIN

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

The earth elemental has resistance to bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantine.

FIRE ELEMENTAL

The fire elemental (CR 5) can have 2 talents.

AURA OF FIRE

Type: Trait.

A creature that starts its turn within 10 feet of the Fire Elemental takes 5 (1d10) fire damage.

BACKDRAFT

Type: Trait.



A creature that hits the fire elemental with a melee attack while within 10 feet of it takes 5 (1d10) fire damage.

BLAST WAVE (RECHARGE 5-6)

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

The fire elemental emits a searing wave of fire. Each creature within 20 feet of the fire elemental must succeed on a DC 14 Dexterity saving throw, taking 21 (6d6) fire damage and catches fire on a failed save, or half as much damage and hasn't caught fire on a successful one.

HUNGRY FLAMES

Type: Reaction.

Talent Cost: 2 (Counts as 2 Talents).

If a creature misses a melee attack against the fire elemental, and the creature is within 5 feet of the fire elemental, the fire elemental can use its reaction to make one touch attack at the creature.

SEARING RAYS (RECHARGE 4-6)

Type: Action.

The fire elemental conjures up to three rays of fire and hurls them at one target or several.

Searing Ray. Ranged Weapon Attack: +6 to hit, reach 120 ft., one target. *Hit:* 10 (2d6 + 3) fire damage. If the target is a flammable object that isn't being worn or carried, it also catches fire.

WATER ELEMENTAL

The water elemental (CR 5) can have 2 talents.

DROWNING BLOW

Type: Trait.

If the water elemental's slam attack roll against a Medium or smaller target succeeds by 5 or more, and the target can't breathe water, the target

must make a DC 15 Constitution saving throw. On a failed save, the target can't breathe, can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the creature can use either an action or a bonus action on its turn, but not both. These effects last until the end of the water elemental's next turn.

ICE SHARDS (RECHARGE 4-6)

Type: Action.

The water elemental creates up to three ice shards and hurls them at one target or several.

Ice Shard. Ranged Weapon Attack: +7 to hit, reach 120 ft., one target. *Hit:* 10 (2d6 + 3) cold damage.

SURGING WAVES (RECHARGE 5-6)

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

The water elemental unleashes a violent rush of water that pushes and knocks enemies down. Each creature within 15 feet of the water elemental must succeed on a DC 15 Strength saving throw, taking 13 (2d8 + 4) bludgeoning damage and is pushed up to 10 feet away and is knocked prone on a failed save, or half as much damage and isn't pushed and knocked prone on a successful one.

TENDRILS

Type: Trait.

The reach of the Water Elemental's slam attack is increased to 15 feet.

WATER MASTERY

Type: Trait.

The water elemental has advantage on all melee weapon attacks against a creature if both the water elemental and the target are touching water. In addition, while submerged in water, the water elemental is invisible.

ELVES, DROW

NUMBER OF TALENTS BY DROW

Drow	CR	Talents
Drow	1/4	1
Elite Warrior	5	2
Mage	7	3
Priestess of Lolth	8	3

DEBILITATING POISON

Type: Trait.

Prerequisite: Drow Priestess of Lolth.

A creature that takes poison damage from the drow's Scourge attack must make a DC 15 Constitution saving throw or be poisoned for 1 minute.

MAGIC RESISTANCE

Type: Trait.

The drow has advantage on saving throws against spells and other magical effects.

SKIRMISHER

Type: Trait.

If the drow hits a creature with a weapon attack, it can use a bonus action to perform a Dash or Disengage action this turn.

SUBTERRANEAN STALKER

Type: Trait.

The drow has advantage on Wisdom (Perception), Wisdom (Survival) checks, and Dexterity (Stealth) checks while in natural subterranean surroundings.

SUMMON SPIDERS (1/DAY)

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

Prerequisite: Drow Mage or Drow Priestess of Lolth.

The drow summons 2d4 giant spiders or 1d3 phase spiders. A summoned spider appears in an unoccupied space within 60 feet of its summoner and acts as an ally of the drow. It remains for one minute, until it or the drow dies, or until the drow dismisses it as an action.

SWIFT SPELLCASTER (2/DAY)

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Prerequisite: Drow Mage or Drow Priestess of Lolth.

The drow can take a bonus action to cast a spell that has a casting time of 1 action.

EMPYREAN

The empyrean (CR 23) can have 8 talents.

CLEAVING SWING (RECHARGE 5-6)

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

Each creature within 10 feet of the empyrean must make a DC 25 Dexterity saving throw, taking 31 (6d6 + 10) bludgeoning damage on a failed save, or half as much damage on a successful one.

ENAMORING PRESENCE

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

If a creature starts its turn within 30 feet of the empyrean and the two of them can see each other, the empyrean can force the target to make a DC 23 Charisma saving throw if the empyrean isn't incapacitated. On a failed save, the target is charmed. The charmed target is stunned. A charmed creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. A creature that successfully saves against the effect is immune to the



Bolstered creatures gain advantage on their next attack roll until the end of the empyrean's next turn.

POWER ATTACK

Type: Trait.

Prerequisite *Must be using a heavy weapon.*

Before the empyrean makes a maul attack, it can choose to take a -5 penalty to the attack roll. If the attack hits, it adds +10 to the attack's damage.

STUNNING BOLT

Type: Trait.

If the empyrean's bolt attack roll against a target succeeds by 5 or more, the target must make a DC 15 Constitution saving throw or be stunned until the end of the empyrean's next turn.

THUNDERING STRIKE

Type: Trait.

Talent Cost: 2 (*Counts as 2 Talents*).

When the empyrean uses its Trembling Strike, all creatures within 30 feet of the empyrean take 33 (6d10) thunder damage on a failed save, or half as much on a successful one.

ETTERCAP

The ettercap (CR 2) can have 1 talent.

AMBUSH HUNTER

Type: Trait.

If the ettercap surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack. In addition, once per turn, the ettercap deals an extra 3 (1d6) damage when it hits a target with a weapon attack and has advantage on the attack roll.

empyrean's enamoring presence for the next 24 hours.

EXTRA LEGENDARY ACTION

Type: Trait.

The empyrean can take 1 additional legendary action before the start of its next turn. The empyrean can retake this talent up to two additional times. The additional legendary action stacks.

EXTRA LEGENDARY RESISTANCE

Type: Trait.

The empyrean can use its *Legendary Resistance* up to 4/day.

IMPROVED BOLSTER

Type: Trait.

Talent Cost: 2 (*Counts as 2 Talents*).

PARALYZING BITE

Type: Trait.

A creature is paralyzed while poisoned by the ettercap's bite.

STRANGLING WEB

Type: Trait.

A creature that is restrained by the web of the ettercap takes 1d4 bludgeoning damage at the start of each of its turns and is unable to breathe.

ETTIN (SEE ALSO GIANT)

The ettin (CR 4) can have 2 talents.

COORDINATED SWING

Type: Trait.

If the ettin successfully hits a target with its first melee weapon attack, it gains advantage on its next melee weapon attack made against the same target before the end of its turn.

DUAL REACTIONS

Type: Trait.

The ettin can use its reaction twice until the start of its next turn.

FAERIE DRAGON

The faerie dragon (CR 1 or 2) can have 1 talent.

SUPERIOR RESISTANCE (1/DAY)

Type: Trait.

If the faerie dragon fails a saving throw, it can choose to succeed instead.

WINK OUT (1/DAY)

Type: Reaction.

The pixie can use its reaction to perform the

Superior Invisibility action.

FLAMESKULL

The flameskull (CR 4) can have 2 talents.

COMBUSTING GAZE (RECHARGE 5-6)

Type: Trait.

The flameskull can take a bonus action to gaze at one creature it can see within 30 feet of it. The target must make a DC 13 Wisdom saving throw or take 5 (1d10) fire damage and catch fire. Until someone takes an action to douse the fire, the creature takes 5 (1d10) fire damage at the start of each of its turns.

EXTENDED FIRE RAY

Type: Trait.

The range of the flameskull's fire ray attack is increased to 60 feet.

IMPROVED MULTIATTACK

Type: Trait.

When the flameskull uses its Multiattack, it makes three attacks: Two with its fire rays and one with its bite.

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) piercing damage plus 3 (1d6) fire damage.

FOMORIAN (SEE ALSO GIANT)

The fomorian (CR 8) can have 3 talents.

DEFORMED HIDE

Type: Trait.

The fomorian is resistant to bludgeoning, piercing, and slashing damage from nonmagical weapons.

EXTRA CURSE OF THE EVIL EYE

Type: Trait.

The fomorian can use its Curse of the Evil Eye one additional time between rests.

HORRIFIC SCREAM (RECHARGE 5-6)

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

The fomorian emits a mindshattering and terrifying scream. Each creature within 60 feet that can hear it must succeed on a DC 16 Wisdom saving throw, taking 27 (6d8) psychic damage and be frightened for one minute on a failed save, or half as much damage and not be frightened. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

When the fomorian uses its Multiattack and Horrific Scream is available, the fomorian can use its Horrific Scream in place of one greatclub attack.

STUNNING EVIL EYE

Type: Trait.

If a creature fails its saving throw against the Fomorian's Evil Eye by 5 or more, it is stunned until the Fomorian's next turn.

FUNGI

GAS SPORE

The gas spore (CR ½) can have 1 talent.

SWIFT FLOATER

Type: Trait.

The gas spore's fly speed is 15 feet, instead of just 10 feet.



SHRIEKER

The shrieker (CR 0) can have 1 talent.

DEAFENING SHRIEK

Type: Trait.

A creature within 60 feet of the shrieker when it shrieks must make a DC 10 Constitution saving throw or be deafened for one minute.

VIOLET FUNGUS

The violet fungus (CR ¼) can have 1 talent.

EXTENDED ROTTING TOUCH

Type: Trait.

The reach of the Violet Fungus's rotting touch attack is increased to 15 feet.

SWIFT CREEPER

Type: Trait.

The violet fungus's speed is increased by 5 feet.

GALEB DUHR

The galeb duhr (CR 6) can have 3 talents.

EARTHEN GRASP (RECHARGE 5–6)

Type: Action.

The galeb duhr targets a Large or smaller creature standing on the ground within 120 feet. The ground underneath the target animates into the shape of giant hand and attempts to grip the target. The target must make a DC 12 Strength saving throw or be restrained as long as the galeb duhr maintains concentration, up to 1 minute (as if concentrating on a spell).

EXTRA BOULDER

Type: Trait.

The galeb duhr can animate up to three boulders instead of just two.

ROLL OVER

Type: Trait.

If a creature is knocked prone from the galeb duhr's rolling charge, the galeb duhr can choose to enter its space and roll over it, dealing an extra 7 (2d6) bludgeoning damage to the target.

STONE SKIN

Type: Trait.

The galeb duhr has resistance to bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite.

GARGOYLE

The gargoyle (CR 2) can have 1 talent.

AMBUSH HUNTER

Type: Trait.

If the gargoyle surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack. In addition, once per turn, the gargoyle deals an extra 3 (1d6) damage when it hits a target with a melee weapon attack and has advantage on the attack roll.

FLYBY

Type: Trait.

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

SWOOP

Type: Trait.



GENIE

DAO

The dao (CR 11) can have 4 talents.

EARTH SHIELD (3/DAY)

Type: Reaction.

Talent Cost: 2 (Counts as 2 Talents).

When a creature the dao can see targets the dao with an attack or forces the dao to make a Strength or Dexterity saving throw, the dao can use its reaction to instantly animate the ground nearby to rise and form a temporary protective shell between it and the attacker, adding 5 to its AC and Strength and Dexterity saving throws. To do so, the dao must see the attacker. The shell disappears immediately after the attack.

HARDENED SKIN

Type: Trait.

The dao has resistance to bludgeoning, piercing, and slashing from nonmagical weapons.

SWIFT EARTHEN GRASP (RECHARGE 5-6)

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

The dao can take a bonus action to target a Large or smaller creature standing on the ground within 120 feet. The ground underneath the target animates into the shape of giant hand and attempts to grip the target. The target must make a DC 14 Strength saving throw or be restrained as long as the dao maintains concentration, up to 1 minute (as if concentrating on a spell).

SWIFT SPELLCASTER (3/DAY)

Type: Trait.

Talent Cost: 3 (Counts as 3 Talents).

The dao can take a bonus action to cast a spell that has a casting time of 1 action.

If the gargoyle flies at least 30 feet and hits a Medium or smaller creature with its claw attack, the target is grappled (escape DC 12) and restrained while the gargoyle flies upward with it at half its speed. While the gargoyle has a creature grappled, it can fly up to a maximum height of 30 feet. The gargoyle can take a bonus action to drop the target from the air. If a dropped target strikes a solid surface, the target is knocked prone and takes 3 (1d6) bludgeoning damage for every 10 feet it was dropped. If the target is dropped at another creature, that creature must succeed on a DC 12 Dexterity saving throw or take the same damage and be knocked prone.

IMPROVED MULTIATTACK

Type: Trait.

When the gargoyle uses its Multiattack, it makes three attacks: one with its bite and two with its claws.

TREMBLING SLAM (RECHARGE 5-6)

Type: Action.

The dao strikes the ground with its maul, triggering an earth tremor. All other creatures on the ground within 20 feet of the dao must succeed on a DC 18 Strength saving throw or be knocked prone.

When the dao uses its Multiattack and Trembling Slam is available, the dao can use its Trembling Slam in place of one maul attack.

DJINN

The djinni (CR 11) can have 4 talents.

SHREDDING WHIRLWIND

Type: Trait.

A creature restrained by the whirlwind takes 10 (3d6) slashing damage at the start of each of the djinn's turns.

SWIFT SPELLCASTER (3/DAY)

Type: Trait.

Talent Cost: 3 (Counts as 3 Talents).

The djinni can take a bonus action to cast a spell that has a casting time of 1 action.

WHIRLWIND DERVISH (RECHARGE 6)

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

The djinni moves up to its speed and targets each creature within 5 feet of it during its movement. Each target must succeed on a DC 17 Dexterity saving throw or take 23 (3d12 + 4) slashing damage plus 7 (2d6) lightning damage. The djinni's movement during this action will not trigger opportunity attacks.

WHIRLWIND STORM

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

The whirlwind the djinn creates can generate and hurl bolts of lightning. At the start of each of the djinn's turns, the djinn targets a creature within 30 feet of the whirlwind. The target must make a DC 17 Dexterity saving throw. On a failed save, it takes 3d10 lightning damage, or half as much on a successful one. In addition, a creature restrained by the whirlwind or is within 5 feet of the whirlwind takes 5 (1d10) lightning damage at the start of each of the djinni's turns.

ZEPHYR

Type: Reaction.

When a creature the djinn can see targets the djinn with an attack, the air elemental can use its reaction to perform a Disengage action and move up to half its speed.



EFREETI

The efreeti (CR 11) can have 4 talents.

AURA OF FIRE

Type: Trait.

A creature that starts its turn within 10 feet of the efreeti takes 11 (2d10) fire damage.

BLAST WAVE (RECHARGE 5-6)

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

The efreeti sends a searing wave of flames around it. Each creature within 20 feet of the efreeti must succeed on a DC 15 Dexterity saving throw, taking 35 (10d6) fire damage and catches fire on a failed save, or half as much damage and hasn't caught fire on a successful one.

EXPLODING FLAMES

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

If the efreeti hits a creature with its hurl flame attack, each creature within 10 feet of the target (not including the target) must make a DC 15 Dexterity saving throw or take 17 (5d6) fire damage on a failed save, or half as much damage on a successful one.

If the efreeti misses with a hurl flame attack, select a random space within 5 feet of the original target and treat this as the new target and origin point of the explosion. The efreeti can also choose to aim at a specific space instead of a creature.

FIERY DEMISE

Type: Trait.

If the efreeti dies, it explodes in a large burst of fire and magma. Each creature within 20 feet of it must make a DC 19 Dexterity saving throw, taking 36 (8d8) fire damage on a failed save, or half as much damage on a successful one. Flammable objects that aren't being worn or carried in that area are ignited.



SWIFT SPELLCASTER (3/DAY)

Type: Trait.

Talent Cost: 3 (Counts as 3 Talents).

The efreeti can take a bonus action to cast a spell that has a casting time of 1 action.

MARID

The marid (CR 11) can have 4 talents.

POISONOUS TRIDENT

Type: Trait.

A creature hit by the marid's trident attack must make a DC 16 Constitution saving throw or be poisoned for 1 minute. While poisoned in this way, the target is paralyzed. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

SURGING WAVES (RECHARGE 5-6)

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

The marid unleashes a violent rush of water that pushes and knocks enemies down. Each creature within 15 feet of the marid must succeed on a DC 16 Strength saving throw, taking 27 (6d8) bludgeoning damage and if the target is Large or smaller, is pushed 10 feet and knocked prone on a failed save, or half as much damage and isn't pushed and knocked prone on a successful one.

SWIFT SPELLCASTER (3/DAY)

Type: Trait.

Talent Cost: 3 (Counts as 3 Talents).

The marid can take a bonus action to cast a spell that has a casting time of 1 action.

IMPROVED MULTIATTACK

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

When the marid uses its Multiattack, it can make three trident attacks or one trident attack and one water jet.

WATER SHIELD (2/DAY)

Type: Reaction.

When a creature the marid can see targets the marid with an attack and the marid is within 5 feet of water, the marid can use its reaction to instantly animate the water to rise and form a temporary wall, adding 3 to marid's AC and Dexterity saving throws until the end of the turn. To do so, the marid must see the attacker.

GHOST

The ghost (CR 4) can have 2 talents.

AURA OF DECAY

Type: Trait.

A creature that starts its turn within 5 feet of the ghost takes 5 (1d10) necrotic damage

CHILL TOUCH

Type: Trait.

The ghost's melee weapon attacks deal an extra 7 (2d6) cold damage.

DESSICATING TOUCH

Type: Trait.

If the ghost's withering touch attack roll against a target succeeds by 5 or more, the target must make a DC 13 Constitution saving throw or age 1d4 x 10 years. The aging effect can be reversed with a *greater restoration* spell, but only within 24 hours of it occurring.

FADE INTO THE ETHER (3/DAY)

Type: Reaction.

When a creature the ghost can see targets the ghost with an attack, the ghost uses it reaction to immediately shift from the Material Plane to the Ethereal Plane and back, causing the attack to automatically miss.

FLYBY

Type: Trait.

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

GHOUL

GHAST

The ghastr (CR 2) can have 1 talent.

AGARAT'S SCREAM (RECHARGE 5-6)

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

The ghastr can emit a bloodcurdling, sickening scream. Each creature within 30 feet that can hear its scream takes 5 (1d10) necrotic damage and must succeed on a DC 10 Constitution saving throw. On a failed save, a creature will have its hit point maximum reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

MULTIATTACK

Type: Action.

The ghastr makes two attacks. One with its bite and one with its claws.

NAUSEATING STENCH

Type: Trait.

A creature is stunned while poisoned by the ghastr's stench.

PACKMASTER

Type: Trait.

Any ghastr within 30 feet of the ghastr that can see or hear the ghastr has advantage on an attack roll against a creature if at least one of the ghastr's allies is within 5 feet of the target and the ally isn't incapacitated.

GHOUL

The ghastr (CR 1) can have 1 talent.

MULTIATTACK

Type: Action.

If the ghastr hits a target with its claws attack, it can take a bonus action to make a bite attack against the target.

LUNGING STRIKE

Type: Trait.



If the ghoul has already moved up to its speed and an enemy creature the ghoul can see is within 10 feet of the ghoul, it can take a bonus action to move 5 feet. If the ghoul ends within 5 feet of the target as a result of this action, it gains advantage on its next attack made against the target this turn.

PROWLER

Type: Trait.

The ghoul has advantage on Dexterity (Stealth) and Wisdom (Survival) checks made when tracking a creature.

GIANT

NUMBER OF TALENTS BY GIANT

Giant	CR	Talents
Cloud	9	4
Fire	9	4
Frost	8	3
Hill	5	2
Stone	7	3
Storm	13	5

BOULDER

Type: Trait.

Prerequisite Rock action.

The missile from the giant's rock attack shatters into many pieces when it lands, possibly hitting those near the target. Any creature within 5 feet of the target of the giant's rock attack must succeed on a Dexterity saving throw, even if the giant misses its target. The DC is equal to 8 plus the giant's Strength modifier plus its proficiency bonus (see MM page 8). On a failed save, the target takes half as much damage of the rock attack hit.

CLEAVING SWING (RECHARGE 5-6)

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

Each creature within range of the giant's melee weapon attack must make a Dexterity saving throw. The DC is equal to 8 plus the giant's Strength modifier plus its proficiency bonus (see MM page 8). On a failed save, the target takes damage equal to the giant's melee weapon damage, or half as much damage on a successful one.

CRUSHING STOMP

Type: Trait.

Prerequisite Stomp

A creature hit by the giant's *Stomp* attack is grappled (escape DC is equal to the Strength saving throw DC). Until this grapple ends, the target is restrained and the giant can automatically hit the target with its *Stomp* but can't use its *Stomp* against other targets.

FLING

Type: Action.

One object held or creature that is smaller than the giant and is grappled by the giant is thrown up to 60 feet towards a target space and knocked prone. If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown plus the giant's strength modifier. If the target is thrown at another creature, that creature must succeed on a Dexterity saving throw. The DC is equal to 8 plus the giant's Strength modifier plus its proficiency bonus (see MM page 8). On a failed save, the target takes the same damage and be knocked prone.

When the giant uses its Multiattack, the giant can use Fling in place of one melee weapon attack.

POWER ATTACK

Type: Trait.

Prerequisite Must be using a heavy weapon.

Before the giant makes a melee weapon attack, it can choose to take a -5 penalty to the attack roll. If the attack hits, it adds +10 to the attack's damage.

STOMP

Type: Action.

The giant can take a bonus action to make a *Stomp* attack. The giant can only target prone creatures smaller than itself. The statistics of the kick depend on the giant:

Giant, Cloud:

Stomp. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one prone target smaller than the giant. *Hit:* 17 (2d8 + 8) bludgeoning damage.

Giant, Fire:

Stomp. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one prone target smaller than the giant. *Hit:* 16 (2d8 + 7) bludgeoning damage.

Cyclops / Fomorian / Giant, Frost / Giant, Stone:

Stomp. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one prone target smaller than the giant. *Hit:* 15 (2d8 + 6) bludgeoning damage.

Giant, Hill:

Stomp. *Melee Weapon Attack:* +8 to hit, reach 5 ft.,

one prone target smaller than the giant. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Giant, Storm:

Stomp. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one prone target smaller than the giant. *Hit:* 18 (2d8 + 9) bludgeoning damage.

Half-Ogre:

Stomp. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one prone target smaller than the giant. *Hit:* 7 (1d8 + 3) bludgeoning damage.

Ogre:

Stomp. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one prone target smaller than the giant. *Hit:* 8 (1d8 + 4) bludgeoning damage.

Oni / Troll:

Stomp. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one prone target smaller than the giant. *Hit:* 8 (1d8 + 5) bludgeoning damage.



RIP EARTH

Type: Trait.

Prerequisite *Rock Action, Boulder*

The giant can rip a huge chunk off the ground nearby and use it as its rock attack, shattering into many pieces upon impact. Any creature within 10 feet of the target of the giant's rock attack must succeed on a Dexterity saving throw, even if the giant misses its target. The DC is equal to 8 plus the giant's Strength modifier plus its proficiency bonus (see MM page 8). On a failed save, the target takes half as much damage of the rock attack hit.

TREMBLING SLAM

Type: Action.

The giant strikes the ground with its melee weapon or foot, triggering a short earth tremor. All other creatures on the ground within 10 feet of the giant that are smaller than the giant must succeed on a Strength saving throw or be knocked prone. The DC is equal to 8 plus the giant's Strength modifier plus its proficiency bonus (see MM page 8).

When the giant uses its Multiattack and Trembling Slam is available, the giant can use its Trembling Slam in place of one melee weapon attack.

CLOUD GIANT

COMBAT ADVANTAGE

Type: Trait.

Once during its turn, the cloud giant deals an extra 10 (3d6) damage when it hits a target with a weapon attack and has advantage on the attack roll.

FOGSIGHT

Type: Trait.

The cloud giant's vision is not obscured by fog or mists.

MISTS OF MEMNOR

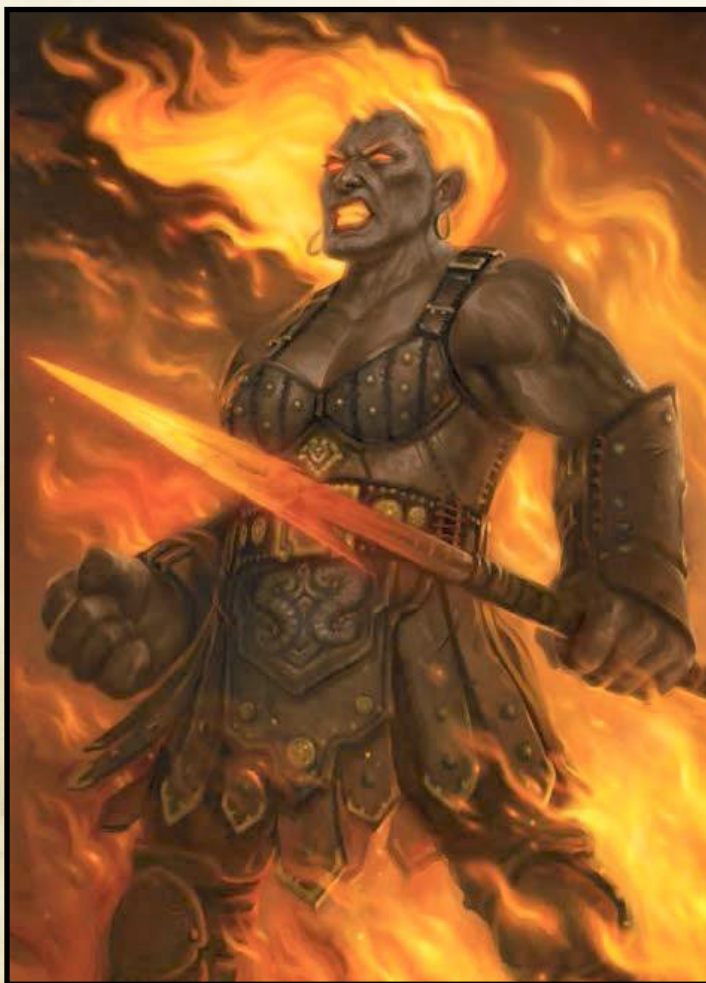
Type: Trait.

The cloud giant constantly projects a magical aura of thin bluish mist. A creature hostile to the cloud giant that starts its turn within 10 feet of the cloud giant must make a DC 15 Charisma saving throw, unless the cloud giant is incapacitated. On a failure, the target begins to giggle uncontrollably. It can't take reactions or maintain concentration 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 but fall prone into fits of laughter. At the end of the creature's turn, the effect ends. If a creature's saving throw is successful, the creature is immune to the cloud giant's mists of memnor for the next 24 hours.

FIRE GIANT

FLAME MANTLE

Type: Trait.



A creature that starts its turn within 5 feet of the giant takes 5 (1d10) fire damage. In addition, the giant's melee weapon attacks deal an extra 5 (1d10) fire damage.

FORGECALLER

Type: Trait.

Prerequisite *Flame Mantle*

The fire giant can innately cast spells. Its spellcasting ability is Wisdom (DC 13). The fire giant can innately cast the following spells, requiring no material components:

3/day: *heat metal*

1/day: *flame strike*

WAVE OF FLAMES (RECHARGE 6)

Type: Action.

Prerequisite *Forgecaller*

Searing flames surge from the fire giant and incinerate those around it. Each creature within 20 feet of it must make a DC 13 Dexterity saving throw. On a failed save, the target takes 45 (13d6) fire damage and catches fire. On a successful save, the target takes half as much damage and doesn't catch fire.

FROST GIANT

FROST MANTLE

Type: Trait.

A creature that starts its turn within 5 feet of the giant takes 5 (1d10) cold damage. In addition, the giant's melee weapon attacks deal an extra 5 (1d10) cold damage.

ICE SHAPER

Type: Trait.

Prerequisite *Frost Mantle*

The frost giant can innately cast spells. Its spell-

casting ability is Charisma (DC 12). The frost giant can innately cast the following spells, requiring no material components:

3/day: *armor of agathys*

1/day: *wall of ice*

WINTER BLAST (RECHARGE 6)

Type: Action.

Prerequisite *Ice Shaper*

The frost giant magically emits freezing ice in a 30-foot cone. Each creature in that area must make a DC 12 Strength saving throw, taking 31 (9d6) cold damage and is restrained on a failed save, or half as much damage and is not restrained on a successful one. While restrained in this way, the creature, or another creature within 5 feet of it, can make a DC 16 Strength check. On a success, the creature is no longer restrained.

STONE GIANT

AURA OF EARTH

Type: Trait.

A creature that starts its turn within 5 feet of the giant must make a DC 16 Constitution saving throw or be blinded until the end of the stone giant's next turn by the dirt and soil that swirls constantly around the stone giant. Stone giants and creatures from the elemental plane of earth are immune to this effect.

RUNECARVER

Type: Trait.

Prerequisite *Aura of Earth*

The stone giant can innately cast spells. Its spellcasting ability is Wisdom (DC 12). The stone giant can innately cast the following spells, requiring no material components:

3/day: *meld into stone*

2/day: *maximilian's earthen grasp* (EE)

1/day: *stone shape*

RUNE OF TREMOR (RECHARGE 6)

Type: Action.

Prerequisite *Runecarver*

The stone giant targets a point it can see within 120 feet. A violent spout of churned earth and stone erupts in a 20-foot cube centered on that point. Each creature in that area must make a DC 12 Dexterity saving throw. A creature takes 26 (4d12) bludgeoning damage and is knocked prone on a failed save, or half as much damage and is not knocked prone on a successful one.

STORM GIANT

STORM MANTLE

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

A creature that starts its turn within 10 feet of the giant takes 10 (3d6) lightning damage. In addition, the giant's melee weapon attacks deal an extra 10 (3d6) lightning damage.

HOWLING WINDS (RECHARGE 6)

Type: Action.

Prerequisite *Storm Mantle*

The storm giant magically emits a powerful electrified gusts of wind in a 60 foot cone. Each creature in that area must make a DC 17 Strength saving throw. On a failed save, the target takes 17 (5d6) bludgeoning damage and 17 (5d6) lightning damage and is pushed up to 20 feet away and is knocked prone. On a successful save, the target takes half as much damage and isn't knocked prone.

THUNDER CLAP (RECHARGE 6)

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

Prerequisite *Storm Mantle*

The storm giant magically causes lightning and thunder to erupt within its vicinity. Each creature within 30 feet of it must make a DC 17 Constitution saving throw. On a failed save, the target takes 24 (7d6) lightning damage and 24 (7d6) thunder damage and is stunned until the end of the storm giant's next turn. On a successful save, the target takes half as much damage and isn't stunned.

GIBBERING MOUTHER

The gibbering mouter (CR 2) can have 1 talent.

EXPLODING SPITTLE

Type: Trait.

Each creature that fails its Dexterity saving throw against the blinding spittle's flash takes 7 (2d6) acid damage.

HARSH GIBBERING

Type: Trait.

A creature that fails its Wisdom saving throw from the gibbering effect takes 3 (1d6) psychic damage.

IMPROVED ABERRANT GROUND

Type: Trait.

A creature that fails its Strength saving throw from



the aberrant ground effect is knocked prone.

GITHYANKI

GITHYANKI WILLPOWER

Type: Trait.

The githyanki has advantage to all Intelligence, Wisdom, and Charisma saving throws against charm and being frightened.

POWER ATTACK

Type: Trait.

Prerequisite Must be using a heavy weapon.

Before the githyanki makes a greatsword attack, it can choose to take a -5 penalty to the attack roll. If the attack hits, it adds +10 to the attack's damage.

GITHYANKI WARRIOR

The githyanki warrior can have 2 talents.

DAZE (3/DAY)

Type: Trait.

The githyanki warrior can take a bonus action and target a creature within 5 feet of it. The target must succeed on an DC 11 Intelligence saving throw or the target can't take any action except move up to half of its speed until the end of the githyanki's next turn.

GITHYANKI KNIGHT

The githyanki knight can have 3 talents.

BLADE SWEEP

Type: Action.

The githyanki knight swings its greatsword in a wide arc. The githyanki knight only makes one attack roll and the result is checked against the AC of each target within 5 feet of the githyanki knight attack. The githyanki knight deals its melee weapon damage to a creature it hits.

DAZE (3/DAY)

Type: Trait.

The githyanki knight can take a bonus action and target a creature within 5 feet of it. The target must succeed on an DC 13 Intelligence saving throw or the target can't take any action except move up to half of its speed until the end of the githyanki's next turn.

SMITE

Type: Trait.

When the githyanki knight hits a creature with a melee weapon attack, it can expend one spell slot to deal 9 (2d8) radiant damage to the target, in addition to the weapon's damage.

GITHZERAI

DEFENDED MIND

Type: Trait.

The githzerai has advantage to all Intelligence, Wisdom, and Charisma saving throws against paralysis and being stunned.

IRON MIND (3/DAY)

Type: Reaction.

When the githzerai takes damage, it can use its reaction to gain resistance to that type of damage until the end of the turn.

GITHZERAI MONK

The githzerai monk can have 1 talent.

STUNNING STRIKE

Type: Trait.

When the githzerai monk hits a creature with its unarmed strike, it can expend one spell slot to force the target to make a DC 12 Constitution saving throw. On a failed save, the target is stunned until the end of the githzerai monk's next turn.

GITHZERA ZERTH

The githzerai zerth can have 3 talents.

EVASIVE

Type: Trait.

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

PSI STRIKE



Type: Trait.

When the githzerai zerth takes the Attack or Multiattack action, it can expend one spell slot to make two unarmed strikes as a bonus action.

STUNNING STRIKE

Type: Trait.

When the githzerai zerth hits a creature with its unarmed strike, it can expend one spell slot to force the target to make a DC 14 Constitution saving throw. On a failed save, the target is stunned until the end of the githzerai monk's next turn.

GNOLL

The gnoll and gnoll pack lord both have 1 talent each. The gnoll fang of yeenoghu can have 2 talents.

IMPROVED INCITE RAMPAGE

Type: Trait.

Prerequisite Gnoll Pack Lord

The gnoll pack lord can target up to two gnolls it can see within 30 feet with its Incite Rampage.

IMPROVED RAMPAGE

Type: Trait.

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

PACK ATTACK

Type: Trait.

The gnoll deals an extra 3 (1d6) damage with its melee weapon attacks against a creature if at least two of the gnoll's allies are within 5 feet of the target and the allies are not incapacitated.

PACKMASTER

Type: Trait.

Prerequisite Gnoll Pack Lord

Any gnoll within 30 feet of the gnoll pack lord that can see or hear the gnoll pack lord has advantage on an attack roll against a creature if at least one of the gnoll pack lord's allies is within 5 feet of the target and the ally isn't incapacitated.

PREY ON THE WEAK

Type: Trait.

Prerequisite Gnoll Fang of Yeenoghu

The gnoll fang of yeenoghu has advantage on its first attack roll made each turn against a creature that doesn't have all of its hit points or is impaired by any negative condition (frightened, incapacitated, poisoned, restrained, etc.).

GOBLIN

The goblin and goblin boss both have 1 talent each.

BORN SNEAKY

Type: Trait.

The goblin can reroll an ability check that involves the skill Deception, Sleight of Hand, or Stealth. It must use the result of the second roll, even if it is lower.

Once it uses this feature, it cannot use it again until it finishes a short or long rest.

GANG UP

Type: Trait.

The goblin has advantage on an attack roll against a creature if at least two of the goblin's allies are within 5 feet of the target and the allies aren't incapacitated.

GOBLIN TACTICS

Type: Reaction.

When a creature attacks the goblin with a melee attack and misses, the goblin can use its reaction to move 5 feet. This movement will not trigger opportunity attacks.



GOLEM

NUMBER OF TALENTS BY GOLEM

Golem	CR	Talents
Clay	9	4
Flesh	5	2
Iron	16	6
Stone	10	4

BASH

Type: Trait.

Prerequisite Clay Golem, Iron Golem, or Stone Golem

If the golem's slam attack roll against a target succeeds by 5 or more, the target must make a Constitution saving throw. The DC is equal to 8 plus the golem's Strength modifier plus its proficiency bonus (see MM page 8). On a failed save, the target is stunned until the end of the golem's next turn.

BATTERY

Type: Trait.

Prerequisite Flesh Golem

Whenever the flesh golem is subjected to lightning damage, its slam attacks deal an extra 4 (1d8) lightning damage until the end of its next turn.

BIBULOUS

Type: Trait.

Prerequisite Clay Golem

Whenever the clay golem is subjected to acid damage, its slam attacks deal an extra 5 (1d10) acid damage until the end of its next turn.

CRIPPLING SLAM

Type: Trait.

If the golem's slam attack roll against a Large or

smaller target succeeds by 5 or more, the creature must make a Constitution saving throw. The DC is equal to 8 plus the golem's Strength modifier plus its proficiency bonus (see MM page 8). On a failed save, the target is knocked prone and its speed reduced to 0 until the end of the golem's next turn.

DISTANT POISONOUS BREATH

Type: Trait.

Prerequisite: Iron Golem

The iron golem exhales poisonous gas in a 30-foot cone.

DISTANT SLOW

Type: Trait.

Prerequisite: Stone Golem

The stone golem can target one or more creatures it can see within 20 feet of it.

FLING

Type: Action.

Prerequisite Clay Golem, Iron Golem, Stone Golem

One object held or creature that is smaller than the golem and is grappled by the golem is thrown up to 60 feet towards a target space and knocked prone. If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown plus the golem's strength modifier. If the target is thrown at another creature, that creature must succeed on a Dexterity saving throw. The DC is equal to 8 plus the golem's Strength modifier plus its proficiency bonus (see MM page 8). On a failed save, the target takes the same damage and be knocked prone.

When the golem uses its Multiattack, the golem can use Fling in place of one slam attack.

HEATED

Type: Trait.

Prerequisite Iron Golem

When the iron golem is subjected to fire damage, its slam attacks deal an extra 7 (2d6) fire damage until

the end of its next turn.

JUGGERNAUT (RECHARGE 5-6)

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

Prerequisite Clay Golem, Iron Golem, or Stone Golem, Unstoppable

The golem moves up to its speed. During this move, it can enter Large or smaller creatures' spaces. A creature whose space the golem enters must make a Dexterity saving throw. On a successful save, the creature is pushed 5 feet to the nearest space out of the golem's path. The DC is equal to 8 plus the golem's Strength modifier plus its proficiency bonus (see MM page 8). On a failed save, the creature falls prone and takes slam damage from the golem. If the golem remains in the prone creature's space, the creature is also restrained until it's no longer in the same space as the golem. While restrained in this way, the creature, or another creature within 5 feet of it, can make a DC 18 Strength check. On a success, the creature is shunted to an unoccupied space of its choice within 5 feet of the golem and is no longer restrained.

MAGIC IMMUNITY I

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

The golem is immune to 1st level spells, but not to cantrips.

MAGIC IMMUNITY II

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Prerequisite Magic Immunity I

The golem is immune to spells of 2nd level and below, but not to cantrips.

MAGIC IMMUNITY III

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Prerequisite Magic Immunity I, Magic Immunity II

The golem is immune to spells of 3rd level and below, but not to cantrips.

NOXIOUS BREATH

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Prerequisite: Iron Golem

A creature that fails its saving throw against the iron golem's poison breath attack is also poisoned for one minute.

REINFORCED ARMOR PLATING

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Prerequisite Iron Golem or Stone Golem

The golem is resistant to bludgeoning, piercing, and slashing damage from all weapons that aren't adamantine.

SQUEEZE

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Prerequisite Clay Golem, Iron Golem, or Stone



Golem

When the golem hits a medium or smaller creature with its slam attack, it is grappled and restrained until the grapple ends. The Escape DC is equal to 8 plus the golem's Strength modifier plus its proficiency bonus (see MM page 8). Until this grapple ends, the target is restrained and the golem can automatically hit the target with its slam but can't use one of its slam attacks against other targets.

TREMBLING SLAM

Type: Action.

Prerequisite Clay Golem, Iron Golem, or Stone Golem

The golem pounds the ground, triggering a short earth tremor. All other creatures on the ground within 10 feet of the golem that are Medium or smaller than the golem must succeed on a Strength saving throw or be knocked prone. The DC is equal to 8 plus the golem's Strength modifier plus its proficiency bonus (see MM page 8).

When the golem uses its Multiattack and Trembling Slam is available, the golem can use its Trembling Slam in place of one slam attack.

UNSTOPPABLE

Type: Trait.

Prerequisite Clay Golem, Iron Golem, or Stone Golem

The golem deals double damage against objects and structures. In addition, the golem can move through the space of a Large or smaller hostile creature. All opportunity attacks made against the golem by the creatures whose spaces the golem entered have disadvantage.

GORGON

The gorgon (CR 5) can have 2 talents.

DISEMBOWEL

Type: Trait.

If the gorgon's gore attack roll against a target succeeds by 5 or more, the target must make a DC 16 Constitution saving throw, taking 12 (1d12+5) slashing damage on a failed save, or half as much damage on a successful one.

IRON HIDE

Type: Trait.

The gorgon is resistant to bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't adamantite.

STUNNING CHARGE

Type: Action.

A creature that is successfully knocked prone by the gorgon's trampling charge feature is also stunned until the end of the gorgon's next turn.

REAR KICK

Type: Reaction.

When a creature the gorgon can see and is within 5 feet of the gorgon targets the gorgon with a melee attack, the gorgon can use its reaction to immediately attack it with its hooves. If the gorgon hits, the target must make a DC 16 Strength check or be pushed 5 feet away and be knocked prone.

GRELL

The grell (CR 3) can have 2 talents.

EXTENDED TENTACLES

Type: Trait.

The reach of the tentacle attack of the grell is increased to 15 feet.

IMPROVED MULTIATTACK

Type: Trait.



When the grell uses its Multiattack, it has three attacks: two with its tentacles and one with its beak.

LIGHTNING CLOUD (RECHARGE 5-6)

Type: Action.

The grell emits a cloud of electrically-charged gas. Each creature within 20 feet of it must make a DC 11 Dexterity saving throw, taking 14 (4d6) lightning damage on a failed save, or half as much damage on a successful one.

VENOMOUS TENTACLES

Type: Trait.

A creature poisoned by the grell's tentacles takes 3 (1d6) poison damage at the start of each of the grell's turns.

GRICK

The grick (CR 2) can have 1 talent. The grick alpha (CR 7) can have 3 talents.

AMBUSH HUNTER

Type: Trait.

If the grick surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 3 (1d6) damage from the attack. In addition, once per turn the grick deals an extra 3 (1d6) damage when it hits a target with a melee attack and has advantage on the attack roll.

CONSTRICTING TENTACLES

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Prerequisite Grick Alpha

A Large or smaller creature that is hit by the grick alpha's tentacles is grappled (escape DC 15). Until this grapple ends, the target is restrained and the grick alpha can automatically hit the target with its tentacles but can't use its tentacles against other targets.

POISONOUS BEAK

Type: Trait.

A creature hit by the grick's beak attack must make a DC 10 Constitution saving throw (DC 13 for the Grick Alpha) or become poisoned for 1 minute.

TAIL STRIKE

Type: Reaction.

Prerequisite Grick Alpha

When a creature the grick can see starts its turn and is within 10 feet of the grick, the grick can use its reaction to immediately attack it with its tail.

GRIFFON

The griffon (CR 2) can have 1 talent.

DIVE ATTACK

Type: Trait.

If the griffon is flying and dives at least 30 feet

straight toward a target and then hits it with a melee weapon attack, the attack deals an extra 9 (2d8) damage to the target.

FLYBY

Type: Trait.

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

POUNCE

Type: Trait.

If the griffon moves at least 30 feet straight toward a creature and then hits it with its claws on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is knocked prone, the griffon can make one beak attack against it as a bonus action.

GRIMLOCK

The grimlock (CR ¼) can have 1 talent.



BRUTE

Type: Trait.

A melee weapon deals one extra die of its damage when the grimlock hits with it.

BLIND FERVOR

Type: Trait.

A grimlock has advantage to saving throws against illusions and paralysis, as well as being charmed and frightened.

BLOOD FEVER

Type: Trait.

If a grimlock is within 30 feet of a creature it can smell that doesn't have all its hit points, it enters into a feverish state. While in this state, it gains advantage on attack rolls made against that creature, but has disadvantage on attack rolls made against creatures with full hit points.

GANG UP

Type: Trait.

The grimlock has advantage on an attack roll against a creature if at least two of the grimlock's allies are within 5 feet of the target and the allies aren't incapacitated.

HAG

GREEN HAG

The green hag (CR 3) can have 2 talents.

INNATE SPELLCASTER

Type: Trait.

The green hag's spellcasting ability is Charisma (DC 12). The hag can innately cast the following spells, requiring no material components:
3/day (each): *misty step*, *tongues*

DECEITFUL

Type: Trait.

The green hag has advantage on Charisma checks when trying to pass herself as a different person.

In addition, creatures' Wisdom (Insight) checks and Intelligence (Investigation) checks made against the green hag have disadvantage.

SYLVAN STALKER

Type: Trait.

The green hag has advantage on Wisdom (Perception), Wisdom (Survival) checks, and Dexterity (Stealth) checks while in natural bog, forest, or swamp.

WEAKENING TOUCH

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

A creature hit by a green hag's claws attack must make a DC 12 Constitution saving throw or have its Strength score reduced by 1d4. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

NIGHT HAG

The night hag (CR 5) can have 2 talents.

INNATE SPELLCASTER

Type: Trait.

The night hag's spellcasting ability is Charisma (DC 13). The hag can innately cast the following spells, requiring no material components:

3/day (each): *detect evil and good*, *detect magic*, *magic missile* (3 missiles)

SLEEP TOUCH

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

A creature hit by a night hag's claws attack must make a DC 14 Wisdom saving throw or fall unconscious. A sleeping creature remains unconscious for 1 minute, or until the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake.

SWIFT ETHEREALNESS (3/DAY)

Type: Trait.

The night hag can take a bonus action to enter the Ethereal Plane from the Material Plane, or vice versa. To do so, the hag must have a heartstone in her possession.

WAVE OF SLUMBER (RECHARGE 5-6)

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

The night hag conjures a cloud of sleep-inducing mist around it. Each creature within 20 feet of it must make a DC 14 Wisdom saving throw or fall unconscious. A sleeping creature remains unconscious for 1 minute, or until the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake.

SEA HAG

The sea hag (CR 2) can have 1 talent.

INNATE SPELLCASTER

Type: Trait.

The sea hag's spellcasting ability is Charisma (DC 11). The hag can innately cast the following spells, requiring no material components:

At will (each): *dancing lights*, *minor illusion*, *misty step*

MADDENING CACKLE (RECHARGE 5-6)

Type: Action.

The sea hag emits a loud, hellish cackle. Each living creature that isn't a hag within 30 feet of it must

make a DC 11 Wisdom saving throw. On a failure, the creature can't take reactions or maintain concentration 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. At the end of the creature's turn, the effect ends.

POISONOUS CLAWS

Type: Trait.

A creature hit by the sea hag's claws attack must make a DC 13 Constitution saving throw or become poisoned for 1 minute.

SWIFT DEATH GLARE (3/DAY)

Type: Trait.

The sea hag can take a bonus action to perform a Death Glare.

HARPY

The harpy (CR 1) can have 1 talent.

FLYBY

Type: Trait.

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

GANG UP

Type: Trait.

The harpy has advantage on an attack roll against a creature if at least two of the harpy's allies are within 5 feet of the target and the allies aren't incapacitated.

SWOOP

Type: Trait.

If the harpy flies at least 20 feet and hits a Medium or smaller creature with its claw attack, the creature is grappled (escape DC 11) and restrained while the harpy flies upward with it at half its speed. While the harpy has a creature grappled, it can fly up to a maximum height of 30 feet. The harpy can take a bonus action to drop the target from the air. If a dropped target strikes a solid surface, the target is knocked prone and takes 3 (1d6) bludgeoning damage for every 10 feet it was dropped. If the target is dropped at another creature, that creature must succeed on a DC 11 Dexterity saving throw or take the same damage and be knocked prone.

VEXING SCREECH (RECHARGE 5-6)

Type: Action.

The harpy emits a disorienting screech. Each living creature within 20 feet of it that can hear it and that isn't a harpy and isn't charmed by a harpy must succeed on a DC 11 Wisdom saving throw or the creature can't move and take actions and reactions until the end of its next turn.

HELL HOUND

The hell hound (CR 3) can have 2 talents.



AURA OF FIRE

Type: Trait.

A creature that starts its turn within 5 feet of the hell hound takes 5 (1d10) fire damage.

GO FOR THE THROAT

Type: Trait.

If the hell hound hits a prone target with its bite attack, it is treated as a critical hit.

POUNCE

Type: Trait.

If the hell hound moves at least 30 feet straight toward a creature and then hits it with a bite attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone.

SPIT FLAME

Type: Action.

The hell hound can spit a glob of fire.

Spit Flame. *Ranged Weapon Attack:* +3 to hit, range 30 ft., one target. *Hit:* 14 (4d6) fire damage. If the target is a flammable object that isn't being worn or carried, it also catches fire.

HELMED HORROR

The helmed horror (CR 4) can have 2 talents.

BLADE SWEEP

Type: Action.

The helmed horror swings its weapon in a wide arc. The helmed horror only makes one attack roll and the result is checked against the AC of each target within range of its melee weapon attack. The helmed horror deals its melee weapon damage to a creature it hits.

ELEMENTAL WEAPON

Type: Trait.

Select one elemental Type: from cold, fire, lightning, or thunder. The helmed horror's longsword attack deals an extra 1d8 damage of the elemental Type: chosen.

EXTRA SPELL IMMUNITY

Type: Trait.

The helmed horror is immune to three additional spells.

SPELL REFLECTION (3/DAY)

Type: Reaction.

If the helmed horror is targeted by a spell it is immune to, the helmed horror can use its reaction to choose another creature (including the spellcaster) it can see within 30 feet of it. The spell targets the chosen creature instead of the helmed horror. 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.

HIPPOGRIFF

The hippogriff (CR 1) can have 1 talent.

DIVING OVERRUN

Type: Action.

After flying more than 20 feet and then entering the space of a medium-sized or smaller creature, the hippogriff can try to knock the creature prone and restrain it with a claw attack. If the hippogriff scores a hit, the creature must make a DC 13 Strength saving throw. On a failed save, the target is knocked prone and restrained (escape DC 13) and the hippogriff can immediately attack it with its beak. On a successful save, the creature isn't knocked prone, and is pushed 5 feet out of the hippogriff's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the hippogriff's space.

FLYBY

Type: Trait.

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

REAR KICK

Type: Reaction.

When a creature the hippogriff can see and is within 5 feet of the hippogriff targets the hippogriff with a melee attack, the hippogriff can use its reaction to immediately attack it with its hooves. If the hippogriff hits, the target must succeed on a DC 13 Strength saving throw or be pushed 5 feet away and be knocked prone.

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

HOBGOBLIN

NUMBER OF TALENTS BY HOBGOBLIN		
Hobgoblin	CR	Talents
Hobgoblin	1/2	1
Hobgoblin Captain	3	2
Hobgoblin Warlord	6	3

HOBGOBLIN FORMATION

Type: Reaction.

The hobgoblin can use its reaction to perform a Dash action or Disengage action and move up to half its speed provided it ends in a space within 5 feet of an allied hobgoblin.

HOBGOBLIN PHALANX

Type: Trait.

The hobgoblin gains +2 AC if it is within 5 feet of an allied hobgoblin that isn't incapacitated.

HOBGOBLIN RESILIENCE

Type: Trait.

The hobgoblin has advantage on saving throws it makes at the end of its turn.

IMPROVED LEADERSHIP

Type: Trait.

Prerequisite Hobgoblin Captain or Hobgoblin Warlord.

The Leadership die is increased from d4 to d8.

LEAD FROM THE FRONT (1/DAY)

Type: Action.

Prerequisite Hobgoblin Captain or Hobgoblin Warlord.



When the hobgoblin hits a target with a melee weapon attack, it can choose 1d4 of its allies within 30 feet that can see and hear the hobgoblin. These allies gain advantage to their next weapon attack roll made against the target until the start of the hobgoblin's next turn.

and knocked prone. If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown plus 4. If the target is thrown at another creature, that creature must succeed on a DC 14 Dexterity saving throw or the creature takes the same damage and be knocked prone.

If the hook horror uses its Multiattack, it can use Fling in place of one of one hook attack.

HOOK HORROR

The hook horror (CR 3) can have 2 talents.

FLING

Type: Action.

Prerequisite *Impale*.

One object held or creature that is smaller than the hook horror and is grappled by the hook horror is thrown up to 30 feet towards a target space

HARDENED CARAPACE

Type: Trait.

The ankheg is resistant to piercing and slashing damage from nonmagical weapons that aren't adamantite.

IMPALE

Type: Trait.

When the hook horror hits a Large or smaller

creature with its hook attack, it is grappled (escape DC 14).

IMPROVED MULTIATTACK

Type: Trait.

When the hook horror uses its Multiattack, it makes three attacks: two with its hooks and one with its beak.

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

REND

Type: Trait.

If a creature is hit by both the hook horror's hook attacks in the same turn, it takes an extra 11 (2d6 + 4) slashing damage.

HYDRA

The hydra (CR 8) can have 3 talents.

ACID BREATH (5/DAY)

Type: Action.

Prerequisite *Lernean*.

A hydra's head spits acid in a line that is 30 feet long and 5 feet wide. Each creature in that area must make a DC 16 Dexterity saving throw, taking 10 (3d6) acid damage on a failed save, or half as much damage on a successful one.

If the hydra uses its Multiattack and Acid Breath is available, it can use its breath in place of one bite attack. Up to three of the hydra's heads can spit a line of acid in the same turn but each head can only do so once per long rest.

COLD BREATH (5/DAY)

Type: Action.

Prerequisite *Cryohydra*.

A hydra's head exhales frost in a 15-foot cone. Each creature in that area must make a DC 16 Dexterity saving throw, taking 10 (3d6) cold damage on a failed save, or half as much damage on a successful

one.

If the hydra uses its Multiattack and Cold Breath is available, it can use its breath in place of one bite attack. Up to three of the hydra's heads can exhale cold breath in the same turn but each head can only do so once per long rest.

CONCERTED HEADS

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

When a creature is hit by two or more of the hydra's bite attacks in the same turn, the hydra gains advantage to all of its bite attacks made against the same target until the end of the turn.

CRYOHYDRA

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Prerequisite *Must not have Lernean, Mordant, or Pyrohydra talents.*

The hydra's bite deals an extra 1d6 cold damage. The hydra gains Damage Immunity to cold.

FIRE BREATH (5/DAY)

Type: Action.



***Prerequisite* Pyrohydra.**

A hydra's head exhales fire in a 15-foot cone. Each creature in that area must make a DC 16 Dexterity saving throw, taking 10 (3d6) fire damage on a failed save, or half as much damage on a successful one.

If the hydra uses its Multiattack and Fire Breath is available, it can use its breath in place of one bite attack. Up to three of the hydra's heads can exhale fire breath in the same turn but each head can only do so once per long rest.

LERNEAN

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Prerequisite *Must not have Cryohydra or Pyrohydra talents.*

The hydra's bite deals an extra 1d6 poison damage.

FLING

Type: Action.

When the hydra hits a Medium or smaller creature with its bite attack, it is grappled.

One object held or creature that is smaller than the hydra and is grappled by its bite attack is thrown up to 60 feet towards a target space and knocked prone. If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown plus 5. If the target is thrown at another creature, that creature must succeed on a DC 16 Dexterity saving throw or the creature takes the same damage and be knocked prone.

During a multiattack action, the hydra can replace one of its bite attacks with Fling.

MORDANT

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Prerequisite *Must not have Cryohydra, Lernean, or Pyrohydra talents.*

The hydra's bite deals an extra 1d6 acid damage.

POISON BREATH (5/DAY)

Type: Action.

Prerequisite *Lernean.*

A hydra's head exhales poison in a 15-foot cone. Each creature in that area must make a DC 16 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

If the hydra uses its Multiattack and Poison Breath is available, it can use its breath in place of one bite attack. Up to three of the hydra's heads can exhale poison breath in the same turn but each head can only do so once per long rest.

PYROHYDRA

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Prerequisite *Must not have Cryohydra, Lernean, or Mordant.*

The hydra's bite deals an extra 1d6 fire damage. The hydra gains Damage Immunity to fire. Cold damage stops the growth of additional heads of the pyrohydra.

RESILIENT

Type: Trait.

As long as the hydra has two or more heads, it automatically makes its saving throws made at the end of its turn.

TAIL SLAP

Type: Reaction.

When a creature the hydra can see starts its turn within 10 feet of the hydra, the hydra can use its reaction to attack it with its Tail Slap.

Tail Slap. Melee Weapon Attack +8 to hit, reach 10 ft., one target. Hit: 12 (2d6+5) bludgeoning damage and the target must make a DC 16 Strength saving throw or be pushed up to 10 feet away and is knocked prone.

INTELLECT DEVOURER

The intellect devourer (CR 2) can have 1 talent.

CLOUD THOUGHTS

Type: Trait.

The intellect devourer can take a bonus action to target a living creature within 10 feet of it. The target must succeed on a DC 12 Intelligence saving throw or the intellect devourer becomes invisible to the target for as long as the intellect devourer maintains concentration.

MIND'S RESILIENCE

Type: Trait.

The intellect devourer has advantage to Intelligence, Wisdom, and Charisma saving throws it makes at the end of its turn.

THOUGHT LASH

Type: Action.

A living creature within 10 feet of the intellect devourer must succeed on a DC 12 Intelligence saving throw or take 11 (2d10) psychic damage. If the target takes any of this damage, all attacks made against it has advantage until the start of the intellect devourer's next turn.

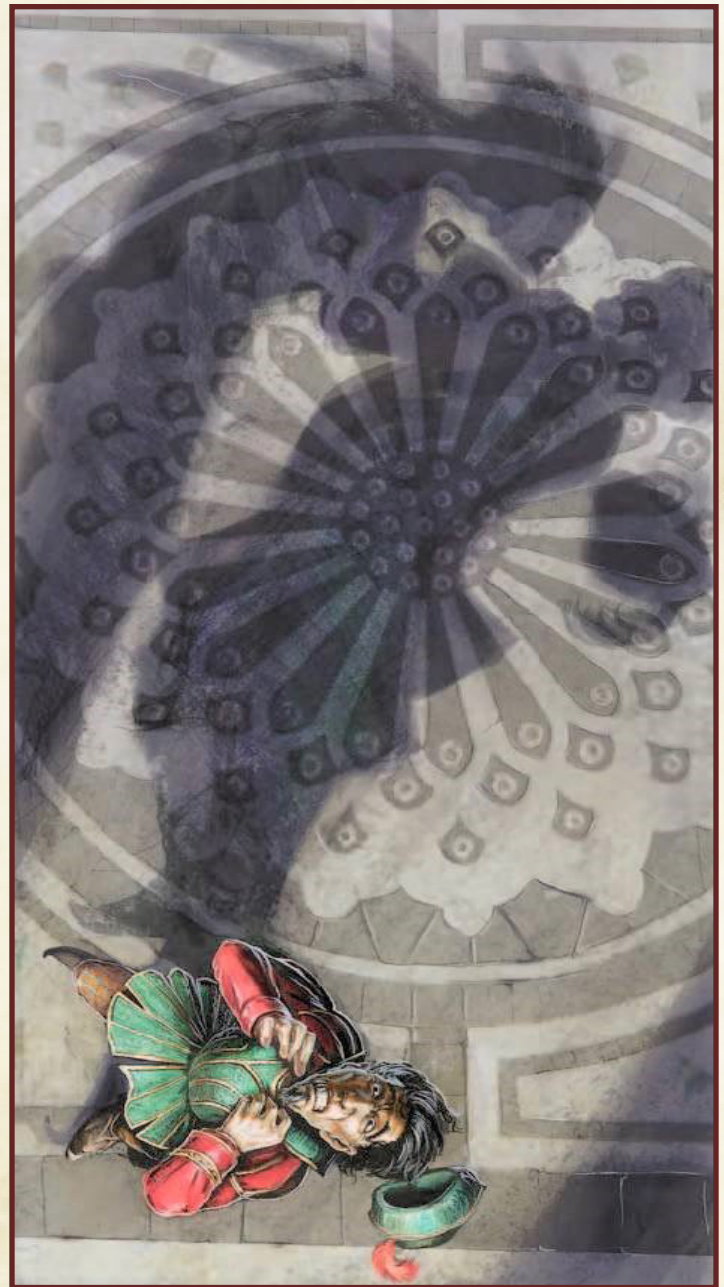
INVISIBLE STALKER

The invisible stalker (CR 6) can have 3 talents.

AMBUSH HUNTER

Type: Trait.

If the invisible stalker surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack. In addition, once per turn the invisible stalker deals an extra 3 (1d6) damage when it hits a target with a slam attack and has advantage on the attack roll.



CUNNING ACTION

Type: Trait.

The invisible stalker can take a bonus action on each of its turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

MARK TARGET

Type: Trait.

The invisible stalker can take a bonus action to mystically place a mark on its quarry. While the creature has this mark, the invisible stalker deals an extra 1d6 damage to the target whenever it hits it with its slam attack and has advantage on any Wisdom (Perception) or Wisdom (Survival) check

it makes to find it.

RELENTLESS PURSUER

Type: Reaction.

When the invisible stalker's quarry moves more than 20 feet away from the invisible stalker and the invisible stalker can see that creature, the invisible stalker can use its reaction and move up to its speed to a space nearest to the creature.

JACKALWERE

The jackalwere (CR ½) can have 1 talent.

COMBAT ADVANTAGE

Type: Trait.

Once during its turn, the jackalwere deals an extra 3 (1d6) damage when it hits a target with a weapon attack and has advantage on the attack roll.

CUNNING ACTION

Type: Trait.

The jackalwere can take a bonus action on each of its turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

DECEITFUL

Type: Trait.

The jackalwere has advantage on Charisma checks when trying to pass itself as a different person.

KENKU

The kunku (CR ¼) can have 1 talent.

BORN SNEAKY

Type: Trait.

The kenku can reroll an ability check that involves

the skill Deception, Sleight of Hand, or Stealth. It must use the result of the second roll, even if it is lower.

Once it uses this feature, it cannot use it again until it finishes a short or long rest.

COMBAT ADVANTAGE

Type: Trait.

Once during its turn, the kenku deals an extra 3 (1d6) damage when it hits a target with a weapon attack and has advantage on the attack roll.

SLIPPERY

Type: Trait.

The kenku can take a bonus action on each of its turns in combat. This action can be used only to take the Disengage or Hide action.

KOBOLD

The kobold (CR 1/8) and winged kobold (CR ¼) both have 1 talent each.

FLYBY

Type: Trait.

Prerequisite Winged Kobold.

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

PACK ATTACK

Type: Trait.

The kobold deals an extra 2 (1d4) damage with its melee weapon attacks against a creature if at least two of the kobold's allies are within 5 feet of the target and the allies are not incapacitated.

SHIFTY

Type: Trait.



The kobold can take a bonus action to perform a Disengage action.

KRAKEN

The kraken (CR 23) can have 8 talents.

BARBED TENTACLES

Type: Trait.

A creature that is hit by a kraken's tentacle takes an extra 7 (2d6) piercing damage from the sharp barbs protruding from the tentacles.

EXTRA LEGENDARY ACTION

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

The kraken can take 1 additional legendary action before the start of its next turn. The kraken can retake this talent up to two additional times. The additional legendary action stacks.

GARGANTUAN RESISTANCE (2/DAY)

Type: Trait.

If the kraken fails a saving throw, it can choose to

succeed instead.

IMPROVED MULTIATTACK

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

When the kraken uses its Multiattack, it can make four tentacle attacks, each of which it can replace with one use of Fling.

INNATE SPELLCASTER

Type: Trait.

The kraken's spellcasting ability is Charisma (DC 23). The kraken can innately cast the following spells, requiring no material components:
3/day (each): *call lightning*, *protection from energy*

INNATE SPELLCASTER II

Type: Trait.

Prerequisite Innate Spellcaster.

The kraken can innately cast the following spells, requiring no material components:
2/day (each): *control water*, *dominate beast*

INNATE SPELLCASTER III

Type: Trait.

Prerequisite Innate Spellcaster II.

The kraken can innately cast the following spells, requiring no material components:
1/day (each): *conjure elemental (air or water only)*, *hallucinatory terrain*

INNATE SPELLCASTER IV

Type: Trait.

Prerequisite Innate Spellcaster III.

The kraken can innately cast the following spells, requiring no material components:
1/day (each): *control weather*, *tsunami*

SHOCKING STORM

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

If a creature fails its saving throw against the Lightning Storm bolt by 5 or more, it is stunned until the end of the kraken's next turn.

KUO-TOA

The kuo-toa (CR ¼) and kuo-toa whip (CR 1) both have 1 talent each. The kuo-toa archpriest (CR 6) can have 3 talents.

GENERATE LIGHTNING BOLT (RECHARGE 5-6)

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

Prerequisite Kuo-toa Archpriest

The kuo-toa can innately cast Lightning Bolt, requiring no material components.

HARPOON

Type: Trait.

The kuo-toa has attached rope to the end of its spear. If a Medium or smaller creature is hit by a kuo-toa's ranged spear attack, it must make a DC 11 Strength saving throw or be pulled up to 10 feet toward the kuo-toa.

KUO-TOA RESISTANCE

Type: Trait.

The kuo-toa has advantage to saving throws against poison and illusions, as well as to resist being charmed or paralyzed.

SCEPTRE BASH

Type: Trait.

Prerequisite Kuo-toa Archpriest

If the kuo-toa archpriest's sceptre attack roll against a target succeeds by 5 or more, the target must make a DC 13 Constitution saving throw or be stunned until the end of the kuo-toa archpriest's next turn.

SLICK MANUEVER

Type: Action.

While within slimy or wet surroundings, the kuo-toa can take a bonus action on each of its turns in combat. This action can be used only to take the Dash or Disengage action.

LAMIA

The lamia (CR 4) can have 2 talents.

INNATE SPELLCASTER

Type: Trait.

The lamia's spellcasting ability is Charisma (DC 13). The lamia can innately cast the following spells, requiring no material components:
3/day (each): *hold person*, *sleep*, *vicious mockery*



INNATE SPELLCASTER II

Type: Trait.

Prerequisite Innate Spellcaster.

The lamia can innately cast the following spells, requiring no material components:

1/day (each): *charm monster*, *confusion*

NATURALLY INSIDIOUS

Type: Trait.

The lamia has advantage on all Charisma checks when lying, intimidating and manipulating others to further its agenda or for self-preservation.

WISDOM DRAIN

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

A creature hit by a lamia's Intoxicating Touch must make a DC 13 Wisdom saving throw or have its Wisdom score reduced by 1d4. The target becomes insane if this reduces its Wisdom to 0. An insane creature can't take reactions or 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. A creature's lost Wisdom points can be restored with the *greater restoration* spell or similar magic. Otherwise, the reduction lasts until the target finishes a short or long rest.

LICH

The lich (CR 21) can have 8 talents.

ARCANE TRADITION

Type: Trait.

Talent Cost: 3 (Counts as 3 Talents).

The lich has mastered knowledge of one *arcane tradition* from the wizard class of its choice. It gains the features (whatever may apply) of that

arcane tradition as if the lich is a 18th level Wizard.

CONSUME UNDEAD

Type: Action.

The lich takes a bonus action to target an allied undead creature of CR 5 or less it can see within 30 feet and consumes its necrotic energy, destroying the target. The lich then channels the necrotic energy to perform one of the following:

- Regain 1d10 hit points per CR of the target (any excess is added as temporary hit points)
- Treat the next spell it casts until the end of its turn as if one level higher per CR of the target (max 2 levels)
- Recover an expended spell slot or combined level of spell slots equal to the CR of the target

CONTROL UNDEAD (3/DAY)

Type: Action.

The lich targets an undead creature within 60 feet.



The target must make a DC 18 Wisdom saving throw. On a failure, the undead creature is under its control for one hour. If the undead creature has an Intelligence of 5 or less, it automatically fails the saving throw. If it has an Intelligence of 10 or less it has disadvantage on the saving throw.

While under its control, the undead creature will follow the lich's commands to the best of its ability. As long as it is within 1 mile of the lich, it can command it telepathically, no action required. If not given a command, the undead will act as it normally does, including protecting itself.

COMMAND UNDEAD

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

The lich takes a bonus action to target an allied undead creature with CR 5 or less it can see within 60 feet and telepathically gives it a command to move or attack or do both. The target uses its reaction to move up to its speed and perform one melee or ranged attack.

EXTRA LEGENDARY ACTION

Type: Trait.

The lich can take 1 additional legendary action before the start of its next turn. The lich can retake this talent up to two additional times. The additional legendary action stacks.

EXTRA LEGENDARY RESISTANCE

Type: Trait.

The lich can use its *Legendary Resistance* up to 4/day.

FEAR AURA

Type: Trait.

A creature hostile to the lich that starts its turn within 20 feet of the lich must make a DC 20 Wisdom saving throw, unless the lich is incapacitated. On a failed save, the target is frightened until the start of its next turn. If a creature's saving throw is successful, the creature

is immune to the lich's Fear Aura for the next 24 hours.

GREATER COMMAND UNDEAD

Type: Reaction.

Prerequisite: Improved Command Undead.

When an enemy the Lich can see moves within 30 feet of it, the Lich can use its reaction and target one undead it can see within 60 feet and telepathically give it a command to move towards the enemy. The targeted undead creature immediately uses its reaction to move up to its speed towards the enemy and if it ends within 5 feet of it, perform one melee attack.

IMPROVED COMMAND UNDEAD

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

Prerequisite: Command Undead.

As Command Undead, but the lich can target up to two allied undead creatures with CR 5 or less it can see within 60 feet.

IMPROVED CONSUME UNDEAD

Type: Action.

Prerequisite: Consume Undead.

As Consume Undead, but the lich can channel the necrotic energy to perform one of the following:

- Treat the next spell it casts until the end of its turn as if one level higher per CR of the target (max 4 levels)
- Gain advantage to its next attack roll until the end of its turn if the CR of the undead consumed is 4 or higher
- Impose disadvantage to a target of a spell it casts until the end of its turn if the CR of the undead consumed is 5

IMPROVED PARALYZING TOUCH

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

A creature that fails its saving throw is paralyzed for one hour. The creature is not allowed a saving throw at the end of each of its turns and the paralysis can only be removed magically.

NECROTIC ORB

Type: Legendary Action (Costs 2 Actions).

Talent Cost: 2 (Counts as 2 Talents).

The lich can conjure a ball of necrotic energy and hurl it against a target.

Necrotic Orb. *Ranged Spell Attack:* +12 to hit, reach 60 ft., one target. *Hit:* 21 (6d6) necrotic damage. The target must succeed on a DC 18 Constitution saving throw or be stunned until the end of the lich's next turn.

SUMMON LESSER UNDEAD (1/DAY)

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

The lich summons 3d6 skeletons, 2d8 zombies, 2d6 shadows, 2d4 ghouls, 2d4 spectres, or 1d4 ghasts. A summoned undead appears in an unoccupied space within 60 feet of the lich and acts as an ally of the lich. It remains for one minute, until it or the lich is destroyed, or until the lich dismisses it as an action.

SUMMON GREATER UNDEAD (1/DAY)

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

Prerequisite Summon Lesser Undead.

The lich summons 2d6 wights, 2d6 mummies, 1d6 ghosts, 1d4 vampire spawns, or 1d4 wraiths. A summoned undead appears in an unoccupied space within 60 feet of the lich and acts as an ally of the lich. It remains for one minute, until it or the lich is destroyed, or until the lich dismisses it as an action.

TELEPORT

Type: Legendary Action.

The lich magically teleports, along with any

equipment it is wearing or carrying, up to 40 feet to an unoccupied space it can see.

LIZARDFOLK

The lizardfolk (CR ½) and lizardfolk shaman (CR 2) both have 1 talent each. The lizardfolk king/queen (CR 4) can have 2 talents.

BOLD

Type: Trait.

If an ally the lizardfolk can see is within 30 feet of the lizardfolk and that ally is not incapacitated, the lizardfolk is immune to being frightened.

POISONOUS BITE

Type: Trait.

Prerequisite: Lizard King/Queen.

A creature hit by the lizardfolk's bite attack must make a DC 12 Constitution saving throw or be poisoned for 1 minute.



SWAMPWALKER

Type: Trait.

Moving through nonmagical difficult terrain in marshy, jungle, or swamp surroundings does not cost the lizardfolk extra movement.

LYCANTHROPE

REGAIN HEALTH (RECHARGES AFTER A SHORT OR LONG REST)

Type: Trait.

When a lycanthrope polymorphs, it regains health equal to its number of Hit Dice.

SWIFT SHAPECHANGER

Type: Trait.

The lycanthrope can take a bonus action to polymorph into its animal, hybrid, or humanoid form.

WEREBEAR

The werebear (CR 5) can have 2 talents.

IMPROVED MULTIATTACK

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

When the werebear uses its Multiattack, it can make three attacks, two with its claws and one with its bite in bear or hybrid form, or two with its greataxe and one with its bite in hybrid form.

MAUL (BEAR OR HYBRID FORM ONLY)

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

A Large or smaller creature that is hit by the

werebear's claw attack is grappled (escape DC 13). Until this grapple ends, the target is restrained and the werebear can automatically hit the target with one of its claw attacks but can't use one of its claw attacks against other targets.

REND (BEAR OR HYBRID FORM ONLY)

Type: Trait.

If a creature is hit by both the werebear's claw attacks in the same turn, it takes an extra 13 (2d8 + 4) slashing damage.

WEREBOAR

The wereboar (CR 4) can have 2 talents.

POWER ATTACK (HUMANOID OR HYBRID FORM ONLY)

Type: Trait.



Prerequisite Must be using a heavy weapon.

Before the wereboar makes a maul attack, it can choose to take a -5 penalty to the attack roll. If the attack hits, it adds +10 to the attack's damage.

SECOND WIND (1/DAY)

Type: Trait.

The wereboar can take a bonus action to regain 17 (1d10+12) hit points.

STUNNING CHARGE

Type: Trait.

A creature that is knocked prone by a charge feature of the wereboar is also stunned until the end of the wereboar's next turn.

WERERAT

The wererat (CR 2) can have 1 talent.

COMBAT ADVANTAGE

Type: Trait.

Once during its turn, the wererat deals an extra 3 (1d6) damage when it hits a target with a weapon attack and has advantage on the attack roll.

CUNNING ACTION

Type: Trait.

The wererat can take a bonus action on each of its turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

WERETIGER

The weretiger (CR 4) can have 2 talents.

IMPROVED MULTIATTACK

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

When the weretiger uses its Multiattack, it can make three attacks, two with its claws and one with its bite in hybrid or tiger form, or two with its scimitars and one with its bite in hybrid form.

REND (TIGER OR HYBRID FORM ONLY)

Type: Trait.

If a creature is hit by both the weretiger's claw attacks in the same turn, it takes an extra 7 (1d8 + 3) slashing damage.

WOODLAND STALKER

Type: Trait.

The green hag has advantage on Wisdom (Perception), Wisdom (Survival) checks, and Dexterity (Stealth) checks while in forests, jungles, and other woodland terrain.

WEREWOLF

The werewolf (CR 3) can have 2 talents.

GO FOR THE THROAT (WOLF OR HYBRID FORM ONLY)

Type: Trait.

If the werewolf hits a prone target with its bite attack, it is treated as a critical hit.

IMPROVED BITE (WOLF OR HYBRID FORM ONLY)

Type: Trait.

If a Large or smaller creature is hit by the werewolf's bite or claws attack, it must succeed on a DC 12 Strength saving throw or be knocked prone.

PACK ATTACK

Type: Trait.

The werewolf deals an extra 3 (1d6) damage with its melee weapon attacks against a creature if at least two of the werewolf's allies are within 5 feet of the target and the allies are not incapacitated.

MAGMIN

The magmin (CR ½) can have 1 talent.

HURL FLAME

Type: Action.

The magmin can use *Hurl Flame*.

Hurl Flame. *Ranged Spell Attack:* +4 to hit, range 30 ft., one target. *Hit:* 3 (1d6) fire damage.

IMPROVED IGNITED ILLUMINATION

Type: Trait.

A creature that starts its turn within 5 feet of the magmin while it is ablaze takes 2 (1d4) fire damage.

MANTICORE

The manticore (CR 3) can have 2 talents.

DIVE ATTACK

Type: Trait.

If the manticore is flying and dives at least 30 feet straight toward a target and then hits it with a claw attack, the attack deals an extra 3 (1d6) slashing damage and the target must make a DC 13 Strength saving throw or be knocked prone.

FLYBY

Type: Trait.

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

SKIRMISHER

Type: Trait.

If the manticore hits a creature with a weapon attack, it can use a bonus action to perform a Dash or Disengage action this turn.

SPIKE VOLLEY

Type: Action.

Talent Cost: 2 (*Counts as 2 Talents*).

The manticore makes a Tail Spike attack against any number of creatures within 10 feet of a point it can see within 100 feet. It must have tail spikes for each target, as normal, and it makes a separate attack roll for each target.

POISONOUS SPIKES

Type: Trait.

A creature hit by the manticore's tail spike attack must make a DC 13 Constitution saving throw or become poisoned for 1 minute.

MEDUSA

The medusa (CR 6) can have 3 talents.

COMBAT ADVANTAGE

Type: Trait.

Once during its turn, the medusa deals an extra 10 (3d6) damage when it hits a target with a weapon attack and has advantage on the attack roll.

DEADLY ARCHER

Type: Trait.

Talent Cost: 2 (*Counts as 2 Talents*).

Once per turn the Medusa can reroll a ranged attack with its longbow. It must use the result of the second roll, even if it is lower.



MEPHIT

The mephit (CR ½) can have 1 talent.

FLYBY

Type: Trait.

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

PACK ATTACK

Type: Trait.

The mephit deals an extra 2 (1d4) damage with its melee weapon attacks against a creature if at least two of the mephit's allies are within 5 feet of the target and the allies are not incapacitated.

MERFOLK

The merfolk (CR 1/8) can have 1 talent.

MERFOLK ACCURACY (RECHARGES AFTER A SHORT OR LONG REST)

Type: Trait.

A merfolk can reroll an attack made with a spear, crossbow, net, or trident. It must use the result of the second roll, even if it is lower.

HARPOON

Type: Trait.

The merfolk has attached rope to the end of its spear. If a Medium or smaller creature is hit by a merfolk's ranged spear attack, it must make a DC 10 Strength saving throw or be pulled up to 10 feet toward the merfolk.

EXTENDED SNAKE HAIR

Type: Trait.

The reach of the medusa's Snake Hair attack is increased to 10 feet.

POISONOUS ATTACKS

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

A creature that takes poison damage from a medusa's attack must succeed on a DC 14 Constitution saving throw or become poisoned for 1 minute.

SKIRMISHER

Type: Trait.

If the medusa hits a creature with a weapon attack, it can use a bonus action to perform a Dash or Disengage action this turn.

MERROW

The merrow (CR 2) can have 1 talent.

TAIL FIN LASH

Type: Reaction.

When a creature the merrow can see starts its turn and is within 10 feet of the merrow, the merrow can use its reaction to immediately attack it with its tail.

Tail Fin. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage. If the target is a Large or smaller creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

VENOMOUS BITE

Type: Trait.

A creature hit by a merrow's bite attack must succeed on a DC 12 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much on a successful one.

MIMIC

The mimic (CR 2) can have 1 talent.

MULTIATTACK

Type: Action.

The mimic makes two attacks: two with its pseudopods or one with its pseudopod and one with its bite.

PSEUDOPOD SLAM

Type: Action.

The mimic slams a creature grappled by it into a solid surface. The creature must succeed on a DC 13 Strength saving throw or take 7 (1d8+3) bludgeoning damage and is stunned until the end of the mimic's next turn. On a successful save, the target takes half the bludgeoning damage and isn't stunned.

MIND FLAYER

The mind flayer (CR 7) can have 3 talents.

ENSLAVE HUMANOID (3/DAY)

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

The mind flayer targets one incapacitated humanoid creature it can see within 30 feet of it. The target must succeed on a DC 15 Intelligence saving throw or be magically charmed by the mind flayer until the mind flayer dies or until it is on a different plane of existence from the target. The charmed target is under the mind flayer's control and can't take reactions, and the mind flayer and the target can communicate telepathically with each other over any distance. Whenever the charmed target takes damage, the target can repeat the saving throw. On a success, the effect ends. No more than once every 24 hours, the target can also repeat the saving throw when it is at least 1 mile away from the mind flayer.



INNATE SPELLCASTER (PSIONICS)

Type: Trait.

The mind flayer's spellcasting ability is Intelligence (DC 15). The mind flayer can innately cast the following spells, requiring no material components: 3/day (each): *misty step*, *suggestion*

INNATE SPELLCASTER II (PSIONICS)

Type: Trait.

Prerequisite *Innate Spellcaster (Psionics)*.

The mind flayer can innately cast the following spells, requiring no material components: 1/day (each): *confusion*, *telekinesis*

PSIONIC SHIELD (3/DAY)

Type: Reaction.

The mind flayer adds its Intelligence modifier (4) to its AC against one melee or ranged attack that would hit it. To do so, the mind flayer must see the attacker.

PSYCHIC DEFENSE

Type: Trait.

As long as the mind flayer is not incapacitated, it has advantage to Intelligence, Wisdom, and Charisma saving throws against paralysis and illusions, as well as to resist being charmed, frightened, or stunned.

MINOTAUR

The mind flayer (CR 3) can have 2 talents.

BULLISH

Type: Trait.

The minotaur has advantage to saving throws against paralysis and being stunned.

FEARLESS

Type: Trait.

The minotaur has advantage to saving throws against being frightened.

IMPROVED CHARGE

Type: Trait.

If the minotaur successfully knocks a target prone after using its Charge feature, it can take a bonus action to make one Greataxe attack at it.

MULTIATTACK

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

The minotaur makes two attacks: one with gore and one with its greataxe.

POWER ATTACK

Type: Trait.

Prerequisite *Must be using a heavy weapon.*

Before the minotaur makes a greataxe attack, it can choose to take a -5 penalty to the attack roll. If the attack hits, it adds +10 to the attack's damage.

MODRON

The modron (CR varies) can have 1 talent each.

SINGULAR MIND

Type: Trait.

The modron has advantage to saving throws against being charmed, frightened, and stunned.

MODRON RESISTANCE

Type: Trait.

The modron has advantage to saving throws against paralysis, petrification, and poison.

MUMMY

The mummy (CR 3) can have 2 talents while the mummy lord (CR 15) can have 6 talents.

COMMAND UNDEAD

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

Prerequisite Mummy Lord.

The mummy lord takes a bonus action to target an allied undead creature with CR 5 or less it can see within 60 feet and telepathically gives it a command to move or attack or do both. The target uses its reaction to move up to its speed and make one melee or ranged attack.

DESPAIR

Type: Trait.

The first time a creature sees the Mummy, it must succeed on a DC 11 Wisdom saving throw (DC 16 for Mummy Lord) or become frightened until the end of the mummy's next turn. If the target fails the saving throw by 5 or more, it is also paralyzed while frightened in this way. A target that succeeds on the saving throw is immune to the Despair and Dreadful Glare of all mummies (but not mummy lords) for the next 24 hours.

DREADFUL CURSE (3/DAY)

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

The mummy targets one creature it can see within 30 feet of it. The target must succeed on a DC 11 Wisdom saving throw (DC 16 for Mummy Lord) or be magically cursed. Until the curse ends, the target has disadvantage on attack rolls and saving throws. The curse remains until the target takes a long rest, or until it is removed magically.

EXTRA LEGENDARY ACTION

Type: Trait.

Prerequisite Mummy Lord.

The mummy lord can take 1 additional legendary

action before the start of its next turn. The mummy can retake this talent up to two additional times. The additional legendary action stacks.

IMPROVED MULTIATTACK

Type: Trait.

Prerequisite Mummy Lord.

When the mummy lord uses its Multiattack, it can make three attacks: one with its Dreadful Glare and two with its rotting fists.

IMPROVED MUMMY ROT

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Prerequisite Mummy Lord.

While a target is cursed with the mummy lord's mummy rot, it has disadvantage on attack rolls.

LEGENDARY RESISTANCE (3/DAY)

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Prerequisite Mummy Lord.

If the mummy lord fails a saving throw, it can choose to succeed instead.

LUNGING STRIKE

Type: Trait.

If the mummy has already moved up to its speed and an enemy creature the mummy can see is within 10 feet of the mummy, it can take a bonus action to move 5 feet. If the mummy ends within 5 feet of the target as a result of this action, it gains advantage on its next attack made against the target this turn.

REGENERATION

Type: Trait.

The mummy regains 10 hit points at the start of its turn if it has at least 1 hit point. If the mummy takes radiant or fire damage or damage from holy

water, this trait doesn't function at the start of the mummy's next turn.

SUMMON INSECT SWARM (1/DAY)

Type: Action.

Prerequisite Mummy Lord.

The mummy lord summons 3d4 swarm of insects (scarabs). A summoned swarm appears in an unoccupied space within 60 feet of the mummy lord and acts as an ally of the mummy lord. It remains for one minute, until it or the mummy lord is destroyed, or until the mummy lord dismisses it as an action.

SUMMON LESSER UNDEAD (1/DAY)

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

Prerequisite Mummy Lord.

The mummy lord summons 3d6 skeletons, 2d8 zombies, 2d6 shadows, 2d4 ghouls, 2d4 spectres, 1d4 ghosts, or 1d2 mummies. A summoned undead appears in an unoccupied space within 60 feet of the mummy lord and acts as an ally of the mummy lord. It remains for one minute, until it or the mummy lord is destroyed, or until the mummy lord dismisses it as an action.

MYCONID

The myconid (CR varies) can have 1 talent.

CREEP

Type: Action.

The myconid can take a bonus action to perform a Dash action.

EXTENDED PACIFYING SPORES

Type: Trait.



Prerequisite Pacifying Spores action.

The myconid can target creatures within 10 feet of it with its pacifying spores.

TOXIC FIST

Type: Trait.

A creature that takes poison damage from the myconid's fist attack is also poisoned until the end of the myconid's next turn.

NAGA

DEBILITATING POISON

Type: Trait.

A creature that fails its saving throw against the poison damage from the naga's weapon attacks is also poisoned for 1 minute.

SLINK AWAY

Type: Reaction.

When a creature the naga can see ends its turn within 5 feet of the naga, the naga can use its reaction to perform a Disengage action and move up to half its speed.

BONE NAGA

The bone naga (CR 4) can have 2 talents.

CONSTRUCT

Type: Action.

The bone naga can make a Constrict Attack.

Constrict. Melee Weapon Attack: + 5 to hit, reach 5 ft., one Large or smaller creature. Hit: 6 (1d6 + 3) bludgeoning damage plus 3 (1d6) piercing damage. The target is grappled (escape DC 12) if the bone naga isn't already constricting a creature, and the target is restrained until this grapple ends.

DREADFUL GAZE

Type: Trait.

The bone naga can take a bonus action to target one creature it can see within 30 feet of it. The target must succeed on a DC 13 Wisdom saving throw or become frightened for 1 minute. If the target fails the saving throw by 5 or more, it is also paralyzed while frightened in this way. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. A creature that successfully saves against the effect is immune to the bone naga's dreadful gaze for the next 24 hours.

TAIL SWIPE (RECHARGE 5-6)

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

The bone naga violently swings its tail around, knocking targets down. Each creature within 10 feet of the bone naga must succeed on a DC 12 Strength saving throw, taking 10 (2d6 + 3) bludgeoning damage and is knocked prone on a failed save, or half as much damage and isn't knocked prone on a successful one.

GUARDIAN NAGA

The guardian naga (CR 10) can have 4 talents.

CONSTRUCT

Type: Action.

The spirit naga can make a Constrict Attack.

Constrict. Melee Weapon Attack: + 8 to hit, reach 5 ft., one Large or smaller creature. Hit: 15 (2d10 + 4) bludgeoning damage. The target is grappled (escape DC 15) if the guardian naga isn't already



constricting a creature, and the target is restrained until this grapple ends.

ENTHRALLING PRESENCE

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

If a creature starts its turn within 30 feet of the guardian naga and the two of them can see each other, the guardian naga can force the creature to make a DC 16 Charisma saving throw if the guardian naga isn't incapacitated. On a failed save, the target is charmed. A charmed creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. A creature that successfully saves against the effect is immune to the guardian naga's enthralling presence for the next 24 hours.

MESMERIZING GAZE

Type: Action.

The guardian naga can take a bonus action to target one creature it can see within 30 feet of it. The target must succeed on a DC 16 Wisdom saving throw or become charmed for 1 minute. The charmed target is stunned. A charmed target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. A creature that successfully saves against the effect is immune to the guardian naga's paralyzing gaze for the next 24 hours.

SWIFT SPELLCASTER (3/DAY)

Type: Trait.

Talent Cost: 3 (Counts as 3 Talents).

The guardian naga can take a bonus action to cast a spell that has a casting time of 1 action.

TAIL SWIPE (RECHARGE 5-6)

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

The guardian naga violently swings its tail around, knocking targets down. Each creature within

10 feet of the guardian naga must succeed on a DC 16 Strength saving throw, taking 13 (2d8 + 4) bludgeoning damage and is knocked prone on a failed save, or half as much damage and isn't knocked prone on a successful one.

SPIRIT NAGA

The spirit naga (CR 8) can have 3 talents.

CONSTRUCT

Type: Action.

The spirit naga can make a Constrict Attack.

Constrict. Melee Weapon Attack: + 7 to hit, reach 5 ft., one Large or smaller creature. Hit: 13 (2d8 + 4) bludgeoning damage. The target is grappled (escape DC 15) if the spirit naga isn't already constricting a creature, and the target is restrained until this grapple ends.

SLEEP GAZE

Type: Action.

The spirit naga can take a bonus action to target one creature it can see within 30 feet of it. The target must succeed on a DC 14 Wisdom saving throw or fall asleep and remain unconscious for 1 minute. The target awakens if it takes damage or another creature takes an action to wake it. A creature that successfully saves against the effect is immune to the spirit naga's sleep gaze for the next 24 hours.

SWIFT SPELLCASTER (3/DAY)

Type: Trait.

Talent Cost: 3 (Counts as 3 Talents).

The spirit naga can take a bonus action to cast a spell that has a casting time of 1 action.

TAIL SWIPE (RECHARGE 5-6)

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

The spirit naga violently swings its tail around, knocking targets down. Each creature within 10 feet of the spirit naga must succeed on a DC 15 Strength saving throw, taking 11 (2d6 + 4) bludgeoning damage and is knocked prone on a failed save, or half as much damage and isn't knocked prone on a successful one.

NIGHTMARE

The nightmare (CR 3) can have 2 talents.

FIRE AND BRIMSTONE

Type: Trait.

The nightmare is bathe in flames and snorts and billows forth highly toxic and extremely hot sulfuric vapors. A creature that starts its turn within 5 feet of the nightmare takes 5 (1d10) fire damage and must succeed on a DC 11 Constitution saving throw or become poisoned until the end of the nightmare's next turn.

HELLBLAZE (RECHARGE 5-6)

Type: Trait.

When the nightmare performs a Dash action, each 5-foot square the nightmare leaves is filled with a wall of fire. The wall of fire is 5 feet tall and 5 feet thick and lasts for 1 minute. When the wall appears, each creature within its area must make a DC 12 Dexterity saving throw. On a failed save, a creature takes 14 (4d6) fire damage, or half as much damage on a successful save. A creature takes the same damage when it enters the wall for the first time on a turn or ends its turn there.

OVERRUN

Type: Action.

After moving more than 10 feet and then entering the space of a Medium or smaller creature, the nightmare can try to knock the creature prone. The

creature must succeed on a DC 14 Strength saving throw. On a failed save, the target is knocked prone and the nightmare can immediately attack it with its hooves. On a successful save, the creature isn't knocked prone, and is pushed 5 feet out of the nightmare's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the nightmare's space.

REAR KICK

Type: Reaction.

When a creature the nightmare can see and is within 5 feet of the nightmare targets the nightmare with a melee attack, the nightmare can use its reaction to immediately attack it with its hooves. If the nightmare hits, the target must succeed on a DC 14 Strength check or be pushed 5 feet away and be knocked prone.

NOTHIC

The nothic (CR 2) can have 1 talent.

IMPROVED MULTIATTACK

Type: Trait.

When the nothic uses its Multiattack, it can make three attacks: two with its claws and one with its Rotting Gaze.

DEBILITATING GAZE

Type: Trait.

A creature that fails its saving throw against the nothic's Rotting Gaze is also poisoned for 1 minute.

OGRE (SEE ALSO GIANT)

The ogre (CR 2) can have 1 talent.

ONI (SEE ALSO GIANT)

The oni (CR 7) can have 3 talents.

COMBAT ADVANTAGE

Type: Trait.

Once during its turn, the oni deals an extra 10 (3d6) damage when it hits a target with a weapon attack and has advantage on the attack roll.

SWIFT SPELLCASTER (2/DAY)

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

The oni can take a bonus action to cast darkness or invisibility.



OOZE

The black pudding (CR 4) can have 2 talents while the rest of the other oozes (CR varies) have 1 talent each.

ADHERE

Type: Trait.

Prerequisite Gelatinous Cube.

A creature hit by a gelatinous cube's pseudopod is also grappled (escape DC 10). While a creature is grappled this way, it is restrained and the gelatinous cube can't use its pseudopod attack.

If the gelatinous cube begins its turn grappled with a creature, it can take a bonus action to move the creature into its space. The creature takes 10 (3d6) acid damage and is engulfed. (see the gelatinous cube's *Engulf* action). Strength checks made to escape the grapple have disadvantage.

CONSTRUCT

Type: Trait.

Prerequisite Black Pudding.

A creature hit by a black pudding's pseudopod is also grappled (escape DC 11). Until this grapple ends, the target is restrained and the black pudding can automatically hit the target with its pseudopod but can't make pseudopod attacks against other targets.

EXTENDED PSEUDOPOD

Type: Trait.

The reach of the ooze's pseudopod attack is increased to 10 feet.

FLOWING FORM

Type: Trait.

Prerequisite Black Pudding, Gray Ooze, or Ochre Jelly.

The ooze can take a bonus action to perform the Dash action. When it does so, it does not provoke opportunity attacks if it leaves a hostile creature's reach.



NOXIOUS ACID

Type: Trait.

Prerequisite *Black Pudding*.

The acid of the black pudding is highly toxic. A creature that takes acid damage from an black pudding's attack must succeed on a DC 13 Constitution saving throw or become poisoned until the end of the ooze's next turn.

MULTIATTACK

Type: Trait.

The ooze makes two pseudopod attacks. If the ooze has the split trait, only medium or larger oozes that result from the split has the Multiattack action.

ORC

The orc (CR ½), eye of gruumsh (CR 2), and orog (CR 2) have 1 talent each while the orc war chief (CR 4) can have 2 talents.

BRUTE

Type: Trait.

Prerequisite Orog

A melee weapon deals one extra die of its damage when the orc hits with it.

DEATH STRIKE

Type: Trait.

Prerequisite Eye of Gruumsh

If the eye of gruumsh drops to 0 hit points or less and is within 5 feet of an enemy, it can use its reaction to make one melee weapon attack at the enemy with advantage on the roll. If the attack is successful, it is treated as a critical hit.

FRENZIED BERSERKER

Type: Trait.

While the orc has less than full hit points, the orc gains advantage on all melee weapon attack rolls and all Intelligence, Wisdom, and Charisma saving throws, but attack rolls against it have advantage.

INSPIRE FEROCITY (1/DAY)

Type: Reaction.

Prerequisite *Orc War Chief*

If an orc ally of the orc war chief drops to 0 hit points or less and it is within 30 feet of the orc war chief and the orc war chief can see that ally, the orc war chief can use its reaction and target any number of orc allies within 30 feet. The targets deal maximum damage with their first melee weapon attacks until the end of the orc war chief's next turn.

POWER ATTACK

Type: Trait.

Prerequisite *Must be using a heavy weapon.*

Before the orc makes a melee weapon attack, it can choose to take a -5 penalty to the attack roll. If the attack hits, it adds +10 to the attack's damage.

RELENTLESS ENDURANCE (1/DAY)

Type: Trait.

When the orc is reduced to 0 hit points but not killed outright, it can drop to 1 hit point instead.

RUSHER

Type: Trait.

The orc can take a bonus action to move up to its speed toward a hostile creature that it can see. If the orc ends its movement within 5 feet of the target, the orc can make a melee weapon attack against it.

SECOND WIND (1/DAY)

Type: Action.

The orc can take a bonus action to regain hit points equal to 1d10 plus its number of Hit Dice.

OTYUGH

The otyugh (CR 5) can have 2 talents.

EXTENDED TENTACLES

Type: Trait.

The reach of the otyugh's tentacle attack is increased to 15 feet.

FLING

Type: Action.

One object held or creature that is smaller than the otyugh and is grappled by its tentacle attack is thrown up to 60 feet towards a target space and knocked prone. If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown plus 5. If the target is thrown at another creature, that creature must succeed on a DC 14 Dexterity saving throw or the creature takes the same damage and be knocked prone.

If the otyugh uses its Multiattack, it can use its Fling in place of one tentacle attack.

LURKER

Type: Trait.

When an otyugh hides beneath murky water or refuse, it leaves its camouflaged eyestalk exposed. Its passive Perception is increased to 16 and it has advantage to Wisdom (Perception) and Dexterity (Stealth) checks.

STENCH

Type: Trait.

The otyugh secretes extremely pungent oils from its glands that can overwhelm its foes' senses and cause nausea. A creature that starts its turn within 5 feet of the otyugh 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 otyugh's Stench for 24 hours.



OWLBEAR

The owlbear (CR 3) can have 2 talents.

MAUL

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

A Large or smaller creature that is hit by the owlbear's claw attack is grappled (escape DC 15). Until this grapple ends, the target is restrained and the owlbear can automatically hit the target with one of its claw attacks but can't use one of its claw attacks against other targets.

FRENZIED BERSERKER

Type: Trait.

While the owlbear has less than full hit points, the owlbear gains advantage on all melee weapon attack rolls and all Intelligence, Wisdom, and Charisma saving throws, but attack rolls against it have advantage.

RELENTLESS (RECHARGES AFTER A SHORT OR LONG REST)

Type: Trait.

If the owlbear takes 20 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

STUNNING SCREECH (RECHARGE 5-6)

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

The owlbear emits a shrill, mind-wracking screech. Each creature within 20 feet of the owlbear must succeed on a DC 13 Constitution saving throw or become deafened until the end of the Owlbear's next turn. If a target fails its saving throw by 5 or more, it is also stunned while deafened this way.

If the owlbear uses its Multiattack and Stunning Screech is available, it can use its Stunning Screech in place of its beak attack.

PEGASUS

The pegasus (CR 2) can have 1 talent.

CELESTIAL RESISTANCE

Type: Trait.

The pegasus has advantage on saving throws against being charmed and frightened, and resistance to radiant and bludgeoning, piercing, and slashing damage from nonmagical weapons.

DIVING CHARGE

Type: Action.

If the pegasus is flying and dives at least 30 feet straight toward a target and then hits it with its hooves attack, that target must succeed on a DC 14 Strength saving throw or be knocked prone.

FLYBY

Type: Trait.

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

PERYTON

The peryton (CR 2) can have 1 talent.

HEARTSEEKER

Type: Trait.

The peryton deals an extra 7 (2d6) piercing damage when it hits a humanoid target with a weapon attack and has advantage on the attack roll.

STUNNING DIVE ATTACK

Type: Trait.

If a creature is hit by the peryton's Dive Attack feature, it must succeed on a DC 13 Constitution saving throw or be stunned until the end of the peryton's next turn.



The piercer excretes a highly toxic mucus. A creature that starts its turn within 5 feet of the piercer or takes damage from a piercer's weapon attack must succeed on a DC 13 Constitution saving throw or become poisoned for 1 minute.

REEL BACK

Type: Trait.

The piercer secretes a very strong but elastic silk-like thread from the top of its head that is attached to the ceiling of the cave. On its next turn after using the drop action, it can use an action to pull itself up 30 feet. While doing so, the piercer is subject to opportunity attacks if it leaves a hostile creature's reach.

PIXIE

The pixie (CR ¼) can have 1 talent.

EVASIVE

Type: Trait.

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

WINK OUT

Type: Reaction.

The pixie can use its reaction to perform the Superior Invisibility action.

PSEUDODRAGON

The pseudodragon (CR ¼) can have 1 talent.

CHAMELEON

Type: Action.

The pseudodragon can take a bonus action to

SWOOP

Type: Trait.

If the peryton flies at least 30 feet and hits a Medium or smaller creature with its claw attack, the target is grappled (escape DC 13) and restrained while the peryton flies upward with it at half its speed. While the peryton has a creature grappled, it can fly up to a maximum height of 40 feet. The peryton can take a bonus action to drop the target from the air. If a dropped target strikes a solid surface, the target is knocked prone and takes 3 (1d6) bludgeoning damage for every 10 feet it was dropped. If the target is dropped at another creature, that creature must succeed on a DC 13 Dexterity saving throw or take the same damage and be knocked prone.

PIERCER

The piercer (CR ½) can have 1 talent.

NOXIOUS SLIME

Type: Trait.

perform a Hide action.

FLYBY

Type: Trait.

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

PURPLE WORM

The purple worm (CR 15) can have 6 talents.

BELCH EARTH (RECHARGE 6)

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

The purple worm violently expels from its maw earth and rock that it has consumed through burrowing in a 30-foot cone. Each creature in that area must make a DC 19 Dexterity saving throw, taking 54 (12d8) bludgeoning damage on a failed save, or half as much damage on a successful one. A creature swallowed by the purple worm is subjected to the same effect, but is expelled from the purple worm, landing prone in a random point within the 30-foot cone.

DEBILITATING POISON

Type: Trait.

A creature that fails its saving throw against the purple worm's tail stinger is also poisoned for 1 hour.

IMPALING STINGER

Type: Trait.

A Large or smaller creature hit by the purple worm's tail stinger is grappled (escape DC 19). Until this grapple ends, the target is restrained and the purple worm can automatically hit the target with its tail stinger but can't use its tail stinger against other targets.

GARGANTUAN RESISTANCE (2/DAY)

Type: Trait.

If the purple worm fails a saving throw, it can choose to succeed instead.

SPIKE FURROW (RECHARGE 4-6)

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

When the purple worm moves just beneath the surface of the ground using its burrow speed, its massive spikes creates furrows on the earth. If the purple worm enters the space underneath that of a Huge or smaller creature during this turn, that creature must make a DC 19 Strength saving throw. On a failed save, the target takes 23 (4d6+9) bludgeoning damage and is knocked prone or half as much damage and is not knocked prone on a successful one. A creature can only be subjected to this attack once, no matter the number of times the purple worm enters the space underneath it that turn.

RIISING BURST (RECHARGE 5-6)

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

The purple worm bursts out from underneath its victims. This sprays rock and dirt into the air and causes the ground around it to shake violently. Each creature standing within that 40-foot cube area centered on the purple worm must make a DC 19 Strength saving throw. A creature takes 55 (10d10) bludgeoning damage, pushed up to 10 feet, and is knocked prone on a failed save, or half as much damage and isn't knocked prone on a successful one. Additionally, the ground in that area becomes difficult terrain until cleared. Each 5-foot-square portion of the area requires at least 1 hour to clear by hand.

TAIL SWEEP (RECHARGE 5-6)

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

The purple worm attempts to knock multiple targets prone with one swing of its tail. Each

creature within a 30-foot cube area originating from the purple worm must make a DC 19 Strength saving throw, taking 25 (3d10 + 9) bludgeoning damage and is knocked prone on a failed save, or half as much damage and isn't knocked prone on a successful one.

TOUGH HIDE

Type: Trait.

The purple worm is resistant to bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't adamantite.

QUAGGOTH

The quaggoth (CR 2) can have 1 talent.

ENRAGED

Type: Trait.

When a quaggoth enters into a Wounded Fury state, it gains advantage to all Intelligence, Wisdom, and Charisma saving throws.

MAUL

Type: Action.

The quaggoth gains a Maul attack. When it uses its Multiattack, it can use Maul in place of both its claw attacks.

Maul. Melee Weapon Attack +5 to hit, reach 5 ft., one target. Hit: 8 (1d10 + 3) bludgeoning damage.

REND

Type: Trait.

If a creature is hit by both the quaggoth's claw attacks in the same turn, it takes an extra 5 (2d4) slashing damage.



RAKSHASA

The rakshasa (CR 13) can have 5 talents.

BEWILDERING PRESENCE

Type: Trait.

A creature hostile to the rakshasa that starts its turn within 20 feet of the rakshasa must make a DC 18 Charisma saving throw, unless the rakshasa is incapacitated. On a failure, the target must move up to its speed and make a weapon attack against one creature of the rakshasa's choice that the rakshasa can see. At the end of the target's turn, the effect ends. If a creature's saving throw is successful, the creature is immune to the rakshasa's bewildering presence for the next 24 hours.

EXTRA LEGENDARY ACTION

Type: Trait.

Prerequisite Legendary Actions.

The rakshasa can take 1 additional legendary action before the start of its next turn. The rakshasa can retake this talent up to two additional times. The additional legendary action stacks.

LEGENDARY ACTIONS

Type: Trait.

Talent Cost: 3 (Counts as 3 Talents).

The rakshasa gains 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 creature's turn. The rakshasa regains spent legendary actions at the start of its turn.

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

Claw. The rakshasa makes one claw attack.

Cast a Spell (Costs 3 Actions). The rakshasa casts a spell from its list of prepared spells, using a spell slot as normal.

MIND PHANTOM (RECHARGE 4-6)

Type: Reaction.

When a creature the rakshasa can see targets the rakshasa with an attack, the rakshasa can use its reaction and mentally deceive the creature to attacking another target, thinking it to be the rakshasa. The creature must make a DC 18 Charisma saving throw. On a failed save, the target attacks another target of the rakshasa's choice that it and the target can see. If the creature is not within range of the new target, it will try to move towards it if it still can. If it can't reach the new target or is out of its range, the creature does nothing.

MIND TWIST

Type: Legendary Action (Costs 2 Actions).

The rakshasa gains the ability to use Mind Twist as a Legendary action option.

Mind Twist. Ranged Spell Attack: +10 to hit, range 120ft., one target. Hit: 22 (5d8) psychic damage and the target must succeed on a DC 18 Charisma saving throw or become stunned for 1 minute. A stunned creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

NATURALLY INSIDIOUS

Type: Trait.

The rakshasa has advantage on all Charisma checks when lying, intimidating and manipulating others to further its agenda or for self-preservation.

SWIFT SPELLCASTER (3/DAY)

Type: Trait.

Talent Cost: 3 (Counts as 3 Talents).

The rakshasa can take a bonus action to cast a spell that has a casting time of 1 action.

REMORHAZ

The remorhaz (CR 11) can have 4 talents while the young remorhaz (CR 5) can have 2 talents.

YOUNG REMORHAZ

CONSTRUCT

Type: Action.

The young remorhaz can make a Constrict Attack.

Constrict. Melee Weapon Attack: +6 to hit, reach 5 ft., one Large or smaller creature. Hit: 17 (3d8 + 4) bludgeoning damage plus 7 (2d6) fire damage. The target is grappled (escape DC 15) if the young remorhaz isn't already constricting a creature, and the target is restrained until this grapple ends.

HARDENED CARAPACE

Type: Trait.

The young remorhaz is resistant to piercing and slashing damage from nonmagical weapons that aren't adamantite.

RISE BURST (RECHARGE 6)

Type: Action.

The young remorhaz bursts out from underneath



its victims. This sprays rock and dirt into the air and causes the ground around it to shake violently. Each creature standing within that 20-foot cube area centered on the young remorhaz must make a DC 15 Strength saving throw. A creature takes 16 (3d10) bludgeoning damage and is knocked prone on a failed save, or half as much damage and isn't knocked prone on a successful one. Additionally, the ground in that area becomes difficult terrain until cleared. Each 5-foot-square portion of the area requires at least one minute to clear by hand.

STEAM BREATH (RECHARGE 5–6)

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

The young remorhaz exhales scalding steam in a line that is 30 feet long and 5 feet wide. Each creature in that area must make a DC 14 Dexterity saving throw, taking 27 (6d8) fire damage on a failed save, or half as much damage on a successful

one.

REMORHAZ

CONSTRUCT

Type: Action.

The remorhaz can make a Constrict Attack.

Constrict. Melee Weapon Attack: + 11 to hit, reach 5 ft., one Huge or smaller creature. Hit: 34 (6d8 + 7) bludgeoning damage plus 10 (3d6) fire damage. The target is grappled (escape DC 17) if the remorhaz isn't already constricting a creature, and the target is restrained until this grapple ends.

HARDENED CARAPACE

Type: Trait.

The remorhaz is resistant to piercing and slashing

damage from nonmagical weapons that aren't adamantine.

RISE BURST (RECHARGE 6)

Type: Action.

The remorhaz bursts out from underneath its victims. This sprays rock and dirt into the air and causes the ground around it to shake violently. Each creature standing within that 30-foot cube area centered on the remorhaz must make a DC 15 Strength saving throw. A creature takes 33 (6d10) bludgeoning damage and is knocked prone on a failed save, or half as much damage and isn't knocked prone on a successful one. Additionally, the ground in that area becomes difficult terrain until cleared. Each 5-foot-square portion of the area requires at least one minute to clear by hand.

SPIKE FURROW (RECHARGE 4-6)

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

When the remorhaz moves just beneath the surface of the ground using its burrow speed, its massive heated spikes creates furrows on the earth. If the remorhaz enters the space underneath that of a Huge or smaller creature during this turn, that creature must make a DC 17 Strength saving throw. On a failed save, the target takes 10 (1d6+7) bludgeoning damage plus 10 (3d6) fire damage and is knocked prone or half as much damage and is not knocked prone on a successful one. A creature can only be subjected to this attack once, no matter the number of times the remorhaz enters the space underneath it that turn.

STEAM BREATH (RECHARGE 5-6)

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

The remorhaz exhales scalding steam in a line that is 60 feet long and 5 feet wide. Each creature in that area must make a DC 17 Dexterity saving throw, taking 45 (10d8) fire damage on a failed save, or half as much damage on a successful one.

TAIL SLAP

Type: Reaction.

Talent Cost: 2 (Counts as 2 Talents).

When a creature the remorhaz can see starts its turn within 10 feet of the remorhaz, the remorhaz can use its reaction to attack it with its tail slam feature.

Tail Slap. Melee Weapon Attack +11 to hit, reach 10 ft., one target. Hit: 23 (3d10+7) bludgeoning damage plus 10 (3d6) fire damage and the target must make a DC 17 Constitution saving throw. On a failure, the target is pushed up to 10 feet away and knocked prone and stunned until the end of the remorhaz's next turn.

REVENANT

The revenant (CR 5) can have 2 talents.

INDOMITABLE ADVERSARY

Type: Trait.

While the revenant can see the creature it has sworn vengeance on and that creature is within 120 feet of the revenant, it has advantage to all saving throws and ability checks.

RELENTLESS PURSUER

Type: Reaction.

When a creature the revenant has sworn vengeance on moves more than 20 feet away from the revenant and the revenant can see that creature, the revenant can use its reaction and move up to its speed to a space nearest to the creature.

SUMMON SWARM (1/DAY)

Type: Action.

The revenant summons 2d4 swarms of bats, insects, rats, or ravens. A summoned swarm appears in an unoccupied space within 60 feet of

the revenant and acts as an ally of the revenant. It remains for one minute, until it or the revenant destroyed, or until the revenant dismisses it as an action.

VOW OF ENMITY

Type: Action.

The revenant utters a vow of enmity against the creature within 10 feet it has sworn vengeance on as a bonus action. It gains advantage on attack rolls against the creature for 1 minute.

ROC

The roc (CR 11) can have 4 talents.

BUFFET

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

The roc hovers in the air and beats its wings furiously, creating powerful violent winds that throw and knockback creatures. Each Huge or smaller creature within a 40 by 40 ft. space originating from the roc must make a DC 19 Strength saving throw. On a failed save, the target takes 18 (2d8 + 9) bludgeoning damage and is pushed a number of feet depending on their size and is knocked prone. A Medium or smaller creature is pushed up to 40 feet away. A Large creature is pushed up to 30 feet away. A Huge creature is pushed up to 20 feet away. If a pushed target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was pushed before stopping. On a successful save, the target takes only half as much damage and isn't knocked prone.

CRUSH

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

The roc flies at least 60 feet and violently lands on the ground with its full weight, possibly

crushing and pinning its victims. The roc targets a 20-foot by 20-foot space on the ground. Each creature within the target space must make a DC 19 Dexterity saving throw. On a failed save, the target takes 27 (4d8+9) bludgeoning damage and is knocked prone, grappled, and restrained (escape DC 19). On a success, the target takes half as much damage and isn't knocked prone and restrained, and is pushed to the nearest empty square outside of the roc's space. After using Crush, the Roc's speed is reduced to 0 until the end of its next turn.

When the roc uses its Multiattack, the roc can use Crush in place of both of its claw attacks.

DIVE ATTACK

Type: Trait.

If the roc is flying and dives at least 30 feet straight toward a target and then hits it with a melee attack, the attack deals an extra 10 (3d6) damage to the target.

FLYBY

Type: Trait.

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

GARGANTUAN RESISTANCE (2/DAY)

Type: Trait.

If the roc fails a saving throw, it can choose to succeed instead.

STUNNING SCREECH (RECHARGE 5-6)

Type: Action.

The roc emits a deafening screech. Each creature within 40 feet of it that can hear it must succeed on a DC 17 Constitution saving throw or be deafened until the end of its next turn. If a target fails its saving throw by 5 or more, it is also stunned while deafened this way.

If the Roc uses its Multiattack and Stunning Screech is available, it can use its Stunning Screech in place of its beak attack.

SWALLOW

Type: Action.

A creature hit by the roc's beak attack is grappled. The roc makes one beak attack against a Medium or smaller creature it is grappling. If the attack hits, that creature takes the beak's damage and 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 roc, and it takes 17 (5d6) acid damage at the start of each of the roc's turns.

If the roc takes 20 damage or more on a single turn from a creature inside it, the roc must succeed on a DC 17 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 roc. If the roc dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone.

ROPER

The roper (CR 5) can have 2 talents.

CHOKING TENDRILS

Type: Trait.

A creature restrained by the roper's tendrils takes 7 (2d6) bludgeoning damage at the start of each of the roper's turns and is unable to breathe.

MAGIC RESISTANCE

Type: Trait.

The roper has advantage on saving throws against spells and other magical effects.

PARALYZING TENDRILS

Type: Trait.

A creature hit by the roper's tendril attack must make a DC 14 Constitution saving throw or become paralyzed for 1 minute. A paralyzed creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

STONY HIDE

Type: Trait.

The roper is resistant to bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't adamantine.

RUST MONSTER

The rust monster (CR ½) can have 1 talent.

BURROWER

Type: Trait.

The rust monster gains a burrowing speed of 20 feet.

POTENT ANTENNAE

Type: Trait.

The rust monster's antennae attack can corrode magical ferrous metal objects.





sahuagin's ranged spear attack, it must make a DC 11 Strength saving throw or be pulled up to 15 feet toward the sahuagin.

PACK FRENZY

Type: Trait.

Prerequisite Sahuagin Baron

Talent Cost: 2 (Counts as 2 Talents).

Any sahuagin within 30 feet of the sahuagin that can see or hear the sahuagin baron deals an extra 3 (1d6) damage with its melee attack rolls against a target that doesn't have all its hit points.

SUDDEN STRIKE

Type: Trait.

When a hostile target the sahuagin can see moves within 5 feet of the sahuagin, and the target has at least one of the sahuagin's allies within 5 feet of the target and the ally isn't incapacitated, the sahuagin can use its reaction to make one melee weapon attack at the target.

WATER BOLT

Type: Action.

Prerequisite Sahuagin Priestess.

The sahuagin priestess can make a Water Bolt attack.

Water Bolt. Ranged Spell Attack: + 4 to hit, reach 120 ft. (240 ft. if the target is underwater), one creature. Hit: 11 (2d8 + 2) bludgeoning damage.

If the sahuagin uses its Multiattack, it can use Water Bolt in place of one claw attack.

SALAMANDER

The fire snake (CR 1) can have 1 talent while the salamander (CR 5) can have 2 talents.

SAHUAGIN

The sahuagin (CR ½) and sahuagin priestess (CR 2) both have 1 talent each while the sahuagin baron (CR 5) can have 2 talents.

AQUATIC SENSE

Type: Trait.

While the sahuagin is underwater, it has blindsight 60 feet.

BLOOD HUNGER

Type: Trait.

Prerequisite Sahuagin Baron

The sahuagin baron deals an extra 4 (1d8) damage with its melee attack rolls against a creature that doesn't have all its hit points.

HARPOON

Type: Trait.

The sahuagin has attached rope to the end of its spear. If a Medium or smaller creature is hit by a

AURA OF FIRE

Type: Trait.

A creature that starts its turn within 5 feet of the Salamander takes 5 (1d10) fire damage.

FIRE SNAKE SPEAR

Type: Action.

Prerequisite Fire Snake

The fire snake has developed arms to wield a spear. When the fire snake uses its Multiattack, it can use its spear in place one of its melee attacks.

Spear. Melee or Ranged Weapon Attack: +3 to hit, reach 5 ft. or range 20 ft./60ft. , one target. Hit: 4 (1d6 + 1) piercing damage, or 8 (2d6 + 1) piercing damage if used with two hands to make a melee attack, plus 3 (1d6) fire damage.

IMPROVED HEATED WEAPONS

Type: Trait.

The fire damage dealt by the Salamander's weapon is increased by 3 (1d6).

SALAMANDER RESISTANCE

Type: Trait.

The salamander has advantage to saving throws against sleep, as well as to resist being charmed or paralyzed.

SPINNING SPEAR

Type: Action.

The salamander swings its spear with both its hands in a wide arc. The salamander only makes one attack roll and the result is checked against the AC of each target within range of its melee weapon attack. The salamander deals 13 (2d8 + 4) slashing damage plus 3 (1d6) fire damage to a creature it hits.

SATYR

The satyr (CR ½) can have 1 talent.

JEER (3/DAY)

Type: Reaction.

When a creature the satyr can see within 60 feet of it makes an attack roll or an ability check, it can use its reaction to distract the creature. The creature must make a DC 13 Wisdom saving throw. On a failed roll, the satyr imposes disadvantage to the creature's roll.

SLIPPERY

Type: Trait.

The satyr can take a bonus action on each of its turns in combat. This action can be used only to take the Disengage or Hide action.

SCARECROW

The scarecrow (CR 1) can have 1 talent.

MADDENING CACKLE (RECHARGE 5-6)

Type: Action.

The scarecrow emits a loud, hellish cackle. Each living creature that isn't a hag within 30 feet of



it must make a DC 11 Wisdom saving throw. On a failure, the creature can't take reactions or maintain concentration 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. At the end of the creature's turn, the effect ends.

PARALYZING CLAW

Type: Trait.

A creature is paralyzed while frightened by the scarecrow's claw attack.

SHADOW

The shadow (CR ½) can have 1 talent.

FADE INTO SHADOW (1/DAY)

Type: Reaction.

When in dim light or darkness and a creature the shadow can see targets the shadow with an attack, the shadow can use its reaction to take the Hide action.

SHADOW SHIFT (1/DAY)

Type: Action.

When in dim light or darkness, the shadow can take a bonus action to teleport up to 60 feet to an unoccupied space it can see that is also in dim light or darkness. After doing so, the shadow has advantage on the first melee attack it makes before the end of the turn.

SHAMBLING MOUND

The shambling mound (CR 5) can have 2 talents.

EXTENDED SLAM

Type: Trait.

The reach of the shambling mound's slam attack is increased to 10 feet.

MALLEABLE HIDE

Type: Trait.

The shambling mound is resistant to bludgeoning damage.

POISONOUS SPORES

Type: Trait.

A creature hostile to the shambling mound that starts its turn within 20 feet of the shambling mound must make a DC 14 Constitution saving throw or become poisoned for 1 minute.

POISONOUS TOUCH

Type: Trait.

The shambling mound's melee weapon attacks deal an extra 7 (2d6) poison damage.

REGENERATION

Type: Trait.

The shambling mound regains 10 hit points at the start of its turn if it has at least 1 hit point and is touching the earth. If the shambling mound takes fire damage, this trait doesn't function at the start of the shambling mound's next turn.

SWIFT CREEPER

Type: Trait.

The shambling mound's speed is increased by 10 feet.

SHIELD GUARDIAN

The shield guardian (CR 7) can have 3 talents.

BASH

Type: Trait.

If the shield guardian's fist attack roll against a target succeeds by 5 or more, the target must make a DC 15 Constitution saving throw or be stunned until the end of the shield guardian's next turn.

CHARGED FIST

Type: Trait.

The shield guardian's fist attacks deal an extra 4 (1d8) lightning damage.

DEFEND WEARER

Type: Action.

The shield guardian imposes disadvantage to all attacks made against wearer of the guardian's amulet until the start of its next turn. The shield guardian must be within 5 feet of the wearer of the guardian's amulet to do so.

IMPROVED SHIELD

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

The shield guardian grants +4 bonus to the wearer's AC instead of just a +2. In addition, the bonus can also be applied to the Dexterity saving throws of the wearer of the guardian's amulet.

IMPROVED SPELL STORING

Type: Trait.

The shield guardian can store one additional spell of 4th level or lower.

REINFORCED ARMOR

Type: Trait.

The shield guardian is resistant to bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't adamantine.

SKELETON

The skeleton (CR varies) can have 1 talent.

COLD IMMUNITY

Type: Trait.

The skeleton is immune to cold damage.

EVER VIGILANT

Type: Trait.

The skeleton has advantage to Initiative rolls and Wisdom (Perception) checks.

LUNGING STRIKE

Type: Trait.

If the skeleton has already moved up to its speed and an enemy creature the skeleton can see is within 10 feet of the skeleton, it can take a bonus action to move 5 feet. If the skeleton ends within 5 feet of the target as a result of this action, it gains advantage on its next attack made against the target this turn.

SLAAD

CHAOS CROAK (RECHARGE 6)

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

Prerequisite Green, Gray, or Death Slaad

The slaad emits a loud, disconcerting croak. Each creature within 30 feet of it that isn't a slaad must make a Charisma saving throw. The DC is equal to 8 plus the slaad's Charisma modifier plus its proficiency bonus (see MM page 8). On a failed save, the target takes 27 (6d8) psychic damage and can't take reactions or maintain concentration 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. At the end of the creature's turn, the effect ends. On a successful save, the target takes half as much damage and suffers no other effects.

If the slaad uses its Multiattack and Chaos Croak is available, it can use its Chaos Croak in place of its bite attack.

NUMBER OF TALENTS BY SLAAD

Slaad	CR	Talents
Red Slaad	5	2
Blue Slaad	7	3
Green Slaad	8	3
Gray Slaad	9	4
Death Slaad	10	4

POISONOUS BITE

Type: Trait.

A creature hit by the slaad's bite attack must make a Constitution saving throw. The DC is equal to 8 plus the slaad's Constitution modifier plus its proficiency bonus (see MM page 8). On a failed save, the target is poisoned for 1 minute.

POUNCE

Type: Trait.

Prerequisite Red, Blue, Green, Gray, or Death Slaad

If the slaad moves at least 30 feet straight toward a creature and then hits it with two claw attacks on the same turn, that target must succeed on a Strength saving throw. The DC is equal to 8 plus the slaad's Strength modifier plus its proficiency bonus (see MM page 8). On a failed save, the target is knocked prone and the slaad can make one bite attack against it as a bonus action.

SUMMON SLAAD (1/DAY)

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

Prerequisite Green, Gray, or Death Slaad

A slaad summons a number of slaads (see list below). A summoned slaad appears in an unoccupied space within 60 feet of the slaad, acts as an ally of the slaad, and can't summon other slaads. It remains for one minute, until it or the slaad dies, or until the slaad dismisses it as an action.

Green Slaad. 1 Red Slaad

Gray Slaad. 1d2 Red Slaads or 1 Blue Slaad

Death Slaad. 1d3 Red Slaads, 1d2 Blue Slaads, or 1 Green Slaad

SWIFT SHAPECHANGER

Type: Trait.

Prerequisite Green, Gray, or Death Slaad

The slaad can take a bonus action to polymorph into a Small or Medium humanoid, or back into its true form.



SWIFT SPELLCASTER (3/DAY)

Type: Trait.

Talent Cost: 3 (Counts as 3 Talents).

Prerequisite Green, Gray, or Death Slaad

The slaad can take a bonus action to cast a spell that has a casting time of 1 action.

TOXIC SKIN

Type: Trait.

Prerequisite Red, Blue, Green, Gray, or Death Slaad.

The slaad's skin is coated with a highly toxic slime. The slaad deals an extra (3) 1d6 poison damage with its claw and bite attacks. A creature that hits the slaad with a melee weapon attack takes 3 (1d6) poison damage.

In addition, the slaad has advantage on ability checks and saving throws made to escape a grapple.

SPECTRE

The spectre (CR 1) can have 1 talent.

CHILL TOUCH

Type: Trait.

The spectre's melee spell attacks deal an extra 3 (1d6) cold damage.

FRIGHTENING GLARE

Type: Action

The spectre uses a bonus action and targets one creature it can see within 30 feet of it. If the target can see the spectre, the target must succeed on a DC 10 Wisdom saving throw or be 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. If a creature's saving throw is successful, the creature is immune to the spectre's frightening glare for the next 24 hours.



SPHINX

The androsphinx (CR 17) can have 6 talents while the gynosphinx (CR 11) can have 4 talents.

EXTRA LEGENDARY ACTION

Type: Trait.

The sphinx can take 1 additional legendary action before the start of its next turn. The sphinx can retake this talent up to two additional times. The additional legendary action stacks.

FLYBY

Type: Trait.

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

FRIGHTFUL PRESENCE

Type: Action.

Each creature of the sphinx's choice that is within 60 feet of the sphinx and aware of it must succeed on a Wisdom saving throw or become frightened for 1 minute. The DC is 18 for an

androphinx and 17 for a gynosphinx. 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 sphinx's Frightful Presence for the next 24 hours.

When the sphinx uses Multiattack, it can also use its Frightful Presence.

IMPROVED MULTIATTACK

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

Prerequisite Androsphinx

When the sphinx uses Multiattack, it makes three attacks: two with its claws and one with its Roar.

LEGENDARY RESISTANCE (3/DAY)

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

If the sphinx fails a saving throw, it can choose to succeed instead.

SWIFT SPELLCASTER (3/DAY)

Type: Trait.

Talent Cost: 3 (Counts as 3 Talents).

The sphinx can take a bonus action to cast a spell that has a casting time of 1 action.

POUNCE

Type: Trait.

If the sphinx moves at least 30 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a Strength saving throw. The DC is 20 for an androphinx and 18 for a gynosphinx. . On a failed save, the target is knocked prone. If the target is prone, the sphinx can make one claw attack against it as a bonus action.



REND

Type: Trait.

If a creature is hit by both of the sphinx's claw attacks, it takes an extra amount of damage depending on the Type: of sphinx:

Androsphinx. 17 (2d10 + 6) slashing damage.

Gynosphinx. 13 (2d8 + 4) slashing damage.

SPRITE

The sprite (CR ¼) can have 1 talent.

EVASIVE

Type: Trait.

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

FLYBY

Type: Trait.

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

WINK OUT (1/DAY)

Type: Reaction.

When a creature targets the sprite can use its reaction to perform the Invisibility action.

STIRGE

The spectre (CR 1/8) can have 1 talent.

ANESTHETIC BITE

Type: Trait.

If the stirge surprises a creature and hits it with a blood drain attack, the creature must make a DC 10 Constitution saving throw. On a failed save, the target remains unaware of the stirge's attack and the damage it has received.

FLYBY

Type: Trait.

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

SUCCUBUS/INCUBUS

The succubus (CR 4) can have 2 talents.

FADE INTO THE ETHER (3/DAY)

Type: Reaction.

When a creature the succubus can see targets the succubus with an attack, the succubus uses its reaction to immediately shift from the Material Plane to the Ethereal Plane and back, causing the attack to automatically miss.

IMPROVED CHARM

Type: Trait.

The succubus can have up to three targets charmed at a time.

NATURALLY INSIDIOUS

Type: Trait.

The succubus has advantage on all Charisma checks when lying, intimidating and manipulating others to further its agenda or for self-preservation.

SWIFT CHARM (3/DAY)

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

The succubus can take a bonus action to perform the Charm action.

SWIFT SHAPECHANGER

Type: Trait.

The succubus can take a bonus action to polymorph into a Small or Medium humanoid, or back into its true form.

TARRASQUE

The tarrasque (CR 30) can have 11 talents.

DEVASTATING ROAR (RECHARGE 6)

Type: Action

Talent Cost: 2 (Counts as 2 Talents).

The tarrasque unleashes a horrific, thunderous roar, sending devastating shock waves around it. All creatures within 500 feet of the tarrasque must succeed on a DC 20 Constitution saving throw, taking 55 (10d10) thunder damage and be deafened until the end of the tarrasque's next turn on a failed save, or half as much damage and isn't stunned on a successful one. If a creature fails its



saving throw by 5 or more, it is also stunned for the same duration.

DISINTEGRATION BREATH (RECHARGE 6)

Type: Action.

Talent Cost: 3 (Counts as 3 Talents).

The tarrasque exhales devastating force energy in a 240-foot line that is 10 feet wide. Each creature in that line must make a DC 20 Dexterity saving throw, taking 75 (10d6 + 40) force damage on a failed save, or half as much on a successful one. If this damage reduces the target to 0 hit points, it is disintegrated. A disintegrated creature and everything it is wearing and carrying, except magic items, are reduced to a pile of fine gray dust. The creature can be restored to life only by means of a true resurrection or a wish spell.

EARTHQUAKE SLAM

Type: Legendary Action (Costs 3 Actions).

Talent Cost: 2 (Counts as 2 Talents).

The tarrasque violently slams the ground with its foot, triggering a violent earth tremor, devastating the area around it. All other creatures on the ground within 60 feet of the tarrasque must succeed on a DC 20 Strength saving throw, taking 54 (8d10 + 10) bludgeoning damage and is pushed up to 20 feet and knocked prone on a failed save, or half as much damage and isn't pushed and knocked prone on a successful one.

EXTRA LEGENDARY ACTION

Type: Trait.

The tarrasque can take 1 additional legendary action before the start of its next turn. The tarrasque can retake this talent up to two additional times. The additional legendary action stacks.

EXTRA LEGENDARY RESISTANCE

Type: Trait.

The tarrasque can use its *Legendary Resistance* up to 4/day.

HORN BASH

Type: Trait.

If the tarrasque's horn attack roll against a target succeeds by 5 or more, the target must succeed on a DC 20 Constitution saving throw or be stunned until the end of its next turn.

IMPROVED CRITICAL

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

The tarrasque's melee weapon attacks score a critical hit on a roll of 19 or 20.

IMPROVED FRIGHTFUL PRESENCE

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

If a creature fails its saving throw against the tarrasque's frightful presence by 5 or more, the creature is also paralyzed for the same duration.

IMPROVED REFLECTIVE CARAPACE

Type: Trait.

As Reflected Carapace, except the effect is reflected on a roll of 5-6.

POWERFUL TAIL

Type: Trait.

If a creature fails its saving throw against the tarrasque's tail attack by 5 or more, it is also pushed up to 60 feet away from the tarrasque. If a pushed target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was pushed. If the target is pushed at another creature, that creature must succeed on a DC 20 Dexterity saving throw or take the same damage and be knocked prone.

REGENERATION

Type: Trait.

The tarrasque regains 30 hit points at the start of its turn if it has at least 1 hit point.

RUSH (RECHARGES AFTER A SHORT OR LONG REST)

Type: Trait.

The tarrasque's speed is increased to 120 feet until the end of its next turn.

TAIL SWIPE

Type: Legendary Action (Costs 2 Actions).

The tarrasque sweeps its tail around it in a wide arc. Each creature within 20 feet of the tarrasque must make a DC 20 Strength saving throw, taking 24 (4d6 + 10) bludgeoning damage and is knocked prone on a failed save, or half as much damage and isn't knocked prone on a successful one.

VORPAL BITE

Type: Trait.

If the tarrasque scores a critical hit with its bite, it rolls damage dice three times, instead of twice.

VORPAL CLAW

Type: Trait.

If the tarrasque scores a critical hit with its claw, it rolls damage dice three times, instead of twice.

THRI-KREEN

The thri-kreen (CR 1) can have 1 talent.

DODGE MISSILE

Type: Reaction.

When a creature the thri-kreen can see targets the thri-kreen with a ranged weapon attack, it can use its reaction to impose disadvantage on that creature's attack. It must decide to use this feature before the attack is rolled.

IMPROVED MULTIATTACK

Type: Trait.

When the thri-kreen uses Multiattack, it makes three attacks: one with its bite, one with its claws, and one with its chatkca, or one with its bite and two with its gythka, or one with its bite and two with its chatkca.

TREANT

The treant (CR 9) can have 4 talents.

CLEAVING SWING (RECHARGE 5-6)

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

Each creature within range of the treant's slam

attack must make a DC 18 Dexterity saving throw, taking 28 (4d10 + 6) bludgeoning damage on a failed save, or half as much damage on a successful one.

CONstrict

Type: Action.

The treant can make a Constrict attack.

Constrict. Melee Weapon Attack: + 5 to hit, reach 5 ft., one Large or smaller creature. Hit: 16 (3d6 + 6) bludgeoning damage. The target is grappled (escape DC 18) if the treant isn't already constricting two creatures, and the target is restrained until this grapple ends. While the treant has a creature grappled in this way, the treant cannot use one of its slam attacks.

When the treant uses its Multiattack and Constrict is available, the treant can use Constrict in place of one slam attack.

EXTENDED SLAM

Type: Trait.

The reach of the treant's slam attack is increased to 10 feet.

FLING

Type: Action.

One object held or creature that is smaller than the treant and is grappled by the treant is thrown up to 60 feet towards a target space and knocked prone. If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown plus 6 bludgeoning damage. If the target is thrown at another creature, that creature must succeed on a DC 18 Dexterity saving throw. On a failed save, the target takes the same damage and be knocked prone.

When the treant uses its Multiattack, the treant can use Fling in place of one slam attack.

PIN

Type: Trait.

A creature hit by the treant's slam attack must

make a DC 18 Strength saving throw. On a failed save, the target is knocked prone, grappled, (escape DC 18) and restrained. The treant cannot use one of its slam attacks while the target is grappled this way.

QUAKE SLAM (RECHARGE 5-6)

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

The treant violently slams the ground, triggering an earth tremor and showering the area around it with rocks. All other creatures on the ground within 20 feet of the treant must succeed on a DC 18 Strength saving throw, taking 16 (3d6 + 6) bludgeoning damage and be knocked prone on a failed save, or half as much damage and isn't knocked prone on a successful one.

RIP EARTH

Type: Trait.

The treant can rip a huge chunk off the ground nearby and use it as its rock attack, shattering into many pieces upon impact. A creature within 10 feet of the target of the treant's rock attack must succeed on a DC 18 Dexterity saving throw, even if the treant misses its target. On a failed save, the target takes half as much damage of the rock attack.

STOMP

Type: Trait.

The treant can take a bonus action to make a Stomp attack. The treant can only target prone creatures smaller than itself.

Stomp. Melee Weapon Attack: +10 to hit, reach 5 ft., one prone target smaller than the treant. Hit: 13 (2d6 + 6) bludgeoning damage.

TROGLODYTE

The troglodyte (CR ¼) can have 1 talent.

TOXIC SKIN

Type: Trait.

The troglodyte's skin is coated with a highly toxic oily secretions. The troglodyte deals an extra 1 poison damage with its claw and bite attacks. A creature that hits the slaad with a melee weapon attack takes 1 poison damage.

In addition, the troglodyte has advantage on ability checks and saving throws made to escape a grapple.

SUBTERRANEAN STALKER

Type: Trait.

The troglodyte has advantage on Wisdom (Perception), Wisdom (Survival) checks, and Dexterity (Stealth) checks while in natural subterranean surroundings.

TROLL (SEE ALSO GIANT)

The troll (CR 5) can have 2 talents.



IMPROVED REGENERATION

Type: Trait.

The hit points regained by the troll at the start of its turn is increased to 15.

REND

Type: Trait.

If a creature is hit by both the troll's claw attacks in the same turn, it takes an extra 11 (2d6 + 4) slashing damage.

STENCH

Type: Trait.

The troll secretes extremely pungent oils from its glands that can overwhelm its foes' senses and cause nausea. A creature that starts its turn within 5 feet of the troll must succeed on a DC 16 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the troll's Stench for 24 hours.

UMBER HULK

The umber hulk (CR 5) can have 2 talents.

CAUSTIC SPRAY (RECHARGE 5-6)

Type: Action.

Prerequisite Stench.

The umber hulk lets loose from its abdomen's glands a caustic, pungent chemical spray in a 30-foot cone. Each creature in that area must make a DC 14 Constitution saving throw. On a failed save, the target takes 14 (4d6) acid damage and is poisoned for 1 minute. On a successful save, the creature takes half as much damage and is not poisoned.

EARTH FURROW

Type: Trait.

If the umber hulk moves within 10 feet underneath the space of a Large or smaller creature using its

burrow speed, the creature must make a DC 16 Strength (Athletics) or DC 16 Dexterity (Acrobatics) ability check or be knocked prone.

HARDENED CARAPACE

Type: Trait.

The umber hulk is resistant to piercing and slashing damage from nonmagical weapons that aren't adamantite.

REND

Type: Trait.

If a creature is hit by both the umber hulk's claw attacks in the same turn, it takes an extra 5 (2d4 + 5) slashing damage.

RISE BURST (RECHARGE 6)

Type: Action.

The umber hulk bursts out from underneath its victims. This sprays rock and dirt into the air and causes the ground around it to shake violently. Each creature standing within that 20-foot cube area centered on the umber hulk must make a DC 16 Strength saving throw. A creature takes 16 (3d10) bludgeoning damage and is knocked prone on a failed save, or half as much damage and isn't knocked prone on a successful one. Additionally, the ground in that area becomes difficult terrain until cleared. Each 5-foot-square portion of the area requires at least one minute to clear by hand.

STENCH

Type: Trait.

The umber hulk secretes extremely pungent oils from its glands that can overwhelm its foes' senses and cause nausea. A creature that starts its turn within 5 feet of the umber hulk must succeed on a DC 14 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the umber hulk's Stench for 24 hours.

UNICORN

The unicorn (CR 5) can have 2 talents.

EXTRA LEGENDARY ACTION

Type: Trait.

The unicorn can take 1 additional legendary action before the start of its next turn. The unicorn can retake this talent up to two additional times. The additional legendary action stacks.

LEGENDARY RESISTANCE (3/DAY)

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

If the unicorn fails a saving throw, it can choose to succeed instead.

REAR KICK

Type: Reaction.

When a creature the unicorn can see and is within 5 feet of the unicorn targets the unicorn with a melee attack, the unicorn can use its reaction to immediately attack it with its hooves. If the unicorn hits, the target must succeed on a DC 15 Strength check or be pushed up to 10 feet and be knocked prone.

STUNNING CHARGE

Type: Trait.

A creature that is successfully knocked prone by the charge attack feature of the unicorn is also stunned until the end of the unicorn's next turn.

VAMPIRE

VAMPIRE

The vampire (CR 13) can have 5 talents.

BLOOD FRENZY

Type: Trait.

The vampire has advantage on melee attack rolls against a creature that doesn't have all its hit points.

BLOOD HUNTER

Type: Trait.

The vampire has advantage on Wisdom (Perception) checks that rely on hearing or smell and Wisdom (Survival) checks when tracking a creature that doesn't have all its hit points.

COMMAND UNDEAD

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

The vampire takes a bonus action to target an allied undead creature with CR 5 or less it can see within 60 feet and telepathically gives it a command to move or attack or do both. The target uses its reaction to move up to its speed and make one melee or ranged attack.

CUNNING ACTION

Type: Trait.

The vampire can take a bonus action on each of its turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

EXTRA LEGENDARY ACTION

Type: Trait.

The vampire can take 1 additional legendary action before the start of its next turn. The vampire can retake this talent up to two additional times. The additional legendary action stacks.

EXTRA LEGENDARY RESISTANCE

Type: Trait.

The vampire can use its *Legendary Resistance* up to 4/day.

FRIGHTFUL PRESENCE

Type: Action.

Each creature of the vampire's choice that is within 60 feet of the vampire and aware of it must succeed on a DC 17 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 vampire's Frightful Presence for the next 24 hours.

When the vampire uses its Multiattack, the vampire can also use its Frightful Presence.

HYPNOTIC GLARE

Type: Reaction.

Talent Cost: 2 (Counts as 2 Talents).

When a creature the vampire can see targets the vampire with an attack and the creature is within 30 feet of the vampire, the vampire can use its reaction and glare at the creature. The target must succeed on a DC 17 Wisdom saving throw against this magic or be charmed until the end of the vampire's next turn. The charmed target is stunned. If the target's saving throw is successful, the target is immune to the vampire's gaze for the next 24 hours.

OVERCOME MINOR WEAKNESS

Type: Trait.

Select one flaw from the following: *Forbiddance*, *Harmed by Running Water*, and *Stake to the Heart*. The vampire no longer suffers from this flaw.

SUPERNATURAL ATHLETICISM

Type: Trait.

The vampire has advantage to Strength and Dexterity saving throws and ability checks. In addition, the unarmed strikes of the vampire deal an extra 4 (1d8) bludgeoning damage.

SWIFT CHARM (3/DAY)

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

The vampire can take a bonus action to perform its Charm action.

SWIFT SHAPECHANGE (3/DAY)

Type: Trait.

The vampire can take a bonus action to polymorph in to a Tiny bat or a Medium cloud of mist, or back in to its true form.

VAMPIRE SPAWN

The vampire spawn (CR 5) can have 2 talents.

BLOOD FRENZY

Type: Trait.

The vampire spawn has advantage on melee attack rolls against a creature that doesn't have all its hit points.

BLOOD HUNTER

Type: Trait.

The vampire spawn has advantage on Wisdom (Perception) checks that rely on hearing or smell and Wisdom (Survival) checks when tracking a creature that doesn't have all its hit points.

CUNNING ACTION

Type: Trait.

The vampire spawn can take a bonus action on each of its turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

PACK ATTACK

Type: Trait.

The vampire spawn deals an extra 3 (1d6) damage with its melee weapon attacks against a creature if at least two of the vampire spawn's allies are

within 5 feet of the target and the allies are not incapacitated.

WATER WEIRD

The water weird (CR 3) can have 2 talents.

DROWNING BLOW

Type: Trait.

When the water weird hits a Medium or smaller creature with its Constrict attack, and the creature can't breathe water, it can force the creature to make a DC 13 Constitution saving throw. On a failed save, the target can't breathe, can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the creature can use either an action or a bonus action on its turn, but not both. These effects last until the end of the water elemental's next turn.

FLING

Type: Action.

One object held or creature that is smaller than the water weird and is grappled by the water weird is thrown up to 30 feet towards a target space and knocked prone. If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown plus 3. If the target is thrown at another creature, that creature must succeed on a DC 13 Dexterity saving throw or the creature takes the same damage and be knocked prone.

TENDRIL

Type: Trait.

The reach of the water weird's Constrict attack is increased to 15 feet.

WATER SPOUT

Type: Action.



The water weird can use a Water Spout attack.

Water Spout. Ranged Spell Attack: + 5 to hit, reach 60 ft. (120 ft. if the target is underwater), one creature. Hit: 12 (2d8 + 3) bludgeoning damage and the creature must make a DC 13 Strength saving throw or be pushed 5 feet and knocked prone.

WIGHT

The wight (CR 3) can have 2 talents.

FROSTFELL TOUCHED

Type: Trait.

The wight is immune to cold. In addition, the wight deals an extra 3 (1d6) cold damage with its melee weapon attacks.

LUNGING STRIKE

Type: Trait.

If the wight has already moved up to its speed and an enemy creature the wight can see is within 10 feet of the wight, it can take a bonus action to move 5 feet. If the wight ends within 5 feet of the target as a result of this action, it gains advantage on its next attack made against the target this turn.

PARRY

Type: Reaction.

The wight adds 3 to its AC against one melee attack that would hit it. To do so, the wight must see the attacker and be wielding a melee weapon.

TERRIFYING GLARE

Type: Action.

The wight targets one creature it can see within 30 feet of it. If the target can see the wight, the target must succeed on a DC 12 Wisdom saving throw or be magically frightened until the end of the wight's next turn. The frightened target is paralyzed.



When the wight uses Multiattack, it can use Terrifying Glare in place of one longsword attack.

WILL-O'-WISP

The will-o'-wisp (CR 2) can have 1 talent.

ALACRITOUS

Type: Trait.

The will-o'-wisp can take a bonus action on each of its turns in combat. This action can be used only to take the Dash or Disengage action.

MAGIC RESISTANCE

Type: Trait.

The will-o'-wisp has advantage on saving throws against spells and other magical effects.

WINK OUT (1/DAY)

Type: Reaction.

When a creature targets the will-o'-wisp can use its reaction to perform the Invisibility action.

WRAITH

The wraith (CR 5) can have 2 talents.

AURA OF DECAY

Type: Trait.

A creature that starts its turn within 5 feet of the wraith takes 5 (1d10) necrotic damage

CHILL TOUCH

Type: Trait.

The wraith's melee weapon attacks deal an extra 7 (2d6) cold damage.

FADE INTO THE ETHER (3/DAY)

Type: Reaction.

When a creature the wraith can see targets the wraith with an attack, the wraith uses its reaction to immediately shift from the Material Plane to the Ethereal Plane and back, causing the attack to automatically miss.

FLYBY

Type: Trait.

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

FRIGHTFUL PRESENCE

Type: Action.

Each creature of the wraith's choice that is within 60 feet of the wraith and aware of it must succeed on a DC 13 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 wraith's Frightful Presence for the next 24 hours.

SHADOW SHIFT (3/DAY)

Type: Action.

When in in dim light or darkness, the wraith can take a bonus action to teleport up to 60 feet to an unoccupied space it can see that is also in dim light or darkness. After doing so, the wraith has advantage on the first melee attack it makes before the end of the turn.

WYVERN (SEE ALSO DRAGON)

The wyvern (CR 6) can have 3 talents.

FLYBY

Type: Trait.

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

IMPROVED MULTIATTACK

Type: Trait.

When the wyvern uses its Multiattack, it makes three attacks; one with its bite, one with its stinger, and one with its claws.

SWOOP

Type: Trait.

If the wyvern flies at least 30 feet and hits a Medium or smaller creature with its claw attack, the target is grappled (escape DC 15) and restrained while the wyvern flies upward with it at half its speed. While the wyvern has a creature grappled, it can fly up to a maximum height of 50 feet. The wyvern can take a bonus action to drop the target from the air. If a dropped target strikes a solid surface, the target is knocked prone and takes 3 (1d6) bludgeoning damage for every 10 feet it was dropped. If the target is dropped at another creature, that creature must succeed on a DC 15 Dexterity saving throw or take the same damage and be knocked prone.

PARALYZING POISON

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

A creature that fails its saving throw against the wyvern's stinger is also poisoned for 1 minute. The creature is paralyzed while poisoned in this way.

XORN

The xorn (CR 5) can have 2 talents.

AMBUSH HUNTER

Type: Trait.

If the xorn surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 10 (3d6) damage from the attack. In addition, once per turn the xorn deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll.



YETI

YETI

The yeti (CR 3) can have 2 talents.

AURA OF FROST

Type: Trait.

A creature that starts its turn within 5 feet of the yeti takes 5 (1d10) cold damage.

NUMBING COLD

Type: Trait.

A creature that is hit and takes cold damage from the yeti's melee attack must make a DC 13 Constitution saving throw. On a failed save, the target can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the creature can use either an action or a bonus action on its turn, but not both. These effects last until the end of the yeti's next turn.

MAUL

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

A Large or smaller creature that is hit by the yeti's claw attack is grappled (escape DC 14). Until this grapple ends, the target is restrained and the yeti can automatically hit the target with one of its claw attacks but can't use one of its claw attacks against other targets.

REND

Type: Trait.

If a creature is hit by both the yeti's claw attacks in the same turn, it takes an extra 7 (1d6 + 4) slashing damage.

TREASURE FRENZY

Type: Trait.

The xorn has advantage on melee attack rolls against a creature that is carrying or holding more than 500 gold pieces worth of gems and precious metals.

STONE SKIN

Type: Trait.

The xorn has resistance to bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite.

SUBTERRANEAN STALKER

Type: Trait.

The xorn has advantage on Wisdom (Perception), Wisdom (Survival) checks, and Dexterity (Stealth) checks while in natural subterranean surroundings.



ABOMINABLE YETI

The abominable yeti (CR 9) can have 4 talents.

AURA OF FROST

Type: Trait.

A creature that starts its turn within 10 feet of the abominable yeti takes 7 (2d6) cold damage.

CHILLING HOWL (RECHARGE 5-6)

Type: Action.

The abominable yeti emits a blood-chilling howl. Each creature within 120 feet that can hear its roar must succeed on a DC 18 Wisdom saving throw or be frightened for one minute. If a creature fails its saving throw by 5 or more, the creature is also paralyzed while frightened. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

When the abominable yeti uses Multiattack and Chilling Howl is available, the abominable yeti can use Chilling Howl in place of its bite.

IMPROVED MULTIATTACK

Type: Trait.

When the abominable yeti uses Multiattack, it can also make a bite attack.

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

NUMBING COLD

Type: Trait.

A creature that is hit and takes cold damage from the abominable yeti's melee attack must make a DC 18 Constitution saving throw. On a failed save, the target can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the creature can use either an action or a bonus action on its turn, but not both. These effects last until the end of the abominable yeti's next turn.

MAUL

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

A Large or smaller creature that is hit by the yeti's claw attack is grappled (escape DC 19). Until this grapple ends, the target is restrained and the yeti can automatically hit the target with one of its claw attacks but can't use one of its claw attacks against other targets.

REND

Type: Trait.

If a creature is hit by both the yeti's claw attacks in the same turn, it takes an extra 14 (2d6 + 7) slashing damage.



YUAN-TI

YUAN-TI ABOMINATION

The yuan-ti abomination (CR 7) can have 3 talents.

ACIDIC SKIN

Type: Trait.

The yuan-ti abomination secretes acid from its body. A creature that isn't a yuan-ti that touches the yuan-ti abomination or hits it with a melee attack while within 5 feet of it takes 4 (1d8) acid damage. In addition, the melee attacks of the yuan-ti abomination deal an extra 7 (2d6) acid damage.

AVERSION (3/DAY)

Type: Action.

The yuan-ti abomination targets one creature within 30 feet and psionically creates a compulsion effect on it. It must make a DC 15 Wisdom saving throw or become frightened of snakes and serpentine creatures. During its turn, the target must use its movement to move to the nearest safe spot from which it can't see any snakes or serpentine creatures. If there is no such safe spot, it moves to the farthest possible space away from snakes or serpentine creatures. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

DEBILITATING POISON

Type: Trait.

A creature that takes poison damage from the yuan-ti's bite attack must make a DC 14 Constitution saving throw or be poisoned for 1 minute.

PARRY

Type: Reaction.

The yuan-ti abomination adds 4 to its AC against one melee attack that would hit it. To do so, the yuan-ti abomination must see the attacker and be wielding a melee weapon.

SWIFT SPELLCASTER (3/DAY)

Type: Trait.

Talent Cost: 3 (Counts as 3 Talents).

The yuan-ti abomination can take a bonus action to cast a spell that has a casting time of 1 action.

TAIL SWIPE (RECHARGE 5-6)

Type: Action.

The yuan-ti abomination violently swings its tail around, knocking targets down. Each creature within 10 feet of the yuan-ti abomination must succeed on a DC 15 Strength saving throw, taking 11 (2d6 + 4) bludgeoning damage and is knocked prone on a failed save, or half as much damage and isn't knocked prone on a successful one. The yuan-ti abomination can't use Tail Swipe if it has a creature grappled with its Constrict feature.

When the yuan-ti abomination uses its Multiattack and Tail Swipe is available, it can use Tail Swipe in place of one melee attack.

YUAN-TI MALISON

The yuan-ti malison (CR 3) can have 2 talents.

ACIDIC SKIN

Type: Trait.

The yuan-ti malison secretes acid from its body. A creature that isn't a yuan-ti that touches the yuan-ti abomination or hits it with a melee attack while within 5 feet of it takes 2 (1d4) acid damage. In addition, the melee attacks of the yuan-ti malison deal an extra 3 (1d6) acid damage.

CHAMELEON POWER

Type: Trait.

The yuan-ti malison can psionically change the coloration of itself and its equipment to match its surroundings. As a result, it has advantage on Dexterity (Stealth) checks made to hide.

DEBILITATING POISON

Type: Trait.

A creature that takes poison damage from the yuan ti malison's bite attack must make a DC 11 Constitution saving throw or be poisoned for 1 minute.

SWIFT SPELLCASTER (2/DAY)

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

The yuan-ti malison can take a bonus action to cast a spell that has a casting time of 1 action.

YUAN-TI PUREBLOOD

The yuan-ti pureblood (CR 1) can have 1 talent.

DEBILITATING POISON

Type: Trait.

A creature that takes poison damage from the yuan ti malison's bite attack must make a DC 11 Constitution saving throw or be poisoned for 1 minute.

DECEITFUL

Type: Trait.

The yuan-ti pureblood has advantage on Charisma checks when trying to pass itself as a different person.

In addition, creatures' Wisdom (Insight) checks and Intelligence (Investigation) checks made against the yuan-ti pureblood have disadvantage.

SWIFT SPELLCASTER (1/DAY)

Type: Trait.

The yuan-ti pureblood can take a bonus action to cast a spell that has a casting time of 1 action.



YUGOLOTH

ARCANALOTH

The arcanaloth (CR 12) can have 5 talents.

ANTICIPATE THREAT

Type: Reaction.

Talent Cost: 2 (Counts as 2 Talents).

The arcanaloth adds 5 to its AC against an attack that would hit it or saving throw roll that it would fail. To do so, the arcanaloth must see the creature that attacked it or forced it to make a saving throw.

ARCANE TRADITION

Type: Trait.

Talent Cost: 3 (Counts as 3 Talents).

The arcanaloth has mastered knowledge of one *arcane tradition* from the wizard class of its choice. It gains the features (whatever may apply) of that *arcane tradition* as if the arcanaloth is a 16th level Wizard.

CUNNING ACTION

Type: Trait.

The arcanaloth can take a bonus action on each of its turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

DEBILITATING POISON

Type: Trait.

A creature that takes poison damage from the arcanaloth's claw attack is also poisoned for 1 minute.

LEGENDARY AWARENESS

Type: Trait.

The arcanaloth cannot be surprised and has advantage to Initiative rolls and Wisdom (Perception) checks.

NATURALLY INSIDIOUS

Type: Trait.

The arcanaloth has advantage on all Charisma checks when lying, intimidating and manipulating others to further its agenda or for self-preservation.

SWIFT SPELLCASTER (2/DAY)

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

The arcanaloth can take a bonus action to cast a spell that has a casting time of 1 action.

MEZZOLOTH

The mezzoloth (CR 5) can have 2 talents.

ACID BREATH (RECHARGE 5-6)

Type: Action.

The mezzoloth breathes acid in a line that is 30 feet long and 5 feet wide. Each creature in the line must make a DC 14 Dexterity saving throw, taking 28 (8d6) acid damage on a failed save, or half as much damage on a successful one.

ETHEREALNESS (3/DAY)

Type: Action.

The mezzoloth enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

INNATE SPELLCASTER

Type: Trait.

The mezzoloth's spellcasting ability is Charisma (DC 23). The mezzoloth can innately cast the following spells, requiring no material components: 3/day (each): *invisibility*, *levitate (self only)*



The nycaloth swings its weapon in a wide arc. The nycaloth only makes one attack roll and the result is checked against the AC of each target within range of its melee weapon attack. The nycaloth deals its melee weapon damage to a creature it hits.

DIVING CHARGE

Type: Action.

If the nycaloth is flying and dives at least 30 feet straight toward a target and then hits it with its melee weapon attack, it deals an extra 9 (2d8) damage to the target and the target must succeed on a DC 17 Strength saving throw or be knocked prone.

INNATE SPELLCASTER

Type: Trait.

The nycaloth's spellcasting ability is Charisma (DC 23). The nycaloth can innately cast the following spells, requiring no material components:
3/day (each): *fear*, *gaseous form*, *polymorph (self only)*

INNATE SPELLCASTER II

Type: Trait.

Prerequisite *Innate Spellcaster*.

The mezzoloth can innately cast the following spells, requiring no material components:
2/day (each): *fly*, *polymorph (self only)*
1/day: *antipathy*

POISONOUS TRIDENT

Type: Trait.

The mezzoloth's trident attack deals an extra 7 (2d6) poison damage.

NYCALOTH

The nycaloth (CR 9) can have 4 talents.

BLADE SWEEP

Type: Action.

INNATE SPELLCASTER II

Type: Trait.

Prerequisite *Innate Spellcaster*.

The nycaloth can innately cast the following spells, requiring no material components:
2/day (each): *project image*, *reverse gravity*

POWER ATTACK

Type: Trait.

Prerequisite *Must be using a heavy weapon*.

Before the nycaloth makes a greataxe attack, it can choose to take a -5 penalty to the attack roll. If the attack hits, it adds +10 to the attack's damage.

REGENERATION

Type: Trait.

The nycaloth regains 10 hit points at the start of its turn if it has at least 1 hit point. If the nycaloth takes radiant damage or holy water, this trait doesn't function at the start of the nycaloth's next turn.

SWIFT SPELLCASTER (2/DAY)

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

The nycaloth can take a bonus action to cast a spell that has a casting time of 1 action.

SWOOP

Type: Trait.

If the nycaloth flies at least 30 feet and hits a Medium or smaller creature with its claw attack, the target is grappled (escape DC 17) and restrained while the nycaloth flies upward with it at half its speed. While the nycaloth has a creature grappled, it can fly up to a maximum height of 60 feet. The nycaloth can take a bonus action to drop the target from the air. If a dropped target strikes a solid surface, the target is knocked prone and takes 3 (1d6) bludgeoning damage for every 10 feet it was dropped. If the target is dropped at another creature, that creature must succeed on a DC 17 Dexterity saving throw or take the same damage and be knocked prone.

ULTROLOTH

The arcanaloth (CR 13) can have 5 talents.

AURA OF OBEDIENCE

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents)

A yugoloth allied to the ultroloth that has less than half the Hit Dice of the ultroloth and starts its turn within 30 feet of the ultroloth takes 5 (1d10) necrotic damage but gains advantage to all attacks and saving throws and is immune to being frightened. If a yugoloth under this effect dies

within this aura, the ultroloth regains 11 (2d10) hit points.

COMMAND YUGOLOTH

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

The ultroloth takes a bonus action to target an allied yugoloth creature with CR 5 or less it can see within 60 feet and telepathically gives it a command to move or attack or do both. The target uses its reaction to move up to its speed and perform one melee or ranged attack.

DOMINATING PRESENCE

Type: Trait.

A creature hostile to the ultroloth that starts its turn within 20 feet of the ultroloth must make a DC 17 Wisdom saving throw, unless the ultroloth



is incapacitated. On a failed save, the target is frightened until the start of its next turn. The target can't perform any actions except move up to half its speed while frightened in this way. If a creature's saving throw is successful, the creature is immune to the ultraloth's Dominating Presence for the next 24 hours.

FELLBLADE

Type: Trait.

A creature hit by the ultraloth's longsword attack takes an extra 9 (2d8) necrotic damage and must make a DC 17 Constitution saving throw or have its hit point maximum reduced by an amount equal to the necrotic damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

INNATE SPELLCASTER

Type: Trait.

The ultraloth's spellcasting ability is Charisma (DC 17). The ultraloth can innately cast the following spells, requiring no material components:
2/day (each): *ray of enfeeblement*, *scorching ray*, *blight*

INNATE SPELLCASTER II

Type: Trait.

Prerequisite *Innate Spellcaster*.

The ultraloth can innately cast the following spells, requiring no material components:
1/day: *dominate monster*, *geas*, *symbol (death)*

LEGENDARY ACTIONS

Type: Trait.

Talent Cost: 3 (Counts as 3 Talents).

The ultraloth gains 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 creature's turn. The ultraloth regains spent legendary actions at the start of its turn.

Longsword. The ultraloth makes one longsword attack.

Teleport (Costs 2 Actions). The ultraloth magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.

Cast a Spell (Costs 3 Actions). The ultraloth casts a spell from its list of prepared spells, using a spell slot as normal.

LEGENDARY RESISTANCE (3/DAY)

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

If the ultraloth fails a saving throw, it can choose to succeed instead.

PARRY

Type: Reaction.

The ultraloth adds 5 to its AC against one melee attack that would hit it. To do so, the ultraloth must see the attacker and be wielding a melee weapon.

SUMMON YUGOLOTH (1/DAY)

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

An ultraloth summons 1d4 mezzoloths or 1d2 nycaloths. A summoned yugoloth appears in an unoccupied space within 60 feet of the ultraloth, acts as an ally of the ultraloth has no talents, and can't summon other yugoloths. It remains for one minute, until it or the ultraloth dies, or until the ultraloth dismisses it as an action.

SWIFT SPELLCASTER (2/DAY)

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

The ultraloth can take a bonus action to cast a spell that has a casting time of 1 action.

ZOMBIE

The zombie (CR varies) can have 1 talent.

LUNGING STRIKE

Type: Trait.

If the zombie has already moved up to its speed and an enemy creature the zombie can see is within 10 feet of the zombie, it can take a bonus action to move 5 feet. If the zombie ends within 5 feet of the target as a result of this action, it gains advantage on its next attack made against the target this turn.

STENCH

Type: Trait.

The zombie's decomposing body can overwhelm its foes' senses and cause nausea. A creature that starts its turn within 5 feet of the zombie must

succeed on a DC 10 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the zombie's Stench for 24 hours.





CHAPTER 2. MISCELLANEOUS CREATURES

This section contains the talents for some of the various animals, vermin, and other critters found in Appendix A. Miscellaneous Creatures of the Monster Manual. Not all will be covered as majority of the creatures listed there have CRs less than 1 and should have no talents.

DEATH DOG

The death dog (CR varies) can have 1 talent.

COORDINATED BITE

Type: Trait.

If the death dog successfully hits a target with its first bite attack, it gains advantage on its next bite attack made against the same target before the end of its turn.

POUNCE

Type: Trait.

If the death dog moves at least 20 feet straight

toward a creature and then hits it with a bite attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone.

DIRE WOLF

The dire wolf (CR 1) can have 1 talent.

GO FOR THE THROAT

Type: Trait.

If the dire wolf hits a prone target with its bite attack, it is treated as a critical hit.

HOWL (RECHARGE 6)

Type: Action.

The dire wolf emits a blood-chilling howl. Each creature within 120 feet that can hear its howl must succeed on a DC 12 Wisdom saving throw or be frightened for one 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.

GIANT APE

The giant ape (CR 7) can have 3 talents.

BODY SLAM

Type: Action.

When a Huge or smaller creature is hit by both the giant ape's fists in the same turn, it must make a DC 17 Strength saving throw. On a failed save, the giant ape lifts the target overhead and slams it on the ground. The target takes 13 (2d6+6) bludgeoning damage and is knocked prone.

FRENZIED BERSERKER

Type: Trait.

While the giant ape has less than full hit points, the giant ape gains advantage on all melee weapon attack rolls and all Intelligence, Wisdom, and Charisma saving throws, but attack rolls against it have advantage.

BOULDER

Type: Trait.

Prerequisite Rock Action

The missile from the giant ape's rock attack shatters into many pieces when it lands, possibly hitting those near the target. Any creature within 5 feet of the target of the giant ape's rock attack must succeed on a DC 17 Dexterity saving throw, even if the giant misses its target. On a failed save, the target takes half as much damage of the rock attack hit.

WAR STOMP (RECHARGE 5-6)

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

The giant ape violently slams the ground with its fists and causes a powerful shockwave. Each creature within 10 feet of the giant ape must succeed on a DC 17 Strength saving throw or take 22 (3d10 + 6) bludgeoning damage and is knocked prone on a failed save, or half as much damage and isn't knocked prone on a successful one.

GIANT BOAR

The giant boar (CR 2) can have 1 talent.

SECOND WIND (1/DAY)

Type: Trait.

The giant boar can take a bonus action to regain 17 (1d10+12) hit points.

STUNNING CHARGE

Type: Trait.

A creature that is knocked prone by the Charge feature of the giant boar is also stunned until the end of the giant boar's next turn.

GIANT CROCODILE

The giant crocodile (CR 5) can have 2 talents.



LURKER

Type: Trait.

While underwater, the giant crocodile is invisible to a creature above the surface of the water. If the giant crocodile surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 10 (3d6) damage from the attack.

TAIL WHIP

Type: Reaction.

When a creature the giant crocodile can see and is within 10 feet of the giant crocodile hits the giant crocodile with an attack, the giant crocodile can use its reaction to immediately attack the creature with its tail.

GIANT HYENA

The giant hyena (CR 1) can have 1 talent.

GO FOR THE THROAT

Type: Trait.

If the giant hyena hits a prone target with its bite attack, it is treated as a critical hit.

PACK ATTACK

Type: Trait.

The giant hyena deals an extra 3 (1d6) damage with its bite attacks against a creature if at least two of the giant hyena's allies are within 5 feet of the target and the allies are not incapacitated.

GIANT SCORPION

The giant scorpion (CR 3) can have 2 talents.

HARDENED CARAPACE

Type: Trait.

The chuul is resistant to piercing and slashing damage from nonmagical weapons that aren't adamantine.

DEBILITATING POISON

Type: Trait.

A creature that takes poison damage from the giant scorpion's sting is also poisoned for 1 minute.

GIANT SHARK

The giant shark (CR 5) can have 2 talents.

BOLD

Type: Trait.

The giant shark has advantage to saving throws against being frightened.

MANGLE

Type: Action.

A Large or smaller creature that is hit by the giant shark's bite attack is grappled (escape DC 17). Until this grapple ends, the target is restrained and the giant shark can automatically hit the target with its bite but can't make bite attacks against other targets.

LION/TIGER

The lion/tiger (CR 1) can have 1 talent.

MAUL

Type: Trait.

A Large or smaller creature that is hit by the lion/tiger's bite is grappled (escape DC 13). Until this grapple ends, the target is restrained and the lion/tiger can automatically hit the target with its bite attack but can't use its bite attack against other targets.

MULTIATTACK

Type: Action.

The sabre-toothed tiger makes two attacks: one with its bite and one with its claw.

MAMMOTH

The triceratops (CR 6) can have 3 talents.

STUNNING CHARGE

Type: Trait.

A creature that is successfully knocked prone by the trampling charge feature of the mammoth is also stunned until the end of the mammoth's next turn.

TRAMPLE (RECHARGE 5-6)

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

When the mammoth performs a Dash action and enters the space of a Large or smaller hostile creature during this turn, that creature must make a DC 13 Dexterity saving throw. On a failed save, the target takes 22 (3d10 + 6) bludgeoning damage, or half as much damage on a successful one.

A creature is subjected to Trample only once each turn.

PHASE SPIDER

The phase spider (CR 3) can have 2 talents.

DEBILITATING POISON

Type: Trait.

A creature that takes poison damage from the phase spider's bite is also poisoned for 1 minute.



FADE INTO THE ETHER (3/DAY)

Type: Reaction.

When a creature the phase spider can see targets the phase spider with an attack, the phase spider uses its reaction to immediately shift from the Material Plane to the Ethereal Plane and back, causing the attack to automatically miss. Once the phase spider uses this, it can't use Ethereal Jaunt until the end of its next turn.

POLAR BEAR

The polar bear (CR 2) can have 1 talent.

MAUL

Type: Trait.

A Large or smaller creature that is hit by the polar bear's claws attack is grappled (escape DC 15). Until this grapple ends, the target is restrained

and the polar bear can automatically hit the target with its claw attacks but can't use its claw attacks against other targets.

SABRE-TOOTHED TIGER

The sabre-toothed tiger (CR 2) can have 1 talent.

MAUL

Type: Trait.

A Large or smaller creature that is hit by the sabre-toothed tiger's bite is grappled (escape DC 14). Until this grapple ends, the target is restrained and the sabre-toothed tiger can automatically hit the target with its bite attack but can't use its bite attack against other targets.



MULTIATTACK

Type: Action.

The sabre-toothed tiger makes two attacks: one with its bite and one with its claw.

WINTER WOLF

The winter wolf (CR 3) can have 2 talents.

AURA OF FROST

Type: Trait.

A creature that starts its turn within 5 feet of the winter wolf takes 5 (1d10) cold damage.

GO FOR THE THROAT

Type: Trait.

If the winter wolf hits a prone target with its bite attack, it is treated as a critical hit.

HOWL (RECHARGE 6)

Type: Action.

The winter wolf emits a blood-chilling howl. Each creature within 120 feet that can hear its howl must succeed on a DC 12 Wisdom saving throw or be frightened for one 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.

WOLF/WORG

The wolf/worg can have 1 talent each.

GO FOR THE THROAT

Type: Trait.

If the wolf/worg hits a prone target with its bite attack, it is treated as a critical hit.



CHAPTER 3. CHARACTER RACES

This chapter contains the talents for the six supplementary character race options described in Chapter 2. Character Races of Volo's Guide to Monsters.

AASIMAR

CELESTIAL RESILIENCE

Your angelic lineage enables you to shake off being charmed and frightened.

Benefit: You have advantage to saving throws against being charmed and frightened made at the end of your turn.

GIFT OF TELEPATHY

Your angelic lineage grants you telepathy at a limited range.

Benefit: You gain telepathy 30 ft.

RADIANT BURST

You can unleash a blinding flash of searing radiant energy while using your *Radiant Consumption* feature.

Prerequisite: *Scourge Aasimar*, class level 6.

Benefit: While your *Radiant Consumption* transformation is active, you can use an action to emit a bright, radiant energy pulse. You and each creature within 20 feet must succeed on a Constitution saving throw. The DC is equal to 8 + your proficiency bonus + your Charisma modifier. On a failed save, the target takes radiant damage equal to your level and if the target is a creature other than you, it is also blinded until the end of your next turn. On a successful one, the target takes half the damage and is not blinded.

Using radiant burst immediately ends your

Radiant Consumption transformation.

REVITALIZING SOUL

You can heal an ally while using your *Radiant Soul* feature.

Prerequisite: *Protector Aasimar*, class level 6.

Benefit: While your *Radiant Soul* is active, you can use a bonus action to cause one creature you can see within 30 feet to regain hit points equal to your Charisma modifier.

VAMPIRIC SHROUD

You can regain hit points when you deal necrotic damage to your foes.

Prerequisite: *Fallen Aasimar*, class level 6.

Benefit: While your *Necrotic Shroud* is active, you regain hit points equal to the necrotic damage you deal.

FIRBOLG

BUILT LIKE A GIANT

Your large build enables you to shrug off most attempts to push, knock you prone, or wrestle with you.

Benefit: You have advantage to your saving throws and checks when you are the target of a shove, push, or getting knocked prone by a Medium or smaller creature. In addition, you are treated as two sizes larger if you are targeted by a grapple.

BRUTE STRENGTH

Being powerfully built enables you to handle and strike with your weapons effortlessly.

Prerequisite: *Strength 20 or higher*.

Benefit: Your melee weapon attacks deals one extra die of its damage.

DRUIDIC INCLINATION

You have a natural ability to cast a druid cantrip.

Benefit: You learn one Druid cantrip. Your spellcasting ability for this is Wisdom.

DRUIDIC LORE

You gain access to one spell from the Druid spell list.

Prerequisite: Any spellcaster class of 6th level or higher.

Benefit: You learn one spell of your choice from the Druid's spell list. The spell you choose must be of a level you can cast, as shown on your spellcasting class table. The chosen spell counts as a spell of your spellcasting class but don't count against the number of spells you know.

You can retake this talent one additional time only.



GOLIATH

ADAPTABLE NATURE

You can adapt quickly when faced with adversity.

Prerequisite: *Goliath*.

Benefit: Whenever you gain disadvantage on an attack roll, saving throw, or ability check, you can choose to gain advantage, effectively cancelling each other.

Once you use this feature, you cannot use it again until you finish a short or long rest.

IMPROVED STONE GRIP

You can wield up to two two-handed weapons at the same time.

Prerequisite: *Goliath, Stone Grip, Strength 20 or higher*.

Benefit: You can wield a two-handed melee weapon in each hand at the same time.

MOUNTAIN'S TENACITY

You have tenacious strength of will.

Prerequisite: *Goliath*.

Benefit: You can choose to gain advantage on any Intelligence, Wisdom, or Charisma saving throw. You must decide before making the roll.

Once you use this feature, you cannot use it again until you complete a short or long rest.

STONE GRIP

You can wield with one hand weapons that normally require two hands to properly use.

Prerequisite: *Goliath, Strength 18 or higher*.

Benefit: You can wield a two-handed melee weapon in one hand. However, you cannot wield a two-handed melee weapon in each hand at the same time.

KENKU

BORN SNEAKY

Your heritage allows you to be more catlike in movement, crafty, and deceptive than most.

Benefit: You can reroll an ability check that involves the skill Deception, Sleight of Hands, or Stealth. You must use the result of the second roll, even if it is lower.

Once you use this feature, you cannot use it again until you finish a short or long rest.

HOLLOW-BONED

Your bones are hollow but fitted with struts like a bird's, giving you the ability to lift off and land with ease despite not being able to fly.

Benefit: You have advantage on Strength (Athletics) checks and Dexterity (Acrobatics) checks made when jumping, maintaining balance, and landing safely on your feet.

In addition, If you take falling damage, you can make a Dexterity saving throw. The DC is equal to 8 plus 1 per 10 feet fallen. If you succeed, you take only half the falling damage.

OPPORTUNITY STRIKE

You can exploit a creature's momentary distraction when it is hit by an attack.

Prerequisite: *Dexterity 20 or higher*.

Benefit: Whenever a creature within 5 feet of you is hit by an opportunity attack, you can use your reaction to make a melee weapon attack against that creature.

SLIPPERY

You are adept in slipping away and avoiding attention during combat.

Benefit: You can take a bonus action on each of your turns in combat. This action can be used only to take the Disengage or Hide action.

LIZARDFOLK

BOLD

As long as you fight with your allies, you are fearless.

Benefit: If you have an ally you can see and is within 30 feet of you and the ally is not incapacitated, you are immune to being frightened.

QUICK BITE

You can take advantage of a helpless or prone creature by taking quick bites out of it.

Prerequisite: *Dexterity 16 or higher.*

Benefit: You can use a bonus action to make a bite attack against a target that is incapacitated, prone, or restrained.

SWAMPWALKER

You move effortlessly in your natural surroundings.

Benefit: Moving through nonmagical difficult terrain in marshy, jungle, or swamp surroundings does not cost you extra movement.

TAIL STRIKE

You can attack and possibly knock a nearby target prone with your tail.

Prerequisite: *Strength 16 or higher.*

Benefit: When a creature you can see starts its turn within 5 feet of you, you can use its reaction to make an unarmed attack with your tail. If you hit with it, you deal bludgeoning damage equal to 1d4 + your Strength modifier. If the target is Medium or smaller, it must make a Strength saving throw. The DC is equal to 8 + your proficiency bonus + your



Strength modifier. On a failed save, the target is knocked prone.

Once you use this feature, you cannot use it again until you finish a short or long rest.

TABAXI

DEFT CLAWS

You can strike with your claws with more subtlety and finesse.

Benefit: You can treat your claws as finesse weapons when making unarmed strikes.

NATURALLY INQUISITIVE

Your insatiable quest for knowledge and secrets have made you a great barterer and finder of lore.

Benefit: You can reroll an ability check that involves the skill Investigate, Perception, and Persuasion. You must use the result of the second roll, even if it is lower.

Once you use this feature, you cannot use it again until you finish a short or long rest.

NINE LIVES

You can escape death, but just barely.

Benefit: If you take damage that reduces your hit points to 0 or less, you can use your reaction to make a Dexterity saving throw with a DC equal to the damage taken, unless the damage is from a critical hit. On a success, your hit point drops to 1 instead.

Once you use this feature, you cannot use it again until you finish a long rest.

POUNCE

You rush toward a target like a pouncing cat and possibly knock it down.

Benefit: If you move at least 30 feet straight toward a creature and then hit it with your unarmed attack on the same turn, that target must succeed on a Strength saving throw. The DC is equal to 8 + your

proficiency bonus + your Strength modifier. On a failed save, the target is knocked prone. If the target is prone, you can make one melee weapon attack against it as a bonus action.

Once you use this feature, you cannot use it again until you finish a short or long rest.

TRITON

AQUAN TELEPATHY

You are able to magically communicate with sea life.

Benefit: You gain telepathy 120 ft. but you can only communicate with beasts and monstrosities that have a swimming speed with this trait.

AQUATIC SENSE

You are highly attuned with the seas and oceans.

Benefit: You have advantage on ability checks that involve the skills Investigate, Nature, Perception, and Survival while in an underwater environment.

FRIEND OF THE SEAS

You have a natural ability to befriend sea life.

Prerequisite: Charisma 16 or higher.

Benefit: You learn the Animal Friendship spell but you can only target beasts and monstrosities that have a swimming speed. Your spellcasting ability for this is Charisma. You cast it as at spell level equal to one third your class level, rounded down.

TOUGH SKIN

Decades of exposure to intense underwater pressure has made your skin tougher than normal.

Prerequisite: Constitution 16 or higher.

Benefit: While you are not wearing any armor, your Armor Class equals 11 + your Dexterity modifier + your Constitution modifier. You can use a shield and still gain this benefit.



CHAPTER 4. THE ELITE CREATURE

Every once in a while a creature from its race or type will be born or created that is far beyond the norm. These elite creatures generally represent the most exceptional or fearsome of their kind. For humanoid creatures such as orcs and trolls, they are the tribe's champion. For aberrations such as beholders and mind flayers, they are the foul mutation that is feared by their own kind. For constructs such as golems and shield guardians, they are the products of a master crafter that used very rare materials. This section contains instructions on how to easily apply the Elite template to creatures, enabling you to take advantage of this book's many talents. Any creature can be an Elite Creature.

1. Adjust CR. A creature under 1 CR becomes CR 1. A creature with CR 1 or 2 increases by 1. A creature with CR 3 or higher increases by 2.

2. Apply Elite Traits. Make the following adjustments to the creature's statistics:

Armored. The creature's AC increases by 1.

Exceptional. Select the two highest ability scores of the creature and increase them both by 2.

Tough. The creature's Hit Dice increases by half of its maximum Hit Dice, rounded down.

Resilient. The creature gains a bonus to its saving throws equal to half its proficiency bonus (see MM page 8) unless it already has a saving throw bonus, in which case you keep whatever is higher.

3. Adjust Stats. Adjust the bonuses to a creature's attacks, skills, hit points, saving throws (if it has a bonus), and ability DCs based on the creature's new adjusted CR and upgraded ability scores.

4. Add Talents. The elite creature gains a number of talents equal to 1 plus one-third its adjusted CR, rounded down. If you do not allow the use of talents for your players, you can reduce the number of talents for an elite creature to 1 plus one-sixth its adjusted CR, rounded down.

ELITE BALOR

Huge fiend (demon), chaotic evil

Armor Class 20 (natural armor)

Hit Points 418 (31d12 + 217)

Speed 40ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	15 (+2)	24 (+7)	20 (+5)	16 (+3)	22 (+6)

Saving Throws Str +15, Dex +5, Con +13, Int +8, Wis +9, Cha +12

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

Damage Immunities fire, poison

Condition Immunities poisoned

Senses truesight 120 ft., passive Perception 13

Languages Abyssal, telepathy 120 ft.

Challenge 21 (33,000 XP)

Death Throes. When the balor dies, it explodes, and each creature within 30 feet of it must make a DC 22 Dexterity saving throw, taking 70 (20d6) 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, and it destroys the balor's weapons.

Fire Aura. At the start of each of the balor's turns, each creature within 5 feet of it takes 10 (3d6) fire damage, and flammable objects in the aura that aren't being worn or carried ignite. A creature that touches the balor or hits it with a melee attack while within 5 feet of it takes 10 (3d6) fire damage.

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

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

Innate Spellcasting. The balor's innate spellcasting ability is Charisma (spell save DC 21). It can innately cast the following spells, requiring no components: At will: *alter self*, *dispel magic*.

3/day each: *dominate person*, *telekinesis*.

1/day each: *divine word*, *dominate monster*, *fire storm*, *power word stun*.

Actions

Multiattack. The elite balor makes two attacks: one with its longsword and one with its whip.

Longsword. *Melee Weapon Attack:* +16 to hit, reach 10ft., one target. *Hit:* 22 (3d8 + 9) slashing damage plus 13 (3d8) lightning damage. If the balor scores a critical hit, it rolls damage dice three times, instead of twice.

Whip. *Melee Weapon Attack:* +16 to hit, reach 30ft., one target. *Hit:* 16 (2d6 + 9) slashing damage plus 10 (3d6) fire damage, and the target must succeed on a DC 22 Strength saving throw or be pulled up to 25 feet toward the balor.

Teleport. The balor magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Legendary Actions

The elite balor can take 4 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 elite balor regains spent legendary actions at the start of its turn.

Attack. The balor makes a longsword or whip attack.

Teleport (Costs 2 Actions). The balor magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Infernal Blast Wave (Costs 3 Actions). Infernal fire erupts and surges from the balor, striking creatures around it. Each creature within 20 feet of it must make a DC 21 Strength saving throw. On a failed save, the target takes 21 (6d6) fire damage and 21 (6d6) necrotic damage, is pushed up to 10 feet away and knocked prone, and catches fire. On a successful save, the target takes half as much damage, isn't pushed and knocked prone, and doesn't catch fire.



ELITE BALOR (VERSION 2)

Huge fiend (demon) , chaotic evil

Armor Class 20 (natural armor)

Hit Points 418(31d12 + 217)

Speed 40ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	15 (+2)	24 (+7)	20 (+5)	16 (+3)	22 (+6)

Saving Throws Str +15, Dex +5, Con +13, Int +8, Wis +9, Cha +12

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

Damage Immunities fire, poison

Condition Immunities poisoned

Senses truesight 120 ft., passive Perception 13

Languages Abyssal, telepathy 120 ft.

Challenge 21 (33,000 XP)

Death Throes. When the balor dies, it explodes, and each creature within 30 feet of it must make a DC 22 Dexterity saving throw, taking 70 (20d6) 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, and it destroys the balor's weapons.

Fire Aura. At the start of each of the balor's turns, each creature within 5 feet of it takes 10 (3d6) fire damage, and flammable objects in the aura that aren't being worn or carried ignite. A creature that touches the balor or hits it with a melee attack while within 5 feet of it takes 10 (3d6) fire damage.

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

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

Actions

Multiattack. The elite balor makes two attacks: one with its longsword and one with its whip.

Longsword. *Melee Weapon Attack:* +16 to hit, reach 10ft., one target. *Hit:* 22 (3d8 + 9) slashing damage plus 13 (3d8) lightning damage. If the balor scores a critical hit, it rolls damage dice three times, instead of twice.

Whip. *Melee Weapon Attack:* +16 to hit, reach 30ft., one target. *Hit:* 16 (2d6 + 9) slashing damage plus 10 (3d6) fire damage, and the target must succeed on a DC 22 Strength saving throw or be pulled up to 25 feet toward the balor.

Meteor Strike (Recharge 6). The balor flies at least 40 feet and dives into a target space on the ground, creating a massive explosion of fire, rock, and brimstone. This sprays rock and fire into the air and causes the ground to break and form a crater. Each creature standing within that 40-foot radius area centered on the balor must make a DC 22 Dexterity saving throw. A creature takes 35 (10d6) fire damage and 35 (10d6) bludgeoning damage on a failed save, or half as much damage on a successful one. Additionally, the ground in that area becomes difficult terrain until cleared and is engulfed in flames for one minute. A creature that starts its turn in the area while it is still in flames takes 10 (3d6) fire damage. Each 5-foot-square portion of the area requires at least 30 minutes to clear by hand.

Teleport. The balor magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Legendary Actions

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

Attack. The balor makes a longsword or whip attack.

Teleport (Costs 2 Actions). The balor magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Sweeping Whip (Costs 2 Actions). The balor attempts to knock multiple targets prone with one swing of its whip in a wide arc. Each creature in a 30 by 30 ft. space originating from the balor must make a DC 22 Strength saving throw, taking 15 (2d6 + 8) slashing damage plus 10 (3d6) fire damage and is knocked prone on a failed save, or half as much damage and isn't knocked prone on a successful one.

Infernal Blast Wave (Costs 3 Actions). Infernal fire erupts and surges from the balor, striking creatures around it. Each creature within 20 feet of it must make a DC 21 Strength saving throw. On a failed save, the target takes 21 (6d6) fire damage and 21 (6d6) necrotic damage, is pushed up to 10 feet away and knocked prone, and catches fire. On a successful save, the target takes half as much damage, isn't pushed and knocked prone, and doesn't catch fire.

ELITE CHIMERA

Large monstrosity, chaotic evil

Armor Class 15 (natural armor)

Hit Points 189 (18d10 + 114)

Speed 30ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	11 (+0)	21 (+5)	3 (-4)	14 (+2)	10 (+0)

Saving Throws Str +6, Dex +1, Con +6, Int -3, Wis +3, Cha +1

Skills Perception +8

Senses darkvision 60 ft., passive Perception 18

Languages understands Draconic but can't speak

Challenge 8 (3900 XP)

Actions

Multiattack. The chimera makes four attacks: two with its bite (dragon and lion), one with its horns, and one with its claws. When its fire breath is available, it can use the breath in place of its bite or horns.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage.

Horns. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (1d12 + 5) bludgeoning damage.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Fire Breath (Recharge 5-6). The dragon head exhales fire in a 15-foot cone. Each creature in that area must make a DC 16 Dexterity saving throw, taking 31 (7d8) fire damage on a failed save, or half as much damage on a successful one.

Lion's Roar (Recharge 5-6). The lion head emits a magical roar. Each creature within 120 feet that can hear its roar must succeed on a DC 16 Wisdom saving throw or be deafened and frightened for one minute. If a creature fails its saving throw by 5 or more, the creature is also paralyzed while frightened for the same duration. A frightened creature can repeat the saving throw at the end of each of its turns, ending both effects on itself on a success. When the chimera uses Multiattack and Lion's Roar is available, the chimera can use Lion's Roar in place of its bite.

ELITE ETTIN

Large giant, chaotic evil

Armor Class 13 (natural armor)

Hit Points 142 (15d10 + 60)

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	8 (-1)	19 (+4)	6 (-2)	10 (+0)	8 (-1)

Saving Throws Str +7, Dex +0, Con +5, Int -1, Wis +1, Cha +0

Skills Perception +5

Senses darkvision 60 ft., passive Perception 15

Languages Giant, Orc

Challenge 6 (2300 XP)

Coordinated Swing. If the ettin successfully hits a target with its first melee weapon attack, it gains advantage on its next melee weapon attack made against the same target before the end of its turn.

Dual Reactions. The ettin can use its reaction twice until the start of its next turn.

Two Heads. The ettin has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Wakeful. When one of the ettin's heads is asleep, its other head is awake.

Actions

Multiattack. The ettin makes two attacks: one with its battleaxe and one with its morningstar.

Battleaxe. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) slashing damage.

Morningstar. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage.



ELITE FROST GIANT

Huge giant, neutral evil

Armor Class 16

Hit Points 225 (18d12 + 108)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
24 (+6)	9 (-1)	23 (+5)	9 (-1)	10 (+0)	12 (+1)

Saving Throws Str +9, Dex +3, Con +10, Int +1, Wis +4, Cha +5

Skills Athletics +10, Perception +4

Senses passive Perception 14

Languages Giant

Challenge 10 (5900 XP)

Aura of Cold. A creature that starts its turn within 5 feet of the giant takes 5 (1d10) cold damage. In addition, the giant's melee weapon attacks deal an extra 5 (1d10) cold damage (included in the attacks).

Crushing Stomp. A creature hit by the giant's Stomp attack is grappled (escape DC 18). Until this grapple ends, the target is restrained and the giant can automatically hit the target with its Stomp but can't use its Stomp against other targets.

Actions

Multiattack. The giant makes two greataxe attacks.

Greataxe. *Melee Weapon Attack:* +11 to hit, reach 10ft., one target. *Hit:* 26 (3d12 + 7) slashing damage plus 5 (1d10) cold damage.

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

Stomp. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one prone target smaller than the giant. *Hit:* 16 (2d8 + 7) bludgeoning damage plus 5 (1d10) cold damage.

Trembling Slam. The giant strikes the ground with its melee weapon or foot, triggering a short earth tremor. All other creatures on the ground within 10 feet of the giant that are smaller than the giant must succeed on a DC 18 Strength saving throw or be knocked prone. When the giant uses its Multiattack and Trembling Slam is available, the giant can use its Trembling Slam in place of one melee weapon attack.

ELITE GOBLIN BOSS

Small humanoid (goblinoid), neutral evil

Armor Class 19

Hit Points 45 (9d6)

Speed 30ft.

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

Saving Throws Str +2, Dex +4, Con +1, Int +1, Wis +0, Cha +0

Skills Stealth +7

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge 2 (450 XP)

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

Gang Up. The elite goblin boss has advantage on an attack roll against a creature if at least two of the elite goblin boss's allies are within 5 feet of the target and the allies aren't incapacitated.

Actions

Multiattack. The elite goblin boss makes two attacks with its scimitar. The second attack has disadvantage.

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

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





ELITE MANTICORE

Large monstrosity, lawful evil

Armor Class 15 (natural armor)
Hit Points 114 (12d10 + 48)
Speed 30ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	7 (-2)	12 (+1)	8 (-1)

Saving Throws Str +5, Dex +4, Con +5, Int -1, Wis +2, Cha +0

Senses darkvision 60 ft., passive Perception 11

Languages Common

Challenge 5 (1800 XP)

Tail Spike Regrowth. The manticore has twenty-four tail spikes. Used spikes regrow when the manticore finishes a long rest.

Actions

Multiattack. The manticore makes three attacks: one with its bite and two with its claws or three with its tail spikes.

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

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

Tail Spike. *Ranged Weapon Attack:* +6 to hit, range 100/200 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Spike Volley. The manticore makes a Tail Spike attack against any number of creatures within 10 feet of a point it can see within 100 feet. It must have tail spikes for each target, as normal, and it makes a separate attack roll for each target.

ELITE MIND FLAYER

Medium aberration, lawful evil

Armor Class 16 (breast plate)
Hit Points 104 (19d8 + 19)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	12 (+1)	21 (+5)	18 (+4)	17 (+2)

Saving Throws Str +2, Dex +3, Con +3, Int +9, Wis +8, Cha +7

Skills Arcana +8, Deception +7, Insight +7, Perception +7, Persuasion +7, Stealth +5

Senses darkvision 120ft., passive Perception 18

Languages Deep Speech, Undercommon, telepathy 120ft.

Challenge 9 (5000 XP)

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

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

At will: *detect thoughts*, *levitate*.

3/day each: *misty step*, *suggestion*.

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

Actions

Tentacles. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 16 (2d10 + 5) psychic damage. If the target is Medium or smaller, it is grappled (escape DC 16) and must succeed on a DC 17 Intelligence saving throw or be stunned until this grapple ends.

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

Mind Blast (Recharge 5-6). The mind flayer magically emits psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 17 Intelligence saving throw or take 23 (4d8 + 5) psychic damage and be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Reactions

Psionic Shield (3/day). The mind flayer adds its Intelligence modifier (5) to its AC against one melee or ranged attack that would hit it. To do so, the mind flayer must see the attacker.



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MASTER'S GUIDE, AND THE PLAYER'S HANDBOOK!

By DRAGONIX



INTO THE DRAGON'S MAW

NOW AVAILABLE!

Into the Dragon's Maw is an exciting five to six hour D&D 5E adventure for characters of 4th to 6th level but can be easily adjusted for a lower or higher level party. It is originally designed to be used with the Tyranny of Dragons campaign but can be easily adapted to any setting.

The party must race to an abandoned Cult of the Dragon lair to stop a rogue wizard from unleashing an evil artifact. They soon discover and remember that not all things are what they seem.

The adventure unfolds in a unique way that builds up to a shocking "M Night Shyamalan" kind of twist and an incredible climactic ending!

By Dragonix

