

NEURAL NETWORK MONSTERS COMPENDIUM

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The monsters in this document were inspired by the list of names generated by [Janelle Shane's AI Weirdness Project](#). After being trained on a list of over 2,000 monster names from the 2nd Edition D&D Monster Manual, the neural network generated almost a hundred new monsters just waiting to be designed and adapted into 5th Edition. I've done my best to stay true to the spirit of the names given, as strange and outlandish as some of them are, and hope you find something within these pages to take for your own games or inspire your own versions of these bizarre and fantastic creatures. -- TT

VERSION HISTORY

15 JUN 2019: Version 1.0, adding Table of Contents and the last of the monsters, 84-92

20 MAY 2019: Version 0.4, adding monsters 58-83

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ACHS

Also sometimes called "corpse reeds" or "river stalks," achs are a somewhat rare medicinal plant found along tributaries and fast flowing streams. All parts of the plant, from the seeds, roots, and leaves, can be used to prepare common home remedies, treating ailments like indigestion or headaches. Because of their scarcity, these fibrous greens can fetch a high price at village markets, often graded based on size, color, and freshness. However, folk tales speak of particularly old and robust achs, capable of curing all manner of diseases. These S-class plants are from which the species get its grisly name, as they are rumored only to grow near fresh corpses of the drowned. Attempts to verify this legend have thus far yielded no conclusions, although the idea of a potent medicine only growing from the bodies of the dead is not a new one. Indeed, from a certain perspective, all plants of good health and stature grow from the decaying bodies of those that came before, although rarely as directly and explicitly as the stories of the river achs.

ACH, S-CLASS

Small plant, unaligned

Armor Class 9

Hit Points 14 (4d6)

Speed 10 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	9 (-1)	11 (+0)	4 (-3)	8 (-1)	6 (-2)

Damage Resistances bludgeoning, cold, piercing

Senses passive Perception 9

Languages --

Challenge 1/8 (25 XP)

False Appearance. While the ach remains motionless, it is indistinguishable from a normal plant.

Actions

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

Consume Body. The ach grabs one unsecured incapacitated creature of Medium size or smaller within 5 feet of it. The creature is now restrained. While the creature is restrained in this way, the ach can use its action to regain 7 (2d6) hit points. The ach can only restrain one creature at a time. If the creature is dying, it must immediately make a death saving throw. If the creature is stable, it is unstabilized and resumes dying.

ANCIENT TORTLES

Relics of an age long since passed, the turtle people describe their ancestors as great and powerful creatures, in tune with the underlying pulse of the natural world. Wielding a kind of primordial magic lost to the ages, these ancient people lived in harmony with the spirits around them, maintaining their steady way of life in balance with the march of the cosmos.

There have, of course, been rumors surrounding the alleged sightings of these ancestral figures, often in remote and dangerous corners of the world, inaccessible but by foolhardy sailors or ships blown far off course. As fantastic as it would be to find these people still alive and thriving in an isolated community somewhere, it seems exceptionally unlikely that any population of their culture could remain undisturbed or undiscovered over the last thousand years. As their modern descendants themselves lead very nomadic and solitary lifestyles, the necessary spread and distribution of creatures twice their size would be immense; far too large a territory to go completely unnoticed by the very active maritime network of our world. Indeed, the only way for even a single colony of these ancient people to remain in hiding would be for them to be actively avoiding detection and discouraging explorers somehow. The very thought of such a thing, obviously, is completely preposterous.

ANCIENT TORTLE

Large humanoid (turtle), any alignment

Armor Class 18 (natural armor)

Hit Points 75 (10d10 + 20)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	8 (-1)	14 (+2)	9 (-1)	15 (+2)	11 (+0)

Saving Throws Str +6, Con +5

Skills Perception +5, Survival +8

Senses passive Perception 15

Languages Primordial, Sylvan

Challenge 5 (1,800 XP)

Hold Breath. The turtle can hold its breath for 4 hours.

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

At will: *absorb elements*, *druidcraft*, *shape water*

1/day each: *control water*, *wall of water*

Speak with Beasts and Plants. The turtle can communicate with beasts and plants as if they shared a language.

Actions

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

Shell Defense. The turtle withdraws into its shell. Until it emerges, it gains a +4 bonus to AC and has advantage on Strength and Constitution saving throws. While in its shell, the turtle is prone, its speed is 0 and can't increase, it has disadvantage on Dexterity saving throws, it can't take reactions, and the only action it can take is a bonus action to emerge.

ASTRO-FISH

While traveling through the Astral Sea, you may catch glimpses of tiny alabaster creatures, perhaps resembling a scrap of fabric caught in the wind. These are commonly called the astro-fish, and they drift along the psychic currents. While mostly harmless, schools of these strange beings are often attracted to those not native to the plane, where they seek to feed on recent memories and background thoughts. A single fish will rarely have a noticeable effect on one's mind, but a large enough number of them can quickly steal hours or even days at a time. It is believed that many of those lost to the Astral Sea have been victims of the astro-fish, finding themselves with no idea of where they are or how they got there, doomed to drift aimlessly for the rest of eternity.

ASTRO-FISH

Tiny celestial, unaligned

Armor Class 11
Hit Points 1 (1d4 - 1)
Speed 0 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	12 (+1)	8 (-1)	1 (-5)	12 (+1)	6 (-2)

Senses truesight 30 ft., passive Perception 11
Languages --
Challenge 0 (10 XP)

Astral Entity. The astro-fish can't leave the Astral Plane, nor can it be banished or otherwise transported out of the Astral Plane.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 1 psychic damage.

SWARM OF ASTRO-FISH

Medium swarm of Tiny celestials, unaligned

Armor Class 11
Hit Points 21 (6d8 - 6)
Speed 0 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	12 (+1)	8 (-1)	1 (-5)	12 (+1)	6 (-2)

Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
Senses truesight 30 ft., passive Perception 11
Languages --
Challenge 1/4 (50 XP)

Astral Entity. The swarm can't leave the Astral Plane, nor can it be banished or otherwise transported out of the Astral Plane.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny astro-fish. The swarm can't regain hit points or gain temporary hit points.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 14 (4d6) psychic damage, or 7 (2d6) psychic damage if the swarm has half of its hit points or fewer. The target must make a DC 11 Intelligence saving throw. On a failure, the creature loses all memory of the last hour. If recent memories have already been lost, the creature loses all memory of the more last hour it could accurately recall.

A *remove curse* or *greater restoration* spell cast on the target restores the creature's memories.

BARBERS

Fashion trends may come and go, but the work of a barber is never finished. Usually seen as an indulgence of the middle and upper class, the services of a talented barber can immediately change one's first impressions on people. Whether to improve one's business negotiations or romantic prospects, being well-groomed is essential to success in any level of society. Furthermore, a trip to the barber shop is often very relaxing in its own right, allowing one to take the mind away from matters of stress and hardship, indulging in the company of good people and a friendly atmosphere. Indeed, some very profitable business dealings themselves are borne out of relationships started while one or more parties were seated in the barber's chair. So while it may certainly be possible to survive the world with quick and simple shaves and haircuts, finding a quality professional can elevate one from simply surviving to thriving.

BARBER

Medium humanoid (any race), neutral

Armor Class 12

Hit Points 11 (2d8 + 2)

Speed 30 ft.

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

Skills Barber's Tools +6, Sleight of Hand +4

Senses passive Perception 11

Languages Any one language (usually Common)

Challenge 1/8 (25 XP)

Shave and a Haircut. Over the course of 1 hour, the barber can use its barber's tools on a willing humanoid that has hair, treating and styling the target's hair in any fashioned desired. The target reduces its level of exhaustion by one, and gains a +2 bonus to all Charisma skill checks over the next 24 hours or until it takes a long rest. Additionally, the target makes Charisma skill checks with advantage when interacting with another humanoid that finds their species and gender attractive.

A creature cannot benefit from this ability more than once per day.

Actions

Barber's Razor. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

BAT UNICORN

The goblins of the Tonapa caves ride out on giant bats for their raids, pillaging the countryside under the cover of darkness and sowing discord wherever they go. It is reported that their steeds bear a large single horn from their head, although it is unknown whether these were crafted using chimeric magics or if the bats have been affixed with some sort of spiked helm. Regardless, the goblins train their mounts to fly at full speed towards their intended targets, slamming into them with the points of these horns. While they are of course deadly with enough accuracy, this also disorients their victims, potentially knocking them to the ground or out of the air.

BAT UNICORN

Large monstrosity, unaligned

Armor Class 13

Hit Points 44 (8d10)

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	10 (+0)	2 (-4)	11 (+0)	6 (-2)

Saving Throws Dex +5

Senses blindsight 60 ft., passive Perception 10

Languages --

Challenge 1 (200 XP)

Charge. If the bat moves at least 20 feet straight toward a target and then hits it with a horn attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Echolocation. The bat can't use its blindsight while deafened.

Keen Hearing. The bat has advantage on Wisdom (Perception) checks that rely on hearing.

Actions

Multiattack. The bat makes two attacks: one with its claws and one with its horn.

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

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

BEETS

Far from the simple vegetables most are familiar with, the beets of the northern Scrann towns are carnivorous beasts, attacking livestock and pets and any other creatures they can fit within their jaws. However, despite the threats they pose, some farmers have adopted them as fairly effective guardians to their fields. By lining the borders of their crops with a few of these maneaters, any thieving bears, boars, or even goblins are soon deterred from pressing onwards, lest they become a meal instead of stealing one. Even should one of these thieves manage to escape with their lives, the deep stubborn stains left by the maneater's juices often lead to their capture quite literally red-handed. So long as the farmer keeps their vegetative guardians well fed and watered, they will retain a steadfast watch over their property all through the season.

BEET MANEATER

Medium plant, unaligned

Armor Class 9

Hit Points 36 (8d8)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	11 (+0)	2 (-4)	10 (+0)	2 (-4)

Damage Vulnerabilities fire

Condition Immunities blinded, deafened

Senses tremorsense 30 ft., passive Perception 10

Languages --

Challenge 1/2 (100 XP)

Color Stain. A creature that hits the beet maneater with a melee attack while within 5 feet of it takes 4 (1d8) acid damage. That creature's weapon, body, and clothing are stained a deep red until cleaned with a powerful soap for at least 1 hour.

Actions

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

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* If the target is a Small or smaller creature, it is trapped inside the beet maneater's rootbulb. Otherwise, the target is grappled (escape DC 12). While trapped in this way, the target is blinded and restrained, has total cover from attacks and other effects outside the beet maneater, and takes 9 (2d8) acid damage at the start of each of the target's turns. If the beet maneater dies, the creature trapped inside it is no longer restrained by it.

If the target is a Medium or larger creature, it takes 9 (2d8) acid damage at the start of each of the target's turns as long as it is grappled.

A beet maneater can engulf or grapple only one creature at a time.

BULLYWUG BOGBERGERS

Living deep in the western swamps, some tribes of bullywugs maintain mostly peaceful relationships with their neighbors by domesticating various species of oozes. These slime ranchers use their herd to dispose of waste and secure their territory, calling upon the bogbergers that tend the flock in times of conflict. The shepherds have built some understanding with the creatures they care for, as well as at least a measure of tolerance to their acidic bodies. The slimes are kept well fed on scraps from the rest of the tribe, and thus have incentive to remain in the area while food is plentiful. Though it may be a simple partnership, it relies a great deal on a surprising amount trust from both sides.

BOGBERGER

Medium humanoid (bullywug), any non-lawful alignment

Armor Class 11

Hit Points 22 (4d8 + 4)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	13 (+1)	8 (-1)	16 (+3)	8 (-1)

Skills Animal Handling +7, Perception +5, Stealth +3

Damage Resistances acid

Senses passive Perception 15

Languages Bullywug

Challenge 1/2 (100 XP)

Special Equipment. The bullywug is equipped with an *ironwood crook*, a magic quarterstaff that grants a +1 bonus to attack and damage rolls made with it (included in its attack), and is immune to acid damage and corrosion.

Amphibious. The bullywug can breathe air and water.

Speak with Frogs and Toads. The bullywug can communicate simple concepts to frogs and toads when it speaks in Bullywug.

Swamp Camouflage. The bullywug has advantage on Dexterity (Stealth) checks made to hide in swampy terrain.

Standing Leap. The bullywug's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

Actions

Ironwood Crook. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage, or 6 (1d8 + 2) bludgeoning damage if used with two hands.

Command Slime. The bullywug targets one allied ooze it can see within 30 feet of it. If the target can see and hear the bullywug, the target can move up to its speed and make one weapon attack as a reaction and gains advantage on the attack roll.

BURGLESTARS

While they may not be full angels as most would recognize them, burglestars are emissaries of the gods all the same. They serve deities like Hermes, the Traveler, or other patrons to thievery, and are said to offer aid and shelter to those truly devoted to burglary and subterfuge. These celestial beings would not appear any different from any other mortal, but one might get a hint of their divine heritage from their unnatural grace and speed. It is said they detest violence, preferring instead to encourage rooftop chases or games of manual skill in order to settle disputes. Because of this, apprehending one of these tricksters is even more difficult than finding one in the first place.

BURGLESTAR

Medium celestial (angel), any non-lawful alignment

Armor Class 18 (studded leather)

Hit Points 81 (18d8)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
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11 (+0)	22 (+6)	10 (+0)	16 (+3)	18 (+4)	17 (+3)
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Saving Throws Dex +10, Wis +8, Cha +7

Skills Acrobatics +10, Deception +7, Perception +12, Sleight of Hand +14, Stealth +14

Condition Immunities charmed, frightened

Senses darkvision 120 ft., passive Perception 22

Languages Thieves' cant plus any two languages

Challenge 10 (5,900 XP)

Cunning Action. On each of its turns, the burglestar can use a bonus action to take one of the following actions: Dash, Disengage, Hide, Use an Object, or any Dexterity skill check (such as Sleight of Hand or using Thieves' Tools).

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

Fancy Footwork. On the burglestar's turn, if it makes a melee attack against a creature, that creature can't make opportunity attacks against it for the rest of its turn.

Sneak Attack (1/Turn). The burglestar deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the burglestar that isn't incapacitated and the burglestar doesn't have disadvantage on the attack roll.

Thief's Reflexes. The burglestar takes two turns during the first round of combat. It takes its first turn at normal initiative and its second turn at that initiative minus 10. It cannot use this feature when surprised.

Actions

Shortsword. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 9 (1d6 + 6) piercing damage.

Light Crossbow. *Ranged Weapon Attack:* +10 to hit, range 80/320 ft., one target. *Hit:* 10 (1d8 + 6) piercing damage.

Reactions

Skirmisher. When an enemy creature ends its turn within 5 feet of the burglestar, it can move up to half its speed. This movement doesn't provoke opportunity attacks.

CLACK SERVANTS

Vampires that live in the subterranean world of the Underdark gain many benefits, not the least of which is the complete lack of sunlight. However, one of the drawbacks to this world of darkness is the scarcity of living bodies, both as a food source and to be employed as labor and servants. Thus, some have turned to necromantic magic in order to make the best use of their limited resources. Clack servants are animated skeletons, often formerly dwarves, dressed in an excess of metal plates and scraps of old armor. Every movement through the dark caverns of the vampire's lair causes these plates to rattle and echo through the halls, earning them their popular moniker. These walking noisemakers serve as surprisingly effective guards and sentries, and a single one can easily alert the entire compound to the detection of intruders. The extra weight of their armor also makes them to make surprisingly powerful charges through enemy lines, despite their small stature. Overall, attempting to infiltrate any stronghold the employs this skeletal security system is exceptionally difficult, and planning around these obstacles will be paramount.

VAMPIRE CLACK SERVANT DWARF

Small undead, lawful evil

Armor Class 15 (armor scraps)

Hit Points 39 (6d6 + 18)

Speed 30 ft.

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

Saving Throws Str +4

Skills Perception +3

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Understands Dwarvish but can't speak

Challenge 2 (450 XP)

Clattering Clutter. The skeleton's bones and armor scraps make noise with every movement. It has disadvantage on Stealth (Dexterity) checks, and attacks against it cause noise that can be heard up to 100 feet away.

Actions

Multiattack. The skeleton makes two attacks with its mallet.

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

Rattle Shake. The skeleton sounds the alarm by vigorously rattling its bones and armor, causing noise that can be heard up to 300 feet away. All allies that can hear the alarm are aware of the location of the skeleton.

Roll (Recharge 5-6). The skeleton moves up to its speed and can move through the space of any creature smaller than Large. The first time the skeleton enters a creature's space during this move, the creature must make a DC 12 Dexterity saving throw. If the saving throw succeeds, the creature is pushed 5 feet away from the skeleton. If the saving throw fails, that creature is knocked prone, and the skeleton can make a mallet attack against it.

CLOUD OF CHAOS

Repeated magical experimentation often has dangerous and unpredictable by-products, and clouds of chaos are one such result. A swirling mass of raw elemental energy, these animated creatures are barely held together by the magic that created them. They rarely live longer than a week if left alone, but the destruction they can cause during that time can rival even a feral dragon. Thankfully, when they appear they are easy enough to find, and dealing with them is relatively straightforward with the right approach.

CLOUD OF CHAOS

Huge elemental, chaotic neutral

Armor Class 14

Hit Points 63 (6d12 + 24)

Speed 0 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	18 (+4)	2 (-4)	10 (+0)	4 (-3)

Saving Throws Con +7

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

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

Senses blindsight 60 ft., passive Perception 10

Languages --

Challenge 5 (1,800 XP)

Death Burst. When the elemental dies, it explodes in a burst of magical energy. Each creature within 60 feet of it must then succeed on a DC 15 Constitution saving throw. On a failure, a target takes 18 (4d8) force damage and experiences a surge of wild magic; roll on the Wild Magic Surge table in the Player's Handbook to determine the wild magic effect. On a successful save, a target takes half that damage and doesn't experience a wild magic surge.

Gaseous Form. The elemental can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 5 (1d10) force damage. In addition, the elemental can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 5 (1d10) force damage.

Innate Spellcasting. The elemental's innate spellcasting ability is Constitution (spell save DC 15, +7 to hit with spell attacks). It can innately cast the following spells, requiring no components:

At will: *chaos bolt*

1/day: *prismatic spray*

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

Actions

Chaotic Burst (Recharge 5–6). Each creature within 30 feet of the elemental must make a DC 15 Constitution saving throw. On a failure, a target takes 18 (4d8) force damage and is stunned until the end of the elemental's next turn. On a successful save, a target takes half that damage and isn't stunned.

THE CRYSTALLINE

The Crystalline, or "Crystalmen" as they are sometimes called, are an alien race of beings formed entirely of transparent, glass-like stone. It is theorized by anthropologists that they are descended from earth-based genasi, and that their unique composition is a result of living many generations far below the surface. They are quite sensitive to sound, and raising one's voice even a little is considered extremely taboo in their culture. By and large they are an amiable, if quite stoic, people when dealing with outsiders. They are seen rarely out of the Underdark, but now that contact has been made with them, it is probably not long before we see adventurous young crystalline make their way abroad to seek their fortunes.

CRYSTALLINE TEMPLATE

Any humanoid NPC can be converted into a crystalline. When converting one in this way, change its type to Elemental, and it retains all of its statistics except as noted below.

Ability Score Increase. The crystalline's Constitution score increases by 2, and its Intelligence score increases by 1, to a maximum of 20 for each score.

Special Traits. The crystalline gains vulnerability to bludgeoning and thunder damage, resistance to fire and radiant damage, and immunity to poison damage and the poisoned condition. It also gains the Shocking Rebuke trait.

Senses. The crystalline gains a darkvision with a radius of 60 feet unless it already has darkvision with a greater radius.

Languages. The crystalline speaks Terran in addition to any other languages it knows.

CRYSTALLINE SAMPLE

Here the crystalline template has been applied to a human priest to create a crystalline priest.

CRYSTALLINE PRIEST

Medium elemental, any alignment

Armor Class 13 (chain shirt)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
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10 (+0)	10 (+0)	14 (+2)	14 (+2)	16 (+3)	13 (+1)
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Skills Medicine +5, Persuasion +3, Religion +5

Damage Vulnerabilities bludgeoning, thunder

Damage Resistances fire, radiant

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Terran, any two languages

Challenge 2 (450 XP)

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

Shocking Rebuke. When the priest takes damage from a melee weapon attack, the attacker takes 1d4 lightning damage.

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

Cantrips (at will): *light*, *sacred flame*, *thaumaturgy*

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

2nd level (3 slots): *lesser restoration*, *spiritual weapon*

3rd level (2 slots): *dispel magic*, *spirit guardians*

Actions

Mace. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage.

DESERT BEEPLE

Distant cousins to the Thri-keen people, these desert insect-folk are often called "beeples" by surrounding villages and nomadic tribes. Unlike the tales of humanoid wasps and bees most have read or heard of, these beeples are actually quite solitary, most wandering the sands completely alone for most of their lives. Meetings with others of their kind are said to be amicable, but short. It is theorized that some fashion of courtship must take place between males and females of appropriate age and health, and that some kind of nesting or child-rearing should follow, but these subjects simply have not brought up in the few recorded interviews with these people. Indeed, their culture and values seem quite alien to our ways of thinking, as ours must be to them as well. Still, as a whole they seem fairly trustworthy and at the very least not particularly malicious, although with such a small number of examples to draw from, specific interactions may vary wildly.

DESERT BEEPLE TEMPLATE

Any humanoid NPC can be converted into a beeper. When converting one in this way, change its race to Thri-keen, and it retains all of its statistics except as noted below.

Ability Score Increase. The beeper's Dexterity score increases by 2, and its Wisdom score increases by 2, to a maximum of 20 for each score. Additionally, its Charisma decreases by 2.

Fly and Burrow Speed. The beeper gains a flying speed of 40 feet in addition to its walking speed. It cannot fly while wearing medium or heavy armor, or while it is encumbered. It also gains a burrow speed of 10 feet.

Special Traits. The beeper gains proficiency in the Survival skill if it wasn't already. It also gains an unarmed sting attack, which it is proficient in.

Senses. The beeper gains a darkvision with a radius of 60 feet unless it already has darkvision with a greater radius.

Languages. The beeper speaks Thri-keen in addition to any other languages it knows.

DESERT BEEPLE DRUID

Medium humanoid (thri-keen), any alignment

Armor Class 12 (16 with *barkskin*)

Hit Points 27 (5d8 + 5)

Speed 30 ft., burrow 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	13 (+1)	12 (+1)	17 (+3)	9 (-1)

Skills Medicine +5, Nature +3, Perception +5, Survival +5

Senses darkvision 60 ft., passive Perception 15

Languages Druidic, Thri-keen, plus any two languages

Challenge 2 (450 XP)

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

Cantrips (at will): *druidcraft*, *infestation*, *shillelagh*

1st level (4 slots): *create or destroy water*, *entangle*, *longstrider*, *thunderwave*

2nd level (3 slots): *barkskin*, *dust devil*

Actions

Quarterstaff. *Melee Weapon Attack:* +2 to hit (+5 to hit with *shillelagh*), reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage, 4 (1d8) bludgeoning damage if wielded with two hands, or 6 (1d8 + 2) bludgeoning damage with *shillelagh*.

Sting. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

DOME ANIMAL

A relic from the Age of Wonders, this strange tortoise-shaped contraption was built using magic and methods long lost to the history of the world. Restored to functionality, it can be used as a sturdy and reliable source of shelter and protection against the elements and other dangers of the world. It was likely designed to be a convenience for those needing to travel great distances with few companions, allowing for peace of mind during those cold nights in a strange land. Discovering the method to once again produce this device at a large scale would be quite the feat for an enterprising artificer, but one that could easily satisfy one's financial obligations for several lifetimes.

DOME ANIMAL

Small construct, unaligned

Armor Class 11 (natural armor)

Hit Points 7 (2d6)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	6 (-2)	11 (+0)	4 (-3)	10 (+0)	5 (-3)

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Understands the languages of its creator but can't speak

Challenge 0 (10 XP)

Telepathic Bond. While the dome animal is on the same plane of existence as its master, it can magically convey what it senses to its master, and the two can communicate telepathically.

Actions

Claws. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 slashing damage.

Project Dome (1/Day). The dome animal casts *tiny hut* centered on itself and remains stationary for the duration. The parameters of the spell can be adjusted by its master as a bonus action.

Reactions

Project Shield (1/Day). When the dome animal or a creature within 5 feet of it of its master's choice is targeted by an attack, the target gains +5 bonus to AC, including against the triggering attack, until the start of its next turn.

DRAGONS

THE BIG DRAGON

All dragons are big, but if you ask the most ancient elves to speak on *the* big dragon, the eldest among them will know this can only be in reference to the largest of them all, the dreaded draconic titan. As large as the mountains themselves, the last war of the first age was against this beast alone, fought to decide the fate of the world itself. More than five miles long and taller than the greatest castles ever built in any age, it is said to have darkened the skies when it took flight, to have turned forests to deserts with its flame, and to have created canyons and lakes wherever it landed.

The mortal armies of the world perished by the millions as they fought, until that fateful day when it was finally slain for good. Not even the wisest and more learned of the elvish sages know what happened to its remains, but some suspect that its bones form the very structure and foundation for the subterranean kingdoms still around today. Many evil wizards have gone looking for traces of its once-mighty body, hoping to still find pieces of its power lying dormant in scraps of scales and bones. We can only pray to the gods that such a terror never sees the light of day ever again upon this world.

DRACONIC TITAN

Titanic dragon (titan), chaotic evil

Armor Class 30 (natural armor)

Hit Points 820 (40d20 + 400)

Speed 5000 ft., fly 5000 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	8 (-1)	30 (+10)	12 (+1)	26 (+8)	16 (+3)

Saving Throws Str +19, Con +19, Wis +17, Cha +12

Damage Immunities fire; bludgeoning, piercing, and slashing from nonmagical attacks

Senses blindsight 1 mile (5000 ft.), darkvision 5 miles (25000 ft.), passive Perception 36

Languages Common, Draconic, Primordial

Challenge 30 (155,000 XP)

Empowered Attacks. The dragon's attacks are treated as magical and adamantite for the purpose of bypassing resistance and immunity to nonmagical weapons.

Fire Aura. At the start of each of the dragon's turns, each creature within 1 mile (5000 feet) of it takes 35 (10d6) fire damage, and flammable objects in the aura that aren't being worn or carried ignite. A creature that touches the dragon or hits it with a melee attack while within 10 feet of it takes 35 (10d6) fire damage.

Frightful Aura. Each creature that starts its turn within 5 miles of the dragon and can see it must succeed on a DC 27 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 dragon's Frightful Aura for the next 24 hours.

Illumination. The dragon sheds bright light in a 5-mile (25000 feet) radius and dim light for an additional 5 miles.

Legendary Resistance (5/Day). If the dragon fails a saving throw, it can choose to succeed instead.

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

Titanic Size. The dragon occupies a space of a 5-mile square. Creatures of Gargantuan size and smaller can occupy the same space as the dragon.

Actions

Claw. *Melee Weapon Attack:* +19 to hit, reach 1 mile., one 1000-foot square. *Hit:* 210 (20d20) bludgeoning damage

Fire Breath. The dragon breathes flame in a 2-mile (10000 feet) cone. Each creature in that area not behind total cover must make a DC 27 Dexterity saving throw, taking 105 (30d6) fire damage on a failed save, or half as much damage on a successful one. Creatures with resistance to fire damage do not reduce damage taken from this attack. Creatures with immunity to fire damage take half damage from this attack.

Tail. The dragon slams its tail in a 2 mile line that is 1000 feet wide. Each creature in that area must make a DC 27 Dexterity saving throw, taking 105 (10d20) bludgeoning damage on a failed save, or half as much damage on a successful one. Creatures within 300 feet of the center of the line make this save at disadvantage.

Legendary Actions

The dragon can take 5 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Attack. The dragon makes one claw attack or one tail attack.

Move. The dragon moves up to its speed.

Wing Attack (Costs 3 Actions). The dragon beats its wings. Each creature within 1 mile of the dragon not behind total cover must make on a DC 27 Strength saving throw. On a failed save, a target takes 55 (10d10) bludgeoning damage, is pushed back 30 feet, and is knocked prone. On a successful save, the target takes half as much damage and isn't pushed back or knocked prone.

CERROUS DRAGONS

Cerrous dragons, sometimes called "light keepers" or "light guardians," are mighty and ancient dragons tasked with protecting nature's beauty and safeguarding its growth under the sun. They are famed for their brilliant iridescent scales, their fierce devotion to justice, and their impressive mastery over druidic magics. Those who worship evil powers should beware the light of these guardians, especially those that seek to upset the natural cycles of life and death.

CERROUS BUNG DRAGON

Huge dragon, neutral good

Armor Class 21 (natural armor)

Hit Points 275 (22d12 + 132)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	18 (+4)	23 (+6)	15 (+2)	16 (+3)	27 (+8)

Saving Throws Dex +11, Con +13, Wis +10, Cha +15

Skills History +9, Insight +10, Perception +17, Persuasion +15

Damage Resistances fire, lightning, radiant

Condition Immunities charmed, frightened

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 27

Languages Common, Draconic, Druidic, Sylvan

Challenge 24 (62,000 XP)

Innate Spellcasting. The dragon's innate spellcasting ability is Charisma (spell save DC 23). The dragon can innately cast the following spells, requiring no material components:

At will: *druidcraft*

1/day each: *entangle*, *grasping vine*, *plant growth*, *spike growth*, *wall of thorns*

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

Speak with Beasts and Plants. The dragon can communicate with beasts and plants as if they shared a language.

Actions

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

Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage.

Claw. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Tail. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

Cerrous Aerial Negative Gnome Guants. When a light keeper falls to dark powers, their scales turn dull and fall off, exposing necrotic flesh beneath. Once guardians of nature, these fallen defenders become a perversion of it. Poisonous gases accompany the beast wherever it goes, and can linger long after the dragon has left. It can even transform into a toxic cloud, drifting through the forest and killing all within. Though rare, all light keepers maintain a constant vigil against such a thing ever happening again.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 23 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 dragon's Frightful Presence for the next 24 hours.

Blinding Burst. Each creature in a 60-foot cone not behind total cover must succeed on a DC 23 Constitution saving throw or become blinded until the end of the dragon's next turn. Undead creatures and fiends make this save at disadvantage.

Focused Beam (Recharge 5-6). The dragon fires a beam of light from its mouth in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 23 Dexterity saving throw, taking 56 (16d6) radiant damage on a failed save, or half as much damage on a successful one. Undead creatures and fiends make this save at disadvantage.

Reactions

Warding Flare. When the dragon is attacked by a creature within 60 feet of it that it can see, it can use its reaction to impose disadvantage on the attack roll, causing light to flare before the attacker before it hits or misses. An attacker that can't be blinded is immune to this feature.

Legendary Actions

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

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

Tail Attack. The dragon makes a tail attack.

Blinding Burst (Costs 2 Actions). The dragon uses its Blinding Burst.

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

Cast a Spell (Costs 3 Actions). The dragon casts one of its spells.

CERROUS AERIENTAL

NEGATIVE GNOME GUANT

Gargantuan dragon, chaotic evil

Armor Class 25 (natural armor)

Hit Points 297 (22d20 + 66)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	23 (+6)	16 (+3)	12 (+1)	14 (+2)	25 (+7)

Saving Throws Dex +14, Con +11, Wis +10, Cha +15

Skills Perception +10

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities paralyzed, petrified, poisoned, restrained

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 20

Languages Common, Draconic, Druidic, Sylvan

Challenge 25 (75,000 XP)

Innate Spellcasting. The dragon's innate spellcasting ability is Charisma (spell save DC 23). The dragon can innately cast the following spells, requiring no material components:

At will: *cloudkill*

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

Poison Aura. As long as it is conscious, the dragon continuously emits a toxic gas around it, no matter what form it is in. At the start of each of the dragon's turns, each breathing creature within 30 feet of it takes 11 (2d10) poison damage. All creatures in this area are lightly obscured and have half cover against ranged attacks.

Actions

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

Bite. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage, plus 11 (2d10) poison damage.

Claw. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage, plus 7 (2d6) necrotic damage.

Tail. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 23 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 dragon's Frightful Presence for the next 24 hours.

Mist Form. The dragon transforms into toxic mist or reverts to its true form. Its reverts to its true form if it is reduced to 0 hit points.

While in mist form, the dragon is incapacitated and can't speak. It has a flying speed of 30 feet, can hover, and can pass through any space that isn't airtight. It has advantage on Strength, Dexterity, and Constitution saving throws, is immune to nonmagical bludgeoning, piercing, and slashing damage, and is resistant to all other kinds of damage.

While in mist form, the dragon can enter a creature's space and stop there. Each time that creature starts its turn with the dragon in its space, the creature must succeed on a DC 23 Constitution saving throw or be poisoned until the start of its next turn. While poisoned in this way, the target is incapacitated.

Poison Breath (Recharge 5–6). The dragon exhales poisonous gas in a 90-foot cone. Each creature in that area must make a DC 23 Constitution saving throw, taking 70 (20d6) poison damage on a failed save, or half as much damage on a successful one. The area is filled with a dense fog, heavily obscuring the area for 1 minute or until it is dispersed by a wind of moderate or greater speed (at least 10 miles per hour).

Reactions

Misty Dodge. In response to taking damage, if the dragon is in its true form, it can use its reaction to turn into its mist form, using that form's resistances and immunities to the damage.

Legendary Actions

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

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

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 22 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Mist Form (Costs 3 Actions). The dragon uses its Mist Form ability.

CRONE DRAGON

Throughout the entirety of recorded history, the act of a dragon infiltrating a hag's coven has only been seen a few times, but to devastating results. Dark magic corrupts the elemental nature of the dragon's body, twisting it into something horrid and unnatural. It is said that dragons who undergo this transformation appear withered and decrepit, earning them the moniker of "crone dragons."

What they may lose in physical prowess, however, they gain tenfold in magical power. The stories say one of these fiends was able to kill with a gesture, another with but a glance. All the stories describe in detail the trail of despair and suffering left in their wake, of warriors with broken bodies and broken spirits, of entire kingdoms brought to their knees before such cruel and terrible might. We should be so lucky as to never see such a hideous evil on the face of this earth ever again.

CRONE DRAGON

Gargantuan dragon, chaotic evil

Armor Class 22 (natural armor)

Hit Points 367 (21d20 + 147)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
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25 (+7)	11 (+0)	24 (+7)	16 (+3)	17 (+3)	24 (+7)
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Saving Throws Dex +8, Con +15, Wis +11, Cha +15

Skills Arcana +10, Deception +14, Perception +17

Damage Resistances necrotic, bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 26

Languages Common, Draconic

Challenge 25 (75,000 XP)

Innate Spellcasting. The dragon's innate spellcasting ability is Charisma (spell save DC 22, +14 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *bestow curse*, *detect magic*, *ray of sickness*

3/day each: *finger of death*, *harm*, *power word pain*

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

Actions

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

Bite. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage.

Claw. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

Tail. *Melee Weapon Attack:* +14 to hit, reach 20 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 22 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 dragon's Frightful Presence for the next 24 hours.

Withering Breath (Recharge 6). The dragon exhales dark magical energy in a 90-foot cone. Each creature in that area must make a DC 22 Constitution saving throw. On a failure, the target takes 66 (12d10) necrotic damage and becomes poisoned for 1 minute. On a success, the target takes half that damage and isn't poisoned.

While poisoned in this way, the target deals only half damage with weapon attacks that use Strength and has disadvantage on Strength-based attack rolls, Strength checks, and Strength saving throws. The poisoned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Change Shape. The dragon magically polymorphs into a Medium humanoid, or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Legendary Actions

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

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

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 22 Dexterity saving throw or take 14 (2d6 + 7) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

At-Will Spell (Costs 3 Actions). The dragon casts one of its at-will spells.

CURPLE LARD DRAGON

Curple dragon, lard dragon, gluttonous dragon; all are the same name for the beast that has gorged itself beyond all semblance of reason. While all dragons possess a ravenous appetite, these specimens have devoured so much as to cost them their ability to even walk effectively, much less take to the skies. Most accounts of these creatures describe them living deep in their caves as most dragons do, but lacking any conventional hoard of treasure. They crave not glittering gold or treasures, but only more food and flesh to eat. One could argue that their hoard is simply the contents of their massive stomachs, which may or may not contain the relics and valuables of meals past.

It is written that these corpulent beasts do not bother with the tediousness of separating their meals from the inedible arms and armaments they may possess, but simply swallow everything whole. This leads to rumors of vast sums of coins sitting within the dragons belly, which in turn leads to a steady stream of would-be treasure hunters and monster slayers right to the creature's lair, saving it the trouble of needing to actually leave its home to hunt for its meals. One could certainly imagine the dragon plays its own part in spreading these rumors, assuming it has enough self-control to leave at least one of any doomed adventuring party alive in order to spread the word.

CURPLE LARD DRAGON

Gargantuan dragon, chaotic evil

Armor Class 19 (natural armor)

Hit Points 389 (19d20 + 190)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	8 (-1)	30 (+10)	11 (+0)	13 (+1)	15 (+2)

Saving Throws Str +13, Con +16, Wis +7, Cha +8

Skills Perception +7

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 17

Languages Common, Draconic

Challenge 20 (25,000 XP)

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

Stable. Whenever an effect knocks the dragon prone or moves it against its will, it can make a DC 20 Constitution saving throw to avoid being knocked prone or moved. A prone dragon is upside down. To stand up, it must succeed on a DC 10 Dexterity check on its turn and then use all its movement for that turn.

Actions

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

Bite. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage. If the target is a creature, it is grappled (escape DC 21). Until this grapple ends, the target is restrained, and the dragon can't bite another target.

Claw. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

Tail. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage. The dragon cannot use this attack against a creature it has attacked with its bite during the last round.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 16 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 dragon's Frightful Presence for the next 24 hours.

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

If the dragon takes 30 damage or more on a single turn from a creature inside it, the dragon must succeed on a DC 20 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 dragon. If the dragon dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 10 feet of movement, exiting prone.

Legendary Actions

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

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

Tail Attack. The dragon makes a tail attack.

Chomp (Costs 2 Actions). The dragon makes one bite attack or uses its Swallow.

DEAD DRAGON

It's the giant corpse of a dead dragon.

DEAD DRAGON

Gargantuan dragon, unaligned

Armor Class 15 (natural armor)

Hit Points 155 (10d20 + 50)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	1 (-5)	21 (+5)	1 (-5)	1 (-5)	1 (-5)

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, poisoned, stunned, unconscious

Senses passive Perception 0

Languages --

Challenge 0 (10 XP)

Death Burst. The dragon's corpse is full of pockets of built up gas, which explode when the dead dragon takes 20 or more damage from a single attack. Each creature within 20 feet of it must succeed on a DC 15 Constitution saving throw or take 14 (4d6) poison damage and 14 (4d6) damage of the type determined by the dragon's color.

Stable. Whenever an effect knocks the dead dragon prone, it can make a DC 10 Constitution saving throw to avoid being knocked prone. A prone dead dragon is upside down.

DEATH SEEP DRAGON

Fully embraced by magic most foul, a death seeper is a dragon that spreads blight and disease everywhere it goes. Though they may lack the fearsome breath of their cousins, instead they have a wicked tail as their main armament. Longer than the rest of its entire body, the tail harbors a deadly enchantment that poisons fields and turns forests into wastelands. It is unknown whether this is in service to some dark god that seeks to corrupt to all the green places of the world, or whether the dragon itself simply takes pleasure in the destruction it brings. In either case, these dragons are the sworn enemies of many elves and other protectors of nature, any of which would relish the chance to remove such a forsaken beast from our world.

DEATH SEEP DRAGON

Gargantuan dragon, chaotic evil

Armor Class 20 (natural armor)

Hit Points 407 (22d20 + 176)

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

STR	DEX	CON	INT	WIS	CHA
28 (+9)	8 (-1)	26 (+8)	18 (+4)	15 (+2)	17 (+3)

Saving Throws Str +16, Con +15, Wis +9, Cha +10

Skills Athletics +16, Perception +16

Damage Immunities necrotic

Condition Immunities poisoned

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 26

Languages Common, Draconic

Challenge 24 (62,000 XP)

Choking Stench. Any creature other than a death seep dragon that starts its turn within 30 feet of the dragon must succeed on a DC 23 Constitution saving throw or become poisoned. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. On a successful saving throw, the creature is immune to the stench of all death seep dragons for 24 hours.

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

Actions

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

Bite. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 20 (2d10 + 9) piercing damage.

Claw. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 16 (2d6 + 9) slashing damage.

Tail. *Melee Weapon Attack:* +16 to hit, reach 30 ft., one target. *Hit:* 18 (2d8 + 9) bludgeoning damage plus 9 (2d8) necrotic damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 18 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 dragon's Frightful Presence for the next 24 hours.

Foul the Earth (Recharge 5–6). The dragon lashes its tail at a point within 30 feet. All natural terrain within 30 feet of that point is fouled and unable to sustain plant life until the area is targeted by a *greater restoration* spell or similar magic. The area becomes difficult terrain, and all creatures that start their turn there must make a DC 23 Constitution saving throw, taking 45 (10d8) necrotic damage on a failed save, or half as much damage on a successful one.

Legendary Actions

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

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

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 24 Dexterity saving throw or take 16 (2d6 + 9) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

GOLF DRAGONS

Though more closely related to wyverns than true dragons, these brutish creatures consider themselves the pinnacle of all scaled kind, which in turn places them above all other beings, in their eyes. Their favored hunting strategy is to lie wait, hidden deep in the overgrowth, then pouncing on their prey with all the grace of a stampeding ox. Though quite heavy-handed, it is effective nonetheless, smashing through most defenses with their club-like tails. Made of dense bone and scales, their tails are their primary weapon, secreting a corrosive acid that leaves terrible scars when it meets flesh. Cruel as they are, it is not unheard of for golf dragons to let a victim run free if they have been marred particularly harshly. It is believed they primarily do this because it allows their reputation to spread, allowing them to bask in the fear their presence instills among the common folk.

TART FLAWLER GOLF DRAGON

Huge dragon, any evil alignment

Armor Class 17 (natural armor)
Hit Points 171 (18d12 + 54)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	17 (+3)	12 (+1)	11 (+0)	16 (+3)

Saving Throws Dex +6
Skills Perception +3, Stealth +6
Damage Resistances acid
Senses blindsight 30 ft., darkvision 60 ft., passive Perception 13
Languages Common, Draconic
Challenge 8 (3,900 XP)

Pounce. If the dragon moves at least 30 feet straight toward a creature and then hits it with a melee 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 and within range, the dragon can make one bite attack against it as a bonus action.

Actions

Multiattack. The dragon makes two attacks: one with its bite and one with its tail. While flying, it can use its claws in place of one other attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 15 (2d10 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 22 (4d8 + 4) slashing damage.

Tail. *Melee Weapon Attack:* +7 to hit, reach 20 ft., one target. *Hit:* 18 (4d6 + 4) bludgeoning damage, plus 7 (2d6) acid damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Acid Spray. The dragon whips its tail in a 30-foot cone. Each creature in that area not behind total cover must make a DC 14 Dexterity saving throw, taking 21 (6d6) acid damage on a failed save, or half as much damage on a successful one.

JABBERWONT

A smaller cousin to the infamous Jabberwock, these dragonkin are known for their silver tongues and desire for stimulating conversation. Those that stumble their way into a jabberwont's lair will be given one chance to entertain their host with their stories or an area of their expertise, or else they will find themselves staying for dinner in the worst way.

While not unheard of, it is nearly impossible to escape a jabberwont that has decided to keep his guests around, thanks to their unique ability to weave enchanting magic into their own voice. Hearing one speak is wholly enrapturing for most mortals, and by the time the dragon has stopped talking, it is most likely only taking a break to have itself a conveniently helpless snack.

JABBERWONT

Large dragon (shapechanger), neutral

Armor Class 16 (natural armor)

Hit Points 105 (14d10 + 28)

Speed 60 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
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18 (+4)	12 (+1)	14 (+2)	15 (+2)	18 (+4)	20 (+5)
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Saving Throws Dex +4, Con +5, Wis +7, Cha +8

Skills Deception +8, Insight +7, Perception +7, Persuasion +8

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities lightning

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 17

Languages Common, Draconic

Challenge 5 (1,800 XP)

Change Shape. The dragon uses an action to magically polymorph into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice).

In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as its Enthralling Words and this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Actions

Bite. *Melee Weapon Attack:* +7 to hit, reach 15 ft., one target. *Hit:* 14 (3d6 + 4) piercing damage plus 3 (1d6) lightning damage.

Lightning Breath (Recharge 5–6). The dragon exhales lightning in a 50-foot line that is 5 feet wide. Each creature in that line must make a DC 12 Dexterity saving throw, taking 33 (6d10) lightning damage on a failed save, or half as much damage on a successful one.

Enthralling Words. The dragon begins speaking with a magical voice. Every humanoid within 100 feet that can hear it must make a DC 15 Wisdom saving throw or become charmed. The dragon must take a bonus action on its subsequent turns to continue speaking. It can stop speaking at any time. The magic ends if the dragon is incapacitated or if it uses a bite attack.

While charmed in this way, the target is stunned. After the dragon stops speaking, a charmed creature can repeat the saving throw at the end of each of its turns. If the saving throw is successful, the effect ends on it.

A target that successfully saves is immune to this dragon's words for the next 24 hours.

PSIONIC DRAGONETS

Though much smaller than their more famous cousins, dragonets with psionic abilities are highly sought after as allies among dragonkind. Their innate talent at reading thoughts and sensing motives are invaluable to any diplomatically minded center of power, and they are often asked to serve as ambassadors or advisors to noble courts of all kinds. Furthermore, they also possess the rare ability to travel between the planes of the multiverse, expanding their prospects all the way from the celestial courts to the demon lords of the Abyss.

PSIONIC DRAGONET

Medium dragon, neutral

Armor Class 15 (natural armor)
Hit Points 33 (6d8 + 6)
Speed 30 ft., fly 60 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	12 (+1)	19 (+4)	14 (+2)	16 (+3)

Saving Throws Int +6, Wis +4, Cha +5
Skills Insight +6, Perception +4
Damage Resistances psychic
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14
Languages Draconic
Challenge 2 (450 XP)

Amphibious. The dragon can breathe air and water.
Innate Spellcasting (Psionics). The dragon's innate spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no components:
At will: *detect thoughts*, *mage hand (the hand is invisible)*
3/day each: *nondetection* (self only), *tongues*
1/day each: *plane shift*, *telekinesis*

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.
Mind Blast (Recharge 5–6). The dragon targets a creature it can see within 60 feet. The target must succeed on a DC 14 Intelligence saving throw or take 9 (2d4 + 4) 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.

PURPLE FANG DRAGON

Fang dragons are insidious predators that lurk deep in lakes and river systems, ambushing large beasts from below. They only need to land a single bite to poison their prey, which they then allow to flee for a moment before following at a safe distance. There is no cure for purple fang venom, and those struck with it usually only have days to live. The dragon is rarely in a hurry, and will often simply wait for the victim expire on their own before going in for the kill. They are not especially cunning creatures, but their lithe form grants them a serpentine grace that aids them in hiding their large bodies. Any assassin would pay their weight in gold for a fang dragon venom gland, but none would dare go looking for such a thing on their own, not when more foolish monster hunters are available to hire.

PURPLE FANG DRAGON

Gargantuan dragon, chaotic neutral

Armor Class 24 (natural armor)

Hit Points 330 (20d20 + 120)

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

STR	DEX	CON	INT	WIS	CHA
24 (+7)	18 (+4)	23 (+6)	12 (+1)	18 (+4)	20 (+5)

Saving Throws Dex +11, Con +13, Wis +11, Cha +12

Skills Deception +12, Insight +11, Perception +11, Persuasion +12, Stealth +18

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 21

Languages Common, Draconic

Challenge 24 (62,000 XP)

Amphibious. The dragon can breathe air and water.

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

Actions

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

Bite. *Melee Weapon Attack:* +14 to hit, reach 30 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage, and the target must make a DC 20 Constitution saving throw. On a failed save, the target is poisoned, takes 33 (6d10) poison damage on a failed save, and its hit point maximum is reduced by the amount of poison damage taken. This reduction lasts for as long as the target is poisoned. On a successful save, the target takes half as much damage, isn't poisoned, and its hit point maximum isn't reduced.

At the end of each long rest, the poisoned target repeats the saving throw. On a failed save, the target takes 11 (2d10) poison damage and its hit point maximum is reduced by that amount. This reduction lasts for as long as the target is poisoned. On a successful save, the target is no longer poisoned.

Claw. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 21 (4d6 + 7) slashing damage.

Tail. *Melee Weapon Attack:* +14 to hit, reach 30 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage.

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

Legendary Actions

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

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

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 22 Dexterity saving throw or take 15 (2d6 + 7) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

DUNEBATS

Unlike other bats, giant dunebats are not particularly adept fliers, and are more suited to crawling or gliding across desert sands of their home. They are most active during the hours of dawn and dusk, when they rouse themselves from their underground burrows to search for carrion or smaller prey. They are also well known to ambush any unfortunate creature that wanders too close to them while they are buried in the sand, a cooling strategy they employ during the heat of the midday sun.

GIANT DUNEBAT

Huge monstrosity, unaligned

Armor Class 13

Hit Points 38 (4d12 + 12)

Speed 10 ft., fly 30 ft., burrow 10 ft.

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

Senses blindsight 60 ft., Passive Perception 13

Languages --

Challenge 2 (450 XP)

Echolocation. The bat can't use its blindsight while deafened.

Flyby. The bat doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Keen Hearing. The bat has advantage on Wisdom (Perception) checks that rely on hearing.

Sand Camouflage. The bat has advantage on Dexterity (Stealth) checks made while buried in sand.

Actions

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

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 17 (3d8 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) slashing damage, and it is grappled (escape DC 14). The bat can only grapple one target at a time.

DURP SNAKE

The great serpents of the Iksalan jungles are rightly feared for their impressive size and strength, but any guide will tell you that they can be dealt with quite handily with enough experience and training. Their bodies are easily more than thirty to forty feet long, with some specimens measuring at almost fifty. Thankfully, they are not nearly so graceful as their smaller cousins, and attack with the majority of their bulk on every strike. This commitment to the bite makes it simply a matter of constantly moving to avoid being caught by their fangs, although like most things is easiest done in theory rather than practice. Still, if the stories of the outland hunters are to be believed when they bring in large hauls of the snake's meat, it's a much simpler proposition to slay one of these creatures than most others that live beneath the canopy.

DURP SNAKE

Gargantuan beast, unaligned

Armor Class 20
Hit Points 150 (12d20 + 24)
Speed 30 ft., swim 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	13 (+1)	15 (+2)	1 (-5)	10 (+0)	3 (-4)

Saving Throws Str +8
Skills Perception +2
Senses blindsight 20 ft., passive Perception 12
Languages --
Challenge 4 (1,100 XP)

Clumsy. When the snake rolls a 1 on a d20 for any Strength or Dexterity roll, it immediately falls prone and has its movement reduced to 0 until the end of its next turn.

Actions

Bite. *Melee Weapon Attack:* +8 to hit, reach 20 ft., one creature. *Hit:* 13 (2d6 + 6) piercing damage, and the target must make a DC 12 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one. If a target ends its turn more than 10 feet from its previous location, the snake has disadvantage on this attack.

Constrict. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one creature. *Hit:* 25 (3d12 + 6) bludgeoning damage, and the target is grappled (escape DC 18). Until this grapple ends, the creature is restrained, and the snake can't constrict another target.

DWARF GIANT AND GIANT DWARF - THE ODD COUPLE

Jack Sprat could eat no fat,
His wife could eat no lean,
And yet between them both at meals
They licked their platters clean.

Only seen at the other's side,
Lovers through and through,
Yet both with beards and balding heads,
Can't tell between the two.

DWARF GIANT

Medium giant, chaotic neutral

Armor Class 15 (breastplate)
Hit Points 44 (8d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	12 (+1)	8 (-1)	12 (+1)	7 (-2)

Senses darkvision 60 ft., passive Perception 11
Languages Common, Giant
Challenge 2 (450 XP)

Actions

Multiattack. The giant makes two greatclub attacks or two javelin attacks.

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

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

GIANT DWARF

Large humanoid (dwarf), lawful neutral

Armor Class 9
Hit Points 85 (10d10 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	9 (-1)	16 (+3)	11 (+0)	10 (+0)	9 (-1)

Saving Throws Str +7, Con +5
Damage Resistances poison
Senses darkvision 120 ft., passive Perception 10
Languages Common, Dwarvish
Challenge 2 (450 XP)

Superior Dwarven Resilience. The dwarf has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

Actions

Greataxe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 18 (2d12 + 5) slashing damage.

Javelin. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage.

Reduce (Recharges after a Short or Long Rest). For 1 minute, the dwarf magically decreases in size, along with anything it is wearing or carrying. While reduced, the dwarf is Medium, the damage dealt using Strength-based attacks is halved, and it makes Strength checks and Strength saving throws with disadvantage.

FACE STEALERS

Sometimes called elf cobras (not to be confused with *elvish* cobras, which are a nonmagical species of snake), these bizarre predators possess a unique organ on the tip of their snout that can effectively copy the faces of humanoid creatures. It should be noted that this itself is not their face, which is far larger and easily capable of swallowing a grown man whole. Rather, this seems to be a strange sort of lure, not unlike some kinds of fish or turtle whose tongues resemble worms to their hungry prey. The face stealers hide under dense canopy and underbrush, then use this face to draw lost travelers into striking distance. Thankfully, they don't seem to possess any sort of civilized intelligence, and the lack of speech or proper responses should be a clear indication of their deception to any wary wanderer. Still, the uncanny sight of a fellow traveling companion attached to these giant serpents is enough to distract many people long enough to put them in harm's way. It is therefore advised, of course, to always stay close with one's traveling companions at all times, as the consequences of straying too far will almost certainly put everyone's lives in danger.

GIANT ELF COBRA

Huge fey, chaotic neutral

Armor Class 17 (natural armor)

Hit Points 114 (12d12 + 36)

Speed 50 ft., climb 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	21 (+5)	16 (+3)	7 (-2)	17 (+3)	12 (+1)

Saving Throws Dex +8, Wis +6

Skills Perception +6, Stealth +8

Senses darkvision 120 ft., passive Perception 16

Languages --

Challenge 8 (3,900 XP)

Face Stealer. The cobra can use its bonus action to change its face, mimicking any humanoid face it has seen in the last 30 days.

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

Actions

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage plus 14 (4d6) poison damage. If the target is a creature, it is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the cobra can't bite another target.

Swallow. The cobra makes one bite attack against a Medium or smaller creature it is grappling. If the attack hits, that creature takes the bite'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 cobra, and it takes 21 (6d6) acid damage at the start of each of the cobra's turns. If the cobra takes 20 damage or more on a single turn from a creature inside it, the cobra must succeed on a DC 15 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 cobra. If the cobra dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone.

Reactions

Face Swap. In response to being attacked by a creature it can see, the cobra can use its reaction to change its face. If it uses a face familiar to the attacker, the target must succeed on a DC 14 Wisdom saving throw or make the attacks against the cobra at disadvantage until the start of its next turn.

THE FEAST STONE

Legends tell of an isolated village high in the mountains, cut off from trade due to a terrible storm. On the brink of starvation, a pious woman prayed to the gods, asking that they all be saved from their grisly fate. In a vision, she was instructed to hike as far and high as she dared, to find the roundest and smoothest stone she could see, then to pet and coax that stone with kind words and soft songs for no fewer than three days.

The woman bid her friends and family goodbye and did as she was told by her gods, climbing up and up and up, further than anyone else she had ever known, far further than she had ever ventured beyond her home. There she found a dull gray stone no bigger than her fist, but nearly a perfectly round circle and smooth as the stones that only lined the bottoms of streams. She sat beside this stone and sang it every song she knew from her childhood, stroked it as she did the heads of her own children, and spoke to it all the stories of her village and all of their forefathers, back generations and generations, on and on and on until she knew no more of the tales.

When she finally finished, she had seen that three days had indeed passed. She looked down at the stone, and to her great surprise, it rose on four tiny feet and crawled into her lap. She clutched that stone and held it close, then carried it all the way back down the winding mountain pass back to her home in the village. She brought out her largest pot and filled it with as much snow and water it could carry, then set it over her fire and brought it to a roiling boil. With the greatest of care, she laid the dull gray stone into the water and called to her family, to her neighbors, to the entire village. They all eyed the stone in the boiling water with trepidation, but with nothing else to eat, they took their cups and drank of the stone soup.

But instead of tasting of plain boiled water or sand, the water was transformed into the richest of broths, filling and hearty and warm. The word quickly spread, and everyone came to the woman's home to fill their bowls and their bellies. The village was saved on that day, and the roads cleared soon after for trade to begin once again. The people thanked the gods for their salvation, and the tale of the feast from a stone has been passed on ever since.

FEAST STONE

Tiny elemental, unaligned

Armor Class 17 (natural armor, 12 while prone)

Hit Points 13 (2d4 + 8)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	10 (+0)	18 (+4)	2 (-4)	11 (+0)	3 (-4)

Saving Throws Con +6

Skills Stealth +4

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

Senses darkvision 60 ft., passive Perception 10

Languages --

Challenge 0 (10 XP)

False Appearance. While the feast stone remains motionless, it is indistinguishable from a normal stone.

Mountain Stable. The feast stone is immune to all attempts to lift or move it unwillingly and automatically succeeds on all saving throws that attempt to do so. Whenever an effect knocks the feast stone prone, it can make a DC 10 Constitution saving throw to avoid being knocked prone. A prone feast stone is upside down. To stand up, it must succeed on a DC 10 Dexterity check on its turn and then use all its movement for that turn.

Stone Soup. If the body of a feast stone is boiled in water within 24 hours of being killed, any living creature that consumes the broth over the next hour benefits as if under the effects of a *Heroes' Feast* spell. For every 10 pounds of food boiled in the same vessel with the feast stone, the amount of maximum hit points gained by the spell increases by 1d10, to a maximum of 8d10.

Actions

Bite. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

FIRE BRAINS

There are times when the development of intellect devourers is tainted, either by disease or latent magic in the area, causing the ustilagor larva to become fevered. This fever mutates it in strange ways, although still leaving it very capable of taking the minds of those it defeats. Thought not as efficient or effective as a typical intellect devourer, these fire brains are still highly dangerous, especially in large enough numbers.

FIRE BRAIN

Tiny aberration, neutral evil

Armor Class 13
Hit Points 18 (4d4 + 8)
Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
4 (-3)	16 (+3)	14 (+2)	16 (+3)	10 (+0)	11 (+0)

Skills Perception +2
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities blinded, prone
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 12
Languages Telepathy 60 ft., understands Deep Speech but can't speak
Challenge 1 (200 XP)

Detect Sentience. The fire brain can sense the presence and location of any creature within 300 feet of it that has an Intelligence of 3 or higher, regardless of interposing barriers, unless the creature is protected by a *mind blank* spell.

Actions

Fever Ray. *Ranged Spell Attack:* +5 to hit, range 30 ft., one target. *Hit:* 10 (3d6) psychic damage, and the target's Intelligence score is reduced by 1d4. If this reduces its Intelligence to 0, the target is stunned until it regains at least one point of Intelligence. The reduction lasts until the target finishes a short or long rest.

Body Thief. The fire brain initiates an Intelligence contest with an incapacitated humanoid within 5 feet of it that isn't protected by protection from evil and good. If it wins the contest, the fire brain magically consumes the target's brain, teleports into the target's skull, and takes control of the target's body. While inside a creature, the fire brain has total cover against attacks and other effects originating outside its host. The fire brain retains its Intelligence, Wisdom, and Charisma scores, as well as its understanding of Deep Speech, its telepathy, and its traits. It otherwise adopts the target's statistics. It knows everything the creature knew, including spells and languages.

If the host body dies, the fire brain must leave it. A protection from evil and good spell cast on the body drives the fire brain out. The fire brain is also forced out if the target regains its devoured brain by means of a *wish* spell. By spending 5 feet of its movement, the fire brain can voluntarily leave the body, teleporting to the nearest unoccupied space within 5 feet of it. The body then dies, unless its brain is restored within 1 round.

FRAITHWARP GIANTS

Fraith giants often live as hermits and sages, acting as shamans to the surrounding hill giant clans when called upon. Their deep connection to the land allows them draw upon its natural magic, using it to move themselves from hill to hill with ease. They are bearers of ancient knowledge and stories, often providing counsel to any that are able to find them and bring them offerings for their gods. While they are not explicitly evil, per se, they possess a particular sense of mischief that can make them difficult to bargain with, much less make alliances with. Still, should you find yourself an audience with one of these recluses, it would be wise to take advantage of the situation however you can.

FRAITHWARP GIANT

Large giant, chaotic neutral

Armor Class 14 (natural armor)

Hit Points 119 (14d10 + 42)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	16 (+3)	9 (-1)	16 (+3)	12 (+1)

Saving Throws Con +6, Wis +6

Skills Arcana +2, Insight +6, Perception +6

Senses passive Perception 16

Languages Common, Giant

Challenge 6 (2,300 XP)

Innate Spellcasting. The giant's innate spellcasting ability is Wisdom (spell save DC 14). The giant can innately cast the following spells, requiring no material components:

At will: *invisibility*, *misty step*

1/day each: *dimension door*, *far step*, *thunder step*

Actions

Multiattack. The giant makes two attacks, either with its slam or its staff.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 20 (3d10 + 4) bludgeoning damage.

Staff. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 17 (3d8 + 4) bludgeoning damage.

Reactions

Faint-Hearted. If a creature makes an attack on the giant, and the giant is not incapacitated, it can move 10 feet away from the attacker as a reaction, not provoking attacks of opportunity.

FROWNIES

Some believe that frownies are created from the interaction between the natural wilderness and the Shadowfell, spawned where the border between planes is thinnest. Others theorize that they are native to the Feywild, the result of lesser fey creatures being exposed too long to the deep sorrow of the winter eladrin. Whichever the case may be, these twisted beings are suffused with a heavy misery that they only want to spread throughout the world. They seek out people and places full of joy and mirth, then snuff it out with as much of their power as they can muster. They cannot abide by another's happiness while they are doomed to suffer, and being in the presence of it only reinforces their own bitter feelings. They cannot be dissuaded nor reasoned with, and as of yet no bargain struck with one of their kind has been honored by them for long.

FROWNIE

Tiny fey, neutral evil

Armor Class 14
Hit Points 5 (2d4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	18 (+4)	10 (+0)	11 (+0)	18 (+4)	12 (+1)

Saving Throws Wis +6, Cha +3
Skills Insight +8, Perception +6
Condition Immunities charmed, frightened
Senses passive Perception 16
Languages Common, Elvish, Sylvan
Challenge 1 (200 XP)

Inconsolable. The frownie is immune to any effect that attempts to alter or suppress its emotional state.

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

Actions

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

Heart Sight. The frownie touches a creature and magically knows the creature's current emotional state. If the target fails a DC 10 Charisma saving throw, the frownie also knows the creature's alignment. Celestials, fiends, and undead automatically fail the saving throw.

Sorrow Field (Recharge 6). The frownie releases a wave of gloom. All creatures within 60 feet of the frownie with an Intelligence greater than 4 must make a DC 14 Charisma saving throw. On a failure, the target takes 7 (2d6) psychic damage, is knocked prone, and becomes charmed by the frownie as long as they are within 60 feet of it. While charmed in this way, a creature is stunned. On a successful save, the creature becomes immune to any frownie's Sorrow Field for 24 hours.

Whenever a charmed creature takes damage from a source other than the frownie, it can repeat the saving throw, ending the effect on itself on a success.

THE GHOST SEA

Ancient legends speak of a far off sea, deep in the mountains to the north, nine leagues wide and three times as long. No rivers lead in or out, yet the surface stays level all year long. This is no ordinary body of water, but is the entrance to the underworld itself. Those who seek entrance to the land of the dead must earn their passage from a god, or else suffer the consequences. Those who attempt to cross over themselves are drowned by the ghost sea, their souls consumed and lost for all eternity. It is said that the sea itself is made up of those souls who attempted to cross the threshold without an invitation, now doomed to forever linger between the living and the dead, imprisoned mere steps away from their goal.

GHOST SEA

Gargantuan undead, chaotic neutral

Armor Class 5

Hit Points 297 (18d20 + 108)

Speed 40 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	1 (-5)	22 (+6)	5 (-3)	18 (+4)	8 (-1)

Saving Throws Str +10, Con +10, Wis +8

Damage Resistances acid

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

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

Senses blindsight 60 ft., passive Perception 18

Languages Aquan

Challenge 10 (5,900 XP)

Life Eater. A creature reduced to 0 hit points from damage dealt by the ghost sea or drowns while within its space dies and can't be revived by any means short of a *wish* spell.

Water Form. The ghost sea can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Actions

Multiattack. The ghost sea makes three grasp attacks.

Grasp. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) necrotic damage, and the target is pulled 10 feet towards the ghost sea's center.

Whelm (Recharge 4–6). Each creature in the ghost sea's space must make a DC 18 Strength saving throw. On a failure, a target takes 15 (2d8 + 6) bludgeoning damage and is moved 10 feet towards the ghost sea's center. If it is Huge or smaller, it is also grappled (escape DC 18). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. If the saving throw is successful, the target is pushed out of the ghost sea's space or rises to the surface, whichever is closer.

At the start of each of the ghost sea's turns, each target grappled by it takes 15 (2d8 + 6) necrotic damage. A creature within 5 feet of a creature or object can pull it out of the ghost sea by taking an action to make a DC 18 Strength check and succeeding.

GOLEMS

CROW GOLEM

Quite popular among mage spies, crow golems are designed to be inconspicuous observers and sentries, watching targets from a safe distance while remaining an unremarkable feature of the landscape. Keen-eyed observers might notice the bird across the street has a distinct lack of breathing, or how it might ignore a dropped meal nearby. These details are subtle, but might be the only clue one has that this is no ordinary bird. On the other hand, constructing one of these golems is relatively simple and inexpensive when compared to others of its kind. With enough time and materials, it isn't unreasonable to build a flock of these spies, sending them to all corners of the world to observe people, places, or objects of particular interest.

MANUAL OF CROW GOLEM CREATION

Wondrous item, very rare

This tome contains information and incantations necessary to make a particular type of golem. To decipher and use the manual, you must be a spellcaster with at least two 5th-level spell slots. A creature that can't use a manual of golems and attempts to read it takes 6d6 psychic damage.

Golem	Time	Cost
Manual of Crow Golems	3 days	666 GP

To create a golem, you must spend the time shown on the table, working without interruption with the manual at hand and resting no more than 8 hours per day. You must also pay the specified cost to purchase supplies.

Once you finish creating the golem, the book is consumed in eldritch flames. The golem becomes animate when the ashes of the manual are sprinkled on it. It is under your control, and it understands and obeys your spoken commands.

CROW GOLEM

Tiny construct, unaligned

Armor Class 12

Hit Points 13 (2d4 + 8)

Speed 10 ft., fly 50 ft.

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

Saving Throws Con +6

Skills Perception +2, Stealth +4

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 12

Languages understands the languages of its creator but can't speak

Challenge 0 (10 XP)

False Appearance. The golem is visually indistinguishable from a normal crow. A creature that can see it can deduce its true nature with a DC 14 Wisdom (Insight) check.

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

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

Psychic Link. While both are still alive, the golem and its creator are psychically linked. As long as they are both on the same plane of existence, its creator can telepathically control or command the golem, no action required. As an action, its creator can also perceive through the golem's senses, seeing and hearing through the golem's eyes and ears until the creator breaks the link using a bonus action or the golem is destroyed. During this time, the creator is deaf and blind with regard to its own senses.

Actions

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

CURSE GOLEM

Thought to be the creation of a sadistic artificer, curse golems are fiendish constructs made to resemble small dolls or effigies, often made of scrap cloth, straw, or other commonly available materials. At its core, however, it must be powered by a source of potent dark magic, such as a hag's tongue or a devil's eye. This heart of darkness instills an inherent desire to spread misery and pain throughout the world, finding their way into the hands of children in small towns and villages throughout the rural countryside. Though their creator may be long dead, these golems inflict their curses on anyone and everyone they cross paths with, and will likely continue to do so until every last one of their number has been stamped out from existence.

MANUAL OF CURSE GOLEM CREATION

Wondrous item, very rare

This tome contains information and incantations necessary to make a particular type of golem. To decipher and use the manual, you must be a spellcaster with at least two 5th-level spell slots. A creature that can't use a manual of golems and attempts to read it takes 6d6 psychic damage.

Golem	Time	Cost
Manual of Curse Golems	5 days	1,000 GP

To create a golem, you must spend the time shown on the table, working without interruption with the manual at hand and resting no more than 8 hours per day. You must also pay the specified cost to purchase supplies.

Once you finish creating the golem, the book is consumed in eldritch flames. The golem becomes animate when the ashes of the manual are sprinkled on it. It is under your control, and it understands and obeys your spoken commands.

CURSE GOLEM

Tiny construct, neutral evil

Armor Class 13

Hit Points 49 (14d4 + 14)

Speed 30 ft.

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

Saving Throws Con +3

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 13

Languages understands the languages of its creator but can't speak

Challenge 1 (200 XP)

False Appearance. While the golem remains motionless, it is indistinguishable from a normal doll.

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

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

Actions

Pin. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. **Hit:** 1 piercing damage, plus 7 (2d6) necrotic damage.

Invoke Curse. The golem targets one creature it can see within 60 feet of it. The target must succeed on a DC 13 Constitution saving throw or be cursed. Until the curse is ended, the target can't regain hit points and has vulnerability to necrotic damage. *Greater restoration*, *remove curse*, or similar magic ends the curse on the target.

HAG GOLEM

For those who mean to hide their lairs under the watch of a powerful hag, but don't want to strike an actual bargain with one, this simulation offers a close approximation of their hideous and terrifying natures. Customized to appear as horrific as necessary, the real power comes from a sacrificial heart fueling its eldritch powers. Its gaze is enough to instill so much fear in the mind of its victims that they are frozen in terror, or even to fall dead on the spot. Failing that, it is also equipped with two powerful claws, another tribute to the awful creatures it is inspired from. Truly, this construct is more than enough to spread rumors of an unthinkable evil lurking in your lands, and none but the most foolhardy of monster hunters will come to seek it out.

MANUAL OF HAG GOLEM CREATION

Wondrous item, very rare
This tome contains information and incantations necessary to make a particular type of golem. To decipher and use the manual, you must be a spellcaster with at least two 5th-level spell slots. A creature that can't use a manual of golems and attempts to read it takes 6d6 psychic damage.

Golem	Time	Cost
Manual of Hag Golems	75 days	75,000 GP

To create a golem, you must spend the time shown on the table, working without interruption with the manual at hand and resting no more than 8 hours per day. You must also pay the specified cost to purchase supplies.
Once you finish creating the golem, the book is consumed in eldritch flames. The golem becomes animate when the ashes of the manual are sprinkled on it. It is under your control, and it understands and obeys your spoken commands.

HAG GOLEM

Medium construct, unaligned

Armor Class 14 (natural armor)
Hit Points 119 (14d8 + 56)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	18 (+4)	7 (-2)	10 (+0)	3 (-4)

Saving Throws Con +7
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages understands the languages of its creator but can't speak
Challenge 5 (1,800 XP)

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

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

Actions

Multiattack. The golem makes three claw attacks.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage.

Paralyzing Fear. The golem targets one creature it can see within 30 feet of it. If the target can see the golem, the target must succeed on a DC 15 Wisdom saving throw or be magically frightened for up to 1 minute. The frightened target is paralyzed. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if the golem is within line of sight, ending the effect on itself on a success.

Death Glare. The golem targets one frightened creature it can see within 30 feet of it. If the target can see the golem, it must succeed on a DC 11 Wisdom saving throw against this magic or drop to 0 hit points.

MAGE GOLEM

Often crafted by powerful spellcasters, these crystalline constructs are often used as assistants in arcane research, archivists, or even as sentries. Their hardy nature and long lifespans make them ideal in circumstances too hazardous or tedious for most humanoids, though the high cost of their production should make most hesitate before putting them to work in any especially dangerous situations. Still, their adaptability and loyalty make them steadfast companions and assets to nearly any type of magical study.

MANUAL OF MAGE GOLEM CREATION

Wondrous item, very rare
This tome contains information and incantations necessary to make a particular type of golem. To decipher and use the manual, you must be a spellcaster with at least two 5th-level spell slots. A creature that can't use a manual of golems and attempts to read it takes 6d6 psychic damage.

Golem	Time	Cost
Manual of Mage Golems	10 days	15,000 GP

To create a golem, you must spend the time shown on the table, working without interruption with the manual at hand and resting no more than 8 hours per day. You must also pay the specified cost to purchase supplies.
Once you finish creating the golem, the book is consumed in eldritch flames. The golem becomes animate when the ashes of the manual are sprinkled on it. It is under your control, and it understands and obeys your spoken commands.

MAGE GOLEM

Medium construct, lawful neutral

Armor Class 9
Hit Points 93 (11d8 + 44)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	9 (-1)	18 (+4)	16 (+3)	10 (+0)	6 (-2)

Saving Throws Con +6
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages understands the languages of its creator but can't speak
Challenge 2 (450 XP)

Immutable Form. The golem is immune to any spell or effect that would alter its form.
Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.
Scroll Slots. The golem is built with 3 slots in its chest, each of which can accept a single spell scroll. The golem can cast any spell written on a scroll in one of its slots without expending the scroll, using the appropriate components as necessary. Once it has used a slot in this way, it cannot use that spell again until it completes a short or long rest.

Actions

Force Blast. *Melee Spell Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (3d4 + 3) force damage.

RAIN GOLEM

Once sculpted by the cloud giants as playthings for their children, rain golems are anything but toys to those unlucky enough to cross them. They bring with them severe weather, and even a focused storm cloud that constantly swirls around them. Without a master, these creations wander the countryside, bringing ruin and disaster to the farming communities they pass through. It is said that each has a heart made of a fine emerald, making them choice targets for treasure seekers and monster hunters. The knowledge of creating these golems, thankfully, has been long lost to the ages, so their numbers will only continue to diminish with each one felled.

MANUAL OF RAIN GOLEM CREATION

Wondrous item, very rare
This tome contains information and incantations necessary to make a particular type of golem. To decipher and use the manual, you must be a spellcaster with at least two 5th-level spell slots. A creature that can't use a manual of golems and attempts to read it takes 6d6 psychic damage.

Golem	Time	Cost
Manual of Rain Golems	10 days	12,000 GP

To create a golem, you must spend the time shown on the table, working without interruption with the manual at hand and resting no more than 8 hours per day. You must also pay the specified cost to purchase supplies.
Once you finish creating the golem, the book is consumed in eldritch flames. The golem becomes animate when the ashes of the manual are sprinkled on it. It is under your control, and it understands and obeys your spoken commands.

RAIN GOLEM

Medium construct, unaligned

Armor Class 14
Hit Points 85 (10d8 + 40)
Speed 20 ft., fly 50 ft.

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

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities acid, poison, psychic
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 11
Languages understands the languages of its creator but can't speak
Challenge 3 (700 XP)

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

Living Storm. The golem is always at the center of a localized storm 60 feet in diameter. Heavy precipitation in the form of either rain or snow falls there, causing the area to be lightly obscured. Heavy rain also extinguishes open flames and imposes disadvantage on Wisdom (Perception) checks that rely on hearing.

In addition, strong winds swirl in the area covered by the storm. The winds impose disadvantage on ranged attack rolls. The winds extinguish open flames and disperse fog.

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

Water Form. The golem can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Actions

Water Jet. *Ranged Spell Attack:* +12 to hit, range 120 ft., one target. *Hit:* 21 (6d6) bludgeoning damage, and the target is knocked prone if it fails a DC 14 Strength saving throw.

Lightning Storm (Recharge 6). All other creatures within 60 feet of the tempest must each make a DC 14 Dexterity saving throw, taking 14 (4d6) lightning damage on a failed save, or half as much damage on a successful one.

GOLFS

There are times when a person's competitive spirit is so strong that it persists even after death, sometimes possessing the very tools of their trade. The story of the Kolve hauntings is one such case, where a warrior of great renown was apparently struck dead just before conquering a historic feat of skill. Though the town mourned the loss quite thoroughly, the warrior's spirit simply could not move on, and could be seen on moonlit nights still swinging away, shooting stones far into countryside.

HAUNTED GOLF

Small undead, neutral evil

Armor Class 15 (natural armor)

Hit Points 52 (15d6)

Speed 0 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	11 (+0)	8 (-1)	9 (-1)	11 (+0)

Saving Throws Dex +5

Damage Immunities poison

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

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 9

Languages The languages it knew in life

Challenge 1 (200 XP)

False Appearance. While the golf remains motionless and isn't flying, it is indistinguishable from a normal club.

Actions

Multiattack. The golf makes three club attacks.

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

Shoot Stone. The golf strikes a small stone or similarly sized object on the ground within 5 feet of it, targeting a line 100 feet long. The closest creature in the line must make a DC 13 Dexterity saving throw, taking 14 (2d10 + 3) bludgeoning damage on a failure. On a success, the next closest creature must make the save instead, and so on until there are no creatures remaining.

GREAT SPACE PAT

Hey guys, thanks for coming tonight. If you have any questions, of course, feel free to stop and ask, I'm sure everyone would be more than willing to help out. If you need supplies, I've got extra, so just let me know and please try and get it back to me when we finish up.

Some of you have heard this before, but I really just have three rules. Rule one: play along! We're all here to have fun, and you can always go off playing your brooding loner hero in plenty of other games at home. While we're here with everyone else, just try and go with the flow and work together. Rule two: if it seems like things are going in a direction you really don't want it to, just raise your hand and let me know. I can't say we're necessarily going to reverse the direction of what's happened, but we can definitely move past it without going into detail. I don't want anyone to have a bad experience just because someone decided they really needed to stomp a bag of kittens to death or something. This also goes for if anyone has any really bad phobias of spiders or snakes or anything like that, just let me know right now and I'll do my best to avoid that kind of stuff if it's not needed. Lastly: have fun in your own way, so long as it doesn't go against the first two rules and ruin other peoples' fun. Roleplay as much or as little as you want, speak in an accent if you want or don't; we're all here for a good time and we shouldn't judge other folks for how they want to play. I want everyone to be comfortable playing in their own way.

Okay, any last questions before we begin? We'll probably take a break about an hour and half to two hours in, then come back after that and finish out the night. Cool? Cool, then let's jump on in! Last we left our heroes...

GREAT SPACE PAT

Gargantuan celestial (shapechanger), neutral

Armor Class 20

Hit Points 615 (30d20 + 300)

Speed 100 ft., fly 100 ft., burrow 100 ft., swim 100 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	30 (+10)	30 (+10)	15 (+2)	30 (+10)	30 (+10)

Saving Throws Str +19, Dex +19, Con +19, Int +11, Wis +19, Cha +19

Skills Insight +28, Perception +28

Damage Resistances all

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, restrained, stunned, unconscious

Senses truesight 300 ft., passive Perception 38

Languages All languages

Challenge 30 (155,000 XP)

Behind the Screen. Whenever Pat rolls for an action, ability check, or saving throw, he may do so in secret. Pat then declares the value of his roll and uses that, unless a humanoid within 300 feet of him and is aware of his presence declares a veto. Pat then must reroll the die in the open. After vetoing a roll, a humanoid is no longer able to do so again for 24 hours.

Discorporation. When Pat drops to 0 hit points or dies, his body is destroyed but his essence travels back to beyond the cosmos, and he is unable to take physical form for a time.

Divine Form. Pat can survive without food, water, or air; and he is immune to magic that would ascertain his thoughts, truthfulness, alignment, or creature type.

Divine Spellcasting. Pat's innate spellcasting ability is Charisma (spell save DC 27, +19 to hit with spell attacks). He can innately cast the following spells at 9th level, requiring no components:

At will: *counterspell*, *detect magic*, *dispel magic*, *hold person*, *plane shift*, *polymorph*, *teleport*, *wish*

3/day: *divine word*, *power word heal*, *power word kill*, *power word pain*, *power word stun*

Legendary Resistance (5/Day). If Pat fails a saving throw, he can choose to succeed instead.

Limited Magic Immunity. Pat can't be affected or detected by spells of 6th level or lower unless he wishes to be. He has advantage on saving throws against all other spells and magical effects.

Shapechanger. Pat can use an action to magically polymorph into any creature that has a challenge rating no higher than his own, or back into his true form. He reverts to his true form if he dies. Any equipment he is wearing or carrying is absorbed or borne by the new form (Pat's choice).

In a new form, Pat retains his actions, alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. His statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Actions

Rocks Fall. Each creature of Pat's choice within 300 feet of him must succeed on a DC 27 Dexterity saving throw, taking 110 (20d10) bludgeoning damage on a failed save, or half as much on a successful one. Pat may choose to reduce the number of damage dice rolled for this ability to a minimum of 1.

Manual of Monsters. Pat rolls a d20 and summons any number of creatures with a combined Challenge Rating equal to or less than that value. The creatures appear in any unoccupied spaces of Pat's choice within 300 feet of him. Each creature rolls its own initiative and acts in initiative order.

Reincarnate Map. Pat transforms the area within 300 feet of him into new terrain, magically changing the topography, local weather, and composition of the terrain. He may add or remove structures, tools, or other non-living objects. The changes to the terrain are permanent and can only be reversed with a *wish* spell.

Legendary Actions

Pat can take 5 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. Pat regains spent legendary actions at the start of his turn.

Detect. Pat makes a Wisdom (Perception) check.

Spell. Pat casts a spell.

Quench Magic. Pat targets one creature that he can see within 300 feet of him. Any resistance or immunity to damage that the target gains from a spell or a magic item is suppressed. This effect lasts until the end of Pat's next turn.

Teleport (Costs 2 Actions). Pat magically teleports up to 300 feet to an unoccupied space he can see, along with anything he is wearing or carrying.

Rearrange the Field (Costs 3 Actions). Pat chooses any number of creatures within 300 feet of him and magically teleports each them to an unoccupied space within 300 feet of him. An unwilling target may make a DC 27 Charisma saving throw, not being teleported on a success.

GREATER MOMMY

Though they resemble the undead mummy, greater mommies are actually a type of fey creature, one that has become so wrapped up in its own delusion that it thinks of itself as a progenitor of mummies. Lurking in the darker corners of the Feywild, these tormented beings attack any living creatures that approach them, taking the corpses of their victims and turning them into mummy thralls. If not dealt with promptly, they can soon amass a terrible army, spreading across the land like a swarm of locusts and plunging the world into an age of dust and darkness.

GREATER MOMMY

Medium fey, chaotic evil

Armor Class 16 (natural armor)

Hit Points 71 (11d8 + 22)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	15 (+2)	6 (-2)	16 (+3)	18 (-4)

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

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Sylvan

Challenge 10 (5,900 XP)

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

Spellcasting. The mommy is an 8th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). The mommy has the following cleric spells prepared:

Cantrips (at will): *thaumaturgy*, *toll the dead*

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

2nd level (3 slots): *hold person*, *silence*, *warding bond*

3rd level (3 slots): *animate dead*, *dispel magic*

4th level (3 slots): *guardian of faith*

Actions

Multiattack. The mommy can use its Mommy Glare and makes one attack with its mommy fist.

Mommy Fist. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage plus 14 (4d6) poison damage. If the target is a creature, it must succeed on a DC 14 Constitution saving throw or be cursed with mummy rot. The cursed target can't regain hit points, and its hit point maximum decreases by 10 (3d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body is transformed into a mummy 1d4 hours later. The curse lasts until removed by the remove curse spell or other magic.

Mommy Glare. The mommy targets one creature it can see within 60 feet of it. If the target can see the mommy, it must succeed on a DC 14 Wisdom saving throw against this magic or become frightened until the end of the mommy's next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration. A target that succeeds on the saving throw is immune to the Dreadful Glare of all mummies and mommies (but not mummy lords) for the next 24 hours.

Legendary Actions

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

Attack. The mommy makes one attack with its mommy fist or uses its Mommy Glare.

Blinding Dust. Blinding dust and sand swirls magically around the mommy. Each creature within 5 feet of the mommy must succeed on a DC 14 Constitution saving throw or be blinded until the end of the creature's next turn.

Whirlwind of Sand (Costs 2 Actions). The mommy magically transforms into a whirlwind of sand, moves up to 60 feet, and reverts to its normal form. While in whirlwind form, the mommy is immune to all damage, and it can't be grappled, petrified, knocked prone, restrained, or stunned. Equipment worn or carried by the mommy remain in its possession.

HARDASS

Believed to have been built by an ancient civilization as an autonomous laborer, these metal mules are incredible beasts to behold. Able to pull far greater loads than their living and breathing counterparts, they are also protected by thick armor plating. Some scholars believe this indicates their use in transporting siege weapons and other engines of war, while others believe it may show that their society was so wealthy and advanced that even common tools would be made of materials we find rare and valuable today. Regardless, these machines are remarkably well designed, and what few specimens we can study today demonstrate the longevity and robustness of their craftsmanship.

HARDASS

Medium construct, lawful neutral

Armor Class 18 (natural armor)
Hit Points 33 (6d8 + 6)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	9 (-1)	12 (+1)	8 (-1)	10 (+0)	9 (-1)

Saving Throws Str +5
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities charmed, frightened, poisoned
Senses passive Perception 10
Languages Understands the languages of its creator but can't speak
Challenge 4 (1,100 XP)

Axiomatic Mind. The hardass can't be compelled to act in a manner contrary to its nature or its instructions.

Beast of Burden. The hardass is considered to be a Huge creature for the purpose of determining its carrying capacity.

Charge. If the hardass moves at least 20 feet straight toward a target and then hits it with a hooves attack on the same turn, the target takes an extra 7 (2d6) bludgeoning damage.

Sure-Footed. The hardass has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

Actions

Multiattack. The hardass makes two attacks with its hooves.

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

Reactions

Loyal Bodyguard. When another creature within 5 feet of the hardass is hit by an attack, the hardass causes itself to be hit instead.

Unyielding. When the hardass is subjected to an effect that would move it, knock it prone, or both, it can use its reaction to be neither moved nor knocked prone.

HAT-FRIGHT

No one knows for sure where the hat-frights came from. Some believe they are the product of a mad biomancer, experimenting with smaller species of mimics in hopes of taking control of a royal court. Regardless of their origin, these parasites are able to latch onto a person's mind and take control of their body. While they are unable to properly replicate speech or normal social behaviors, they do seem able to direct their host's actions and movements quite true to the original, making them just as formidable a threat as facing one's friend in earnest. Beware finding lost companions sporting new headwear, the hat-fright controlling them would be happy to render you unconscious and use your body as a host for another one of their kind.

HAT-FRIGHT

Tiny monstrosity (shapechanger), neutral evil

Armor Class 12
Hit Points 10 (4d4)
Speed 15 ft., climb 15 ft.

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

Skills Stealth +4
Damage Resistances psychic
Condition Immunities prone
Senses darkvision 60 ft., passive Perception 12
Languages --
Challenge 1/4 (50 XP)

Shapechanger. The hat-fright can use its action to polymorph into any style of hat or back into its true, amorphous form. The hat is appropriately sized for Small or Medium humanoids. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

False Appearance (Object Form Only). While the hat-fright remains motionless, it is indistinguishable from an ordinary hat.

Head Grappler. The hat-fright has advantage on attack rolls against any creature grappled by it. While grappling a creature, the hat-fright gains 3/4 cover against all weapon attacks.

Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. **Hit:** 1 piercing damage plus 2 (1d4) psychic damage. If the target is a living humanoid, they are grappled by it (escape DC 12) and must succeed on a DC 12 Wisdom saving throw or become charmed by the hat-fright. The charmed target is incapacitated while charmed in this way. This effect lasts as long as the target remains grappled by the hat-fright. The hat-fright can only grapple one creature at a time.

Whenever the charmed target takes damage, the target can repeat the saving throw. On a success, the effect ends.

Puppet. The charmed creature moves up to its speed under the hat-fright's control. It then uses one of its actions or makes an unarmed strike against a target or targets of the hat-fright's choosing.

HORSE-SPIDER BRAINS

Horse-spiders are related to the steeders used by duergar through the Underdark, but have been selectively bred by goblins to better suit their size and needs. In order to enforce a more rigorous discipline among the beasts, hobgoblin warlords have spawned "brain" spiders: centralized individuals that serve as nodes for a primitive hive mind among their species. These individuals are ridden by field commanders and lieutenants into battle, guiding and rallying their arachnid cavalry with a precision that human armies can only dream of. Alone, a single horse-spider brain is cunning, but hardly more dangerous than a typical horse-spider. Surrounded by its brethren, however, and even the mightiest spider slayers should strongly reconsider a full retreat.

HORSE-SPIDER BRAIN

Medium monstrosity, lawful evil

Armor Class 15 (barding)

Hit Points 39 (6d8 + 12)

Speed 40 ft., climb 40 ft.

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

Saving Throws Int +3, Wis +3

Skills Perception +3, Stealth +5

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 13

Languages Telepathy 60 ft.

Challenge 2 (450 XP)

Hive Mind Nexus. All spiders within 30 feet of the horse-spider brain are immune to the charmed and frightened conditions.

Hive Mind Commander. The horse-spider brain can magically command any spider within 120 feet of it, using a limited telepathy. As a bonus action, the horse-spider brain can target one allied spider it can see within range and have the target use its reaction to make one melee attack or to take the Dodge or Hide action.

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

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

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

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) piercing damage, and the target must make a DC 12 Constitution saving throw, taking 7 (2d6) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

HOUNDS

CHROMATIC WOLVES

There is still some debate on whether chromatic wolves are elemental creatures from the intersections of the primordial planes, or if they are the product of some strange magical experimentation. There has even been some speculation that they were once several varieties of different colored wolves that were somehow condensed into a single species. In their present form, they are quite beautiful animals to behold, especially how their opalescent furs catch the light of a new dawn. However, they are just as dangerous as they are eye-catching, and packs of these beasts are quite skilled at using their numbers to overwhelm and disorient their quarry. They rarely travel alone, if ever, so spotting one in the wild means there is a good chance that the others have already begun to cut off your escape.

CHROMATIC WOLF

Medium monstrosity, neutral evil

Armor Class 13

Hit Points 39 (6d8 + 12)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	14 (+2)	5 (-3)	14 (+2)	8 (-1)

Skills Perception +4, Stealth +4

Senses darkvision 60 ft., passive Perception 14

Languages --

Challenge 1 (200 XP)

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

Pack Tactics. The wolf has advantage on an attack roll against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally isn't incapacitated. Creatures have disadvantage on saving throws against the wolf's Chromatic Beam if they succeeded against another Chromatic Beam in the same round.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage. If the target is a creature, it must succeed on a DC 12 Strength saving throw or be knocked prone.

Chromatic Beam (Recharge 5–6). The wolf fires a beam of multicolored light in a 30-foot line that is 5 feet wide. Each creature in that area must make a DC 12 Dexterity saving throw. Roll a d6 to determine the effect on the table below.

1. Red. The target takes (14) 4d6 fire damage on a failed save, or half as much damage on a successful one.

2. Orange. The target takes (14) 4d6 acid damage on a failed save, or half as much damage on a successful one.

3. Yellow. The target takes (14) 4d6 lightning damage on a failed save, or half as much damage on a successful one.

4. Green. The target takes (14) 4d6 poison damage on a failed save, or half as much damage on a successful one.

5. Blue. The target takes (14) 4d6 cold damage on a failed save, or half as much damage on a successful one.

6. Violet. On a failed save, the target is blinded until the end of the wolf's next turn.

GOBLIN DOGS

No one is quite sure if goblin dogs are a smaller breed of worg or some kind of giant breed of rat, or perhaps even some horrifying chimera of the two. All that is known about these ugly creatures is that they are as vicious to face as they are disgusting to look at. They universally suffer from a terrible strain of mange, leaving their patchy hides marked with lesions and scabs of all sizes. Curiously, goblinoids seem to be unaffected by both the awful smell and disease that accompanies these hounds, and regularly keep them as pets, sentries, and sometimes even mounts. The dogs keep the dens quite clear of refuse, devouring all scraps of rubbish as soon as they reach the ground, edible or otherwise.

In the interest of a comprehensive description, there is one bizarre rumor that persists through the scarce literature regarding these creatures, one that strains credulity if it were to be taken seriously. It is said that, despite the grotesque appearance and diseased nature of the goblin dogs, their meat makes for one the finest meals that can ever be eaten, so long as it is prepared properly. Whether this legend has any scrap of truth to it, or if it was some ancient academic's idea of a cruel joke, it is unlikely that any reputable chef would be willing to subject themselves to approaching one of their stench-ridden bodies, even if they had somehow discovered the secrets to preparing it.

GOBLIN DOG RECIPE NOTES

Wondrous item, legendary

This leather pamphlet contains pages of notes and recipes for preparing goblin dogs. If you have proficiency with cook's utensils, you may spend 48 hours over a period of 6 days or fewer studying the notes in order to learn the secret recipe.

With one whole carcass of goblin dog and 5,000 gold worth of fine spices and seasonings, you may spend 8 hours using cook's utensils to create 50 pounds of goblin dog sausages. These sausages will last up to 3 days at room temperature before spoiling, and up to 30 days if kept frozen. They can be cooked and eaten over the course of a short rest.

Any living creature that consumes at least one pound of the meat in this way gains several benefits. For one hour, the creature vividly hallucinates an assortment of bright colors and soft sounds, reliving pleasant memories in its own mind. The creature is then cured of any effects of madness afflicting them, and becomes immune to being charmed, frightened, or afflicted with madness. This immunity lasts for 24 hours.

GOBLIN DOG

Medium monstrosity, chaotic evil

Armor Class 12

Hit Points 11 (2d8 + 2)

Speed 40 ft.

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

Skills Perception +3, Stealth +4

Senses darkvision 60 ft., passive Perception 13

Languages understands Goblin but can't speak

Challenge 1/4 (50 XP)

Goblin Rash. Whenever a non-goblinoid living creature makes physical contact with the goblin dog (for example, through an unarmed attack or grapple), it must succeed on a DC 11 Constitution saving throw against disease or become poisoned until the disease ends. While poisoned in this way, the creature breaks out in itchy hives that spread from the point of contact, making Dexterity and Charisma saving throws at disadvantage. This disease lasts for 24 hours or until cured.

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

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage. If the target is a creature, it must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is a non-goblinoid living creature, it must succeed on a DC 11 Constitution saving throw or become infected with the disease described in the Goblin Rash trait.

Gog Dogs

Gog dogs are the demonic cousins to the infernal hell hounds. More often lone warriors than pack hunters, they make up for it by being twice as strong and twice as resilient. A single one of these demons will easily tear a city quarter to pieces, and a full company of sellswords might only have an even chance against it. Though often left to their own devices, there are some that are employed by greater demon lords as pets or servants, sometimes even sent off to enforce the will of their master across the planar system. They aren't exactly intelligent like the civilized races of our world, but neither are they completely bestial either. They possess a sense of low cunning that drives them to go beyond preserving their own survival, and an inherent fiendish sadism that allows them to delight in the destruction and suffering they wreak upon others. As much as they might resemble animals from our world, remember above all else that it is an unholy and demonic creature, and would sooner turn you to ash than fight by your side or eat from your hand.

Gog Dog

Medium fiend (demon), chaotic evil

Armor Class 14 (natural armor)
Hit Points 97 (13d8 + 39)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	16 (+3)	5 (-3)	12 (+1)	6 (-2)

Saving Throws Str +7
Skills Intimidation +7, Perception +4
Senses passive Perception 14
Languages understands Abyssal but can't speak it
Challenge 5 (1,800 XP)

Abyssal Flame. Creatures immune to the gog dog's fire damage take half that amount of damage as necrotic damage instead.

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

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

Actions

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

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage plus 7 (2d6) fire damage.

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

Fire Breath (Recharge 5–6). The dog exhales fire in a 30-foot cone. Each creature in that area must make a DC 14 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.

GOL DOGS

Gol hounds are domesticated blink dogs, fey creatures designed to be used as sentries and security patrols for those that can afford to purchase and keep them. Much more tame and pliable than their Feywild cousins, these animals have been bred for strength and loyalty. They've also been extensively trained to expand the reach of their signature teleporting ability, although at the cost of its duration and versatility. Regardless, even employing a single one of these dogs will easily double the efficacy and halve response time of a security detail on your property, making it well worth the cost to add one to your arsenal.

GOL DOG

Medium fey, lawful neutral

Armor Class 14 (leather barding)

Hit Points 33 (6d8 + 6)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	8 (-1)	14 (+2)	10 (+0)

Saving Throws Dex +5

Skills Intimidation +4, Perception +4

Senses passive Perception 14

Languages Blink Dog, understands Sylvan and Common but can't speak it

Challenge 1 (200 XP)

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

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, and the target is grappled (escape DC 12).

Teleport (2/Day). The dog magically teleports, along with any equipment it is wearing or carrying, to any unoccupied space within its territory, an area up to 1 acre in size. Before or after teleporting, the dog can make one bite attack.

PLANT HOUNDS

Thornies have long been used by the vegepygmy tribes as mounts and companions, so it was only natural that they would eventually be domesticated to further specialize specific breeds to aid in hunting. These plant hounds are incredibly effective at tracking quarry through thick vegetation, and are quite well trained at taking down prey as well. They are disciplined and loyal, as any hunting dog should be, and do not require the same vast amounts of food that animal hounds do. With an ample supply of fresh fertilizer and sunlight, a plant hound will offer you one of the most steadfast and competent hunting companions that can be found anywhere in the world.

It should be noted, however, that these creatures do require significant maintenance and upkeep to remain reliable. Though they do not require food, their tough hides require daily pruning and clipping in order for them to stay mobile. An overgrown plant hound could quickly become too entangled to move, eventually taking root and beginning the process of budding and seeding. Useful if one seeks to cultivate a new crop of hounds, but less so if one needs to go hunting in the interim.

PLANT HOUND

Medium plant, unaligned

Armor Class 15 (natural armor)
Hit Points 33 (6d8 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	12 (+1)	4 (-3)	12 (+1)	8 (-1)

Saving Throws Dex +4
Skills Perception +5, Stealth +4
Damage Resistances lightning, piercing
Senses darkvision 60 ft., passive Perception 15
Languages --
Challenge 2 (450 XP)

Hunter's Aid. The hound can take the Help action as a bonus action on its turn.

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

Plant Camouflage. The hound has advantage on Dexterity (Stealth) checks it makes in any terrain with ample obscuring plant life.

Regeneration. The hound regains 3 hit points at the start of its turn. If it takes cold, fire, or necrotic damage, this trait doesn't function at the start of the hound's next turn. The hound dies only if it starts its turn with 0 hit points and doesn't regenerate.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage. If the target is a creature, it must succeed on a DC 12 Strength saving throw or be knocked prone.

Reactions

Thorny Rebuke. When the hound takes damage from a melee attack, the hound can force that creature to succeed on a DC 12 Dexterity saving throw or take 5 (1d6 + 2) piercing damage.

SPECTRAL WOOF GREEPY

The legends say that she was once just another mongrel stray, wandering the wilderness always looking for her next meal and a dry place to sleep. However, as fate would have it, one dark day she came upon an infant in a basket left on the side of the road, parents slain and carried off by wolves. With no one left to care for the child, this hound took him in as her own pup, carrying him from town to town and somehow finding enough food for them both. As the boy grew, he learned the common tongue sporadically by listening the conversations of the grown men and women nearby. He learned that his mother was called "greepy" and a "woof," so that's what he called her as well.

This alone would make for a fine story, a boy and his loyal mother, one who would protect him and feed him when no one else could, but our tale does not end there. After but three years of caring for her child, the greepy woof returned one day to find her boy gone, taken from her by an unknown kidnapper. She searched high and low, following every scent she could find, but to no avail. Alas, it is said that she perished after weeks of ceaseless hunting for those that stole her son. However, when the night is dark and the moon is new, some say that you can see her shadow bounding across the countryside, still searching for any sign of the boy she lost. She howls in the dead of night, loud enough to be heard for miles, but whether it is in rage or mourning, no one knows.

SPECTRAL WOOF GREEPY

Large monstrosity, neutral

Armor Class 14

Hit Points 135 (18d10 + 36)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	18 (+4)	15 (+2)	6 (-2)	14 (+2)	4 (-3)

Saving Throws Dex +7, Wis +5

Skills Intimidation +7, Perception +5

Senses darkvision 60 ft., passive Perception 15

Languages understands Common but can't speak

Challenge 5 (1,800 XP)

Ethereal Awareness. Greepy can see ethereal creatures and objects.

Hunting Hound. As a bonus action, Greepy can harass a target within 5 feet of her, granting her allies advantage to attack the target.

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

Legendary Resistance (2/Day). If Greepy fails a saving throw, she can choose to succeed instead.

Shadow Blend. While in dim light or darkness, Greepy can use a bonus action to become invisible, along with anything she is wearing or carrying. The invisibility lasts until Greepy uses a bonus action to end it or until Greepy attacks, is in bright light, or is incapacitated.

Sunlight Weakness. While in bright light created by sunlight, Greepy has disadvantage on attack rolls, ability checks, and saving throws.

Actions

Multiattack. Greepy can use her Terrifying Howl, then makes a bite attack.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. **Hit:** 10 (2d6 + 4) piercing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Terrifying Howl. Greepy howls. Any beast or humanoid within 300 feet of Greepy and able to hear her howl must succeed on a DC 15 Wisdom saving throw or be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to any shadow mastiff's Terrifying Howl for the next 24 hours.

Legendary Actions

Greepy can take 2 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. Greepy regains spent legendary actions at the start of her turn.

Detect. Greepy makes a Wisdom (Perception) check.

Charge. Greepy moves up to her speed, then makes a bite attack.

KICK SPIRIT

In life, they were practitioners of the martial arts cut down before they could reach their prime. In death, however, the frustration and rage of having their lives stolen from them has turned these "kicking spirits" into fearsome revenants, full of fury turned against the world around them. Unable to progress in their training, they are compelled to challenge the living to bouts of single combat, seeking a path that is no longer meant for them. Defeating them in this way will only fuel their frustration further, and their spirit will inevitably return again to its place of haunting, with no memories of its past challenges and once again challenging all those that cross its path.

KICK SPIRIT

Medium undead, any chaotic alignment

Armor Class 14

Hit Points 14 (4d8 + 4)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	12 (+1)	10 (+0)	12 (+1)	8 (-1)

Saving Throws Dex +6

Skills Acrobatics +6, Perception +3

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison

Senses blindsight 30 ft., passive Perception 13

Languages the languages it knew in life

Challenge 2 (450 XP)

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

Discorporation. When the spirit drops to 0 hit points, its form dissipates for a time. It reforms at the place of its haunting 1d4 nights later, with no memory of any time between its death and returning in this way.

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

Actions

Multiattack. The spirit attacks twice with its Withering Kick.

Withering Kick. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) necrotic damage. If the target is a living creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Invisibility. The spirit magically becomes invisible until it attacks or until its concentration ends (as if concentrating on a spell).

KURT

Like, if you really think about it, we're just doing what we all used to do as kids when we played make-believe. We just kind of are forced to grow out of it as we get older and have to start worrying about stuff like working and making money and fitting in to society's expectations and all that. Really, it goes back even further and we're just going back to what our ancestors all did way back in the day sitting around a fire in the middle of the woods or whatever. It's something primal inside us, it's a part of our nature as thinking, feeling creatures to want to share in this experience with each other, to bond over shared triumph and failure.

And we live in this ridiculous world where we don't really have a chance to have that any more. Everyone is so self-absorbed into their own lives and their own troubles that the chance to just cut loose and create those experiences with each other is so rare except for people who are ridiculously wealthy and can afford it. And I'm not saying that everyone should skip work to go out and have adventures all the time, we all need to eat and pay rent and take responsibility and all that, but we're really missing out on the chance to sit around the fire with our friends and family and just tell stories with each other, to create some sense of magic in the air between everyone, to be able to relax and be silly and goof off and pretend to be someone else for a couple hours.

And isn't that what part of this is? Like, we get a chance to spend a few hours literally being another person, someone completely different from us, with a whole different set of problems and tools to look at the world. That kind of experience is invaluable to being a well-rounded and empathic individual. Like, I honestly believe that the world can be a better place if we all played games like this. We all get some experience putting ourselves in someone else's shoes, someone often quite different, or at least lives in a very different world, and we learn from that. We grow from that. And ideally, like, really ideally, we grow enough to realize that we're all just people, you know, people in the real world each with our own problems and outlooks and beliefs about how things should go. And from there, I think we can all really come together as a species, you know? We can learn how much there is we share in common, and what we can learn from our different perspectives, and how wonderful and beautiful the world is because of those differences, instead of trying to close our world off from them.

VARIANT RULE: CHARACTER ARCHETYPES

When characters are starting Kurt's Shared Storytelling experience, he can ask them each to choose a particular character archetype to play in the story. This archetype may or may not reflect their own features or experiences, and could have a very different perspective from their own. If using these archetypes, the character gains an additional bonus to their Charisma (Performance) check based on the situation the story presents them with.

Charmer Archetype. The character gains a +5 bonus during a conversational challenge in the story.

Hunter Archetype. The character gains a +5 bonus to challenges related to the wilderness in the story.

Pious Archetype. The character gains a +5 bonus during challenges related to religion or faith in the story.

Scholar Archetype. The character gains a +5 bonus to mental or logic challenges in the story.

Thief Archetype. The character gains a +5 bonus to challenges in the story that involve stealth or subterfuge.

Warrior Archetype. The character gains a +5 bonus during a combative challenge in the story.

KURT

Gargantuan celestial (shapechanger), neutral good

Armor Class 20

Hit Points 615 (30d20 + 300)

Speed 100 ft., fly 100 ft., burrow 100 ft., swim 100 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	30 (+10)	30 (+10)	15 (+2)	30 (+10)	20 (+5)

Saving Throws Str +19, Dex +19, Con +19, Int +11, Wis +19, Cha +14

Skills Insight +28, Perception +28, Performance +14

Damage Resistances all

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, restrained, stunned, unconscious

Senses truesight 300 ft., passive Perception 38

Languages All languages

Challenge 30 (155,000 XP)

Craft Spell. Kurt can cast any spell of 9th level or lower at up to 9th level, requiring no components or concentration. Wisdom is his spellcasting ability for it (spell save DC 27, +19 to hit with spell attacks). Instead of its normal duration, the spell lasts for as long as Kurt is in the presence of the target or any other creatures observing the spell, and all damage, conditions, or other effects end once he is no longer in their presence, or when he chooses to end it as a bonus action.

Discorporation. When Kurt drops to 0 hit points or dies, his body is destroyed but his essence travels back to beyond the cosmos, and he is unable to take physical form for a time.

Divine Form. Kurt can survive without food, water, or air; and is immune to magic that would ascertain his thoughts, truthfulness, alignment, or creature type.

Legendary Resistance (5/Day). If Kurt fails a saving throw, he can choose to succeed instead.

Limited Magic Immunity. Kurt can't be affected or detected by spells of 6th level or lower unless he wishes to be. He has advantage on saving throws against all other spells and magical effects.

Shapechanger. Kurt can use an action to magically polymorph into any creature that has a challenge rating no higher than his own, or back into his true form. He reverts to his true form if he dies. Any equipment he is wearing or carrying is absorbed or borne by the new form (Kurt's choice).

In a new form, Kurt retains his actions, alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. His statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Actions

Shared Storytelling. Over the course of 4 (1d4+2) hours, Kurt guides up to six willing humanoids through a shared storytelling experience. During this time, the target's hit points are restored to their maximum, all conditions and levels of exhaustion are removed, and any effects of curses or madness are suppressed. Additionally, humanoids taking part in this experience do not feel the effects of hunger, thirst, or other physical requirements for the duration.

Over the course of the story, Kurt will present those involved with a series of puzzles, challenges, and fictional conversations. A target can attempt the challenge by making a Charisma (Performance) check. Optionally, if the archetypes variant is being used, the target can add the appropriate bonus to this check.

At the conclusion of the session, all humanoids that took part in the story gain a +2 bonus to Intelligence, Wisdom, and Charisma based skill checks for the next seven days. A creature can only benefit from one of these bonuses at a time.

Legendary Actions

Kurt can take 5 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. Kurt regains spent legendary actions at the start of his turn.

Detect. Kurt makes a Wisdom (Perception) check.

Spell. Kurt casts a spell.

Quench Magic. Kurt targets one creature that he can see within 300 feet of him. Any resistance or immunity to damage that the target gains from a spell or a magic item is suppressed. This effect lasts until the end of Kurt's next turn.

Teleport (Costs 2 Actions). Kurt magically teleports up to 300 feet to an unoccupied space he can see, along with anything he is wearing or carrying.

Let it Be (Costs 3 Actions). Kurt surrounds himself and up to six humanoids with a subtle magical aura. Though other creatures are aware of their presence, they are compelled to leave them to their business. Any creature within 30 feet of a creature protected by this aura that attempts to approach, attack, or converse with it must succeed on a DC 27 Wisdom saving throw, doing nothing on a failure instead. This aura lasts until the end of Kurt's next turn, or until one of the creatures protected by the aura attacks or speaks to a creature not protected by the aura.

MAC CAT

Native to the subterranean world of the dwarves, it is theorized that mac cats were created by the duergar as weapons of war. Once ordinary felines, they have been touched by duergar magic, giving them similar abilities to both become invisible or to enlarge themselves to a ridiculous degree. They could be let loose in rival encampments or battle formations in order to wreak havoc behind enemy lines, and they could be easily transported with only little more food than any other small animal.

Regardless of how they came to be, at least some managed to escape captivity to run feral throughout the Underdark. When they aren't menacing local dwarven settlements, they often have the run of the myriad tunnels that cross through the continent, staying out of sight until they find large prey. Though they may not need to eat very much more than a normal cat, they often hunt prey far larger than necessary to feed themselves and their litters, if only for the thrill of fighting at their full-sized strength.

MAC CAT

Tiny monstrosity, unaligned

Armor Class 14

Hit Points 63 (14d4 + 28)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	19 (+4)	14 (+2)	3 (-4)	15 (+2)	7 (-2)

Saving Throws Dex +7

Skills Perception +5, Stealth +7

Senses darkvision 120 ft., passive Perception 15

Languages --

Challenge 5 (1,800 XP)

Evasion. If the cat 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.

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

Pounce. If the cat moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 10 Strength (DC 16 while enlarged) saving throw or be knocked prone. If the target is prone, the cat can make one bite attack against it as a bonus action.

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

Actions

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

Bite. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage, or 16 (2d10 + 5) piercing damage while enlarged.

Claw. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 slashing damage, or 16 (2d10 + 5) slashing damage while enlarged.

Enlarge (Recharges after a Short or Long Rest). For 1 minute, the cat magically increases in size, along with anything it is wearing or carrying. While enlarged, the cat is Gargantuan, doubles its reach and deals an additional 2d10 damage on Strength-based weapon attacks (included in the attacks), its Strength score becomes 21, and it makes Strength checks and Strength saving throws with advantage. If the cat lacks the room to become Gargantuan, it attains the maximum size possible in the space available.

Invisibility (Recharges after a Short or Long Rest). The cat magically turns invisible until it attacks, casts a spell, or uses its Enlarge, or until its concentration is broken, up to 1 hour (as if concentrating on a spell). Any equipment the cat wears or carries is invisible with it.

MAN-CAN

While not as prolific or whimsical as their gnomish contemporaries, goblin artificers have toiled long years below their mountains, researching and constructing terrifying engines of war. By combining their mechanical creations with dark magics, they have been able to implant the mind of a dying goblin into a metal monster, granting it size and strength it never would have dreamed of. Furthermore, after a somewhat temperamental adjustment period, they can outfit these walking "man-cans" with a variety of horrifying weapons, from razor sharp claws to cannons that shoot deadly poison. What they lack in grace, they more than make up for in their complete and utter brutality. Truly, the only limit for these abominations is that of their inventor's twisted imagination.

MAN-CAN

Large construct, chaotic evil

Armor Class 16 (natural armor)

Hit Points 93 (11d10 + 33)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	9 (-1)	7 (-2)	7 (-2)

Senses darkvision 60 ft., passive Perception 8

Languages Common, Goblin

Challenge 4 (1,100 XP)

Actions

Grabby Arm. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one creature. *Hit:* The target takes 11 (2d6 + 4) slashing damage, and it is grappled (escape DC 14). The Man-Can has two arms, each of which can only grapple one target.

ALTERNATE MAN-CAN WEAPONS

Goblin tinkers and generals may opt to outfit their man-can brigades with alternate weapons, either to better suit specific enemies they expect to face, or simply for the enjoyment of seeing new ways to destroy their foes. If utilizing one of these weapons, remove one of the man-can's grabby arms and give it the appropriate action.

- **Flamethrower.** A nozzle exhales fire in an adjacent 30-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 9 (2d8) fire damage on a failed save or half as much damage on a successful one. The fire ignites any flammable objects in the area that aren't being worn or carried.
- **Heavy Crossbow Arm.** *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.
- **Potion Tosser.** The man-can targets a point within 30 feet of it. Each living creature within 10 feet of that point must make a DC 12 Constitution saving throw, taking 9 (2d8) poison damage on a failed save or half as much damage on a successful one. The area is heavily obscured for 1 minute or until it is dispersed by a wind of moderate or greater speed (at least 10 miles per hour).

MARRAGAN RALLERAITH

Of all the legends of demonic plagues and fiendish infestations, the legend of the Marragan Ralleraith is one of the strangest. The origins of the creature differ from source to source, some asserting that it was a man transformed by divine punishment, while others claim that it was a pale slime given life by Juiblex itself. Regardless of how it came to be, the ooze is capable of at least some form of coherent thought, and that thought is to replicate itself across the land.

Unlike other slimes that can reform into multiple smaller offspring when split by violent force, Marragan can duplicate itself on its own, creating a perfect clone over the course of a single day. Moreover, regardless of all the bodies it can create, all of its offspring share a single mind, allowing it to spread its tentacles across the land in every nook and cranny it can hide itself in. This makes it effectively immortal until every single body is tracked down and destroyed utterly, as even one remaining clone is able to reproduce itself into an army in a matter of weeks.

MARRAGAN RALLERAITH

Medium ooze, unaligned

Armor Class 11
Hit Points 44 (8d8 + 8)
Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	12 (+1)	8 (-1)	8 (-1)	1 (-5)

Skills Stealth +3
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 9
Languages --
Challenge 1 (200 XP)

Amorphous. The ooze can move through a space as narrow as 1 inch wide without squeezing.

Clone Self (1/Day). Over the course of one hour, the ooze can create a gestation pod that houses a clone of itself. The clone grows and matures over the next 23 hours, emerging at the end of this period as an identical clone, having all the statistics of the original. All clones are controlled by the single original consciousness, which inhabits all the clone bodies simultaneously. When a cloned body reaches 0 hit points, it dissolves into a puddle of slime.

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

Actions

Multiattack. The ooze makes two attacks, either with its pseudopod or its acid glob.

Pseudopod. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage plus 3 (1d6) acid damage.

Acid Glob. *Ranged Weapon Attack:* +3 to hit, range 20 ft./60 ft., one target. *Hit:* 8 (2d6 + 1) acid damage.

MEMEBALL

Appearing as a grotesque mass of humanoid faces, the memeball is a horrifying creature native to the lower planes, a creature of pure madness that has taken on a life of its own. It adapts rapidly to its surroundings, improving on its inherent hardy nature, and continues moving steadily towards any areas it can sense is inhabited by sentient creatures. By subjecting its victims to its own madness, it can eventually transform other creatures into another of its kind, thus propagating its lineage and doubling its rate of affliction. Simply trying to engage with one of these aberrations is risky enough, so the general consensus for dealing with them is to not engage, forcing them to expend all their energy without creating any more of themselves. While hardly the most noble strategy of pest control, history has shown it to be handily effective.

MEMEBALL

Huge aberration, chaotic neutral

Armor Class 8
Hit Points 150 (20d12 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	6 (-2)	12 (+1)	7 (-2)	8 (-1)	20 (+5)

Condition Immunities charmed, exhaustion, frightened, prone
Senses darkvision 60 ft., passive Perception 9
Languages speaks Common but doesn't understand it
Challenge 4 (1,100 XP)

Adaptive Defenses. The memeball can use a bonus action to gain resistance to one damage type of its choice until the start of its next turn.

Gibbering. The memeball babbles incoherently while it can see any creature and isn't incapacitated. Each creature that starts its turn within 30 feet of the memeball and can hear it must succeed on a DC 10 Intelligence saving throw. On a failure, the creature can't take reactions until the start of its next turn and rolls a d8 to determine what it does during its turn. On a 1 to 4, the creature does nothing. On a 5 or 6, the creature takes no action or bonus action and uses all its movement to move in a randomly determined direction. On a 7 or 8, the creature makes a melee attack against a randomly determined creature within its reach or does nothing if it can't make such an attack.

Actions

Maddening Chatter. Each creature within 30 feet of the memeball must succeed on a DC 15 Intelligence saving throw, taking 14 (4d6) psychic damage on a failed save, or half as much on a successful one. Any creature that fails the save has its Intelligence score reduced by 1d4. The target dies if this reduces its Intelligence to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

If a non-chaotic humanoid dies from this attack, a new memeball rises from the corpse 1d4 hours later.

MORKELS

A nasty species of fungus native to the deep jungles of Ixalan, morkels constantly emit poisonous spores that seize the mind and body. It is believed that they feed on the nutrients provided by the corpses that fall prey to their paralytic powder. Some time after its discovery, a marketplace watch officer had the brilliant idea of using the spores to safeguard valuables, deciding to cultivate a crop of the little mushrooms. This was finally accomplished after much trial and error, but now sealed pots containing a small cluster of morkels can be purchased and deployed for any number of security purposes. Of course, employing such a measure has plenty of dangers of its own, including being caught in the trap oneself and meeting an unfortunate end. Still, there are few lengths those with significant wealth won't go to in order to ensure the peace of mind that their holdings are safe from thieves, including risking their own lives.

MORKEL

Tiny plant, unaligned

Armor Class 5
Hit Points 33 (6d4 + 18)
Speed 0 ft.

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

Damage Vulnerabilities fire
Damage Immunities poison, psychic
Condition Immunities charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned, stunned, unconscious
Senses blindsight 30 ft. (blind beyond this radius), passive Perception 6
Languages --
Challenge 1 (200 XP)

Spore Barrier. When a creature enters a space within 5 feet of the morkel for the first time on a turn or starts its turn there, it must make a DC 15 Constitution saving throw. On a failed save, the creature takes 9 (2d8) poison damage and becomes poisoned. On a success, the creature takes half as much damage and isn't poisoned. The creature is poisoned until it is no longer within 5 feet of the morkel or until it makes a successful save against the morkel's spore barrier. While poisoned by this effect, the creature falls prone and is stunned.

THE OWLBORN

The owlborn are a secretive race, cousins to the aarakocra and other aven peoples. They are gifted with incredible sight and hearing, and make for superb hunters and scouts. While they do not often travel far from their homes, it is not unheard of to find one working abroad as a hired mercenary.

OWLBORN TEMPLATE

Any humanoid NPC can be converted into an owlborn. When converting one in this way, change its race to Aarakocra, and it retains all of its statistics except as noted below.

Ability Score Increase. The owlborn's Dexterity score increases by 2, and its Wisdom score increases by 1, to a maximum of 20 for each score.

Fly Speed. The owlborn gains a flying speed of 50 feet in addition to its walking speed. It cannot fly while wearing medium or heavy armor, or while it is encumbered.

Special Traits. The owlborn gains the special traits of Flyby and Keen Hearing and Sight if it did not already have them. It also gains the Talons unarmed melee attack, which it is proficient in. The attack deals 1d4 slashing damage and uses either Strength or Dexterity for its attack and damage bonus.

Senses. The owlborn gains a darkvision with a radius of 60 feet unless it already has darkvision with a greater radius.

Languages. The owlborn speaks Aarakocra and Auran in addition to any other languages it knows.

OWLBORN SAMPLE

Here the owlborn template has been applied to a human scout to create an owlborn scout.

OWLBORN SCOUT

Medium humanoid (aarakocra), any alignment

Armor Class 14 (leather armor)

Hit Points 16 (3d8 + 3)

Speed 30 ft., fly 50 ft.

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

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

Senses darkvision 60 ft., passive Perception 16

Languages Aarakocra, Auran, any one other language (usually Common)

Challenge 1/2 (100 XP)

Flyby. The scout doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Keen Hearing and Sight. The scout has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Actions

Multiattack. The scout makes two melee attacks or two ranged attacks.

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

Longbow. *Ranged Weapon Attack:* +5 to hit, ranged 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

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

PEGS

Smaller cousins to the common brownie, pegs are mischievous pranksters that delight in bothering and inconveniencing the larger peoples of the world. They often sneak about in the darkest hours of the night, using their magical pins to fasten blankets to the bed, shoes to the floor, or clothes to the wardrobe. There are some that believe being visited by a peg in the night to be a sign of good luck, but they likely have never had to deal with waking to find oneself trapped in bed, or needing to fetch the village smith in order to remove one's eating utensils from the table.

Like many fey creatures, a peg's sense of right and wrong is rather different from the rest of the world, and what may be seen as malicious or mood-souring to most societies is all in good-natured fun to them. For better or worse, they are rather solitary creatures, so even if you manage to catch one long enough to explain the difference of opinion, they would have no better chance of explaining the situation to their fellows as you would. If you happen to find yourself beset by such irksome creatures, the best strategy is to simply take their mischief in stride and not allow them to provoke any reaction from you. The less you respond to their nightly work, the better chances of them growing bored with you and moving on to some other poor victim.

BROWN PEG

Tiny fey, any chaotic alignment

Armor Class 16

Hit Points 6 (4d4 - 4)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	22 (+6)	8 (-1)	12 (+1)	10 (+0)	15 (+2)

Saving Throws Dex +8

Skills Perception +2, Stealth +10

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 12

Languages Common, Sylvan

Challenge 4 (1,100 XP)

Amorphous. The peg can move through a space as narrow as 1 inch wide without squeezing.

Actions

Pin. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 8 (1d4 + 6) piercing damage. Instead of dealing damage, the peg can fasten the target to the ground or a solid surface it is next to, reducing the target's speed to 0 until they spend an action to free themselves with a DC 17 Strength (Athletics) check. Each pin can hold up to 500 pounds of weight before breaking.

Invisibility. The peg magically turns invisible until it attacks or casts a spell, or until its concentration ends (as if concentrating on a spell). Any equipment the peg wears or carries is invisible with it.

PEMPLE LICH

Better known as swarm lords or lich druids, these foul creatures were once champions of the natural world, now corrupted by the influence of dark magic. They spread disease and undeath to every corner of their home, and previously beautiful greenery soon turns to foul wastes. The only things that can survive in these poisoned lands are insects and other carrion feeders, those sorts of beasts that thrive on an environment of decay and rot. Though a pemple lich may not move far, their influence grows daily as their powers do, and it is never long before their evil presence is felt along their neighbor's borders.

Unlike other lichs, lichs of the druidic pedigree lack a phylactery in which they house the source of their power. Rather, it is the befouled landscape itself that grants them their strength. This, of course, is in turn fueled by the continued growth of their own dark magic, creating a vicious cycle by which both can feed on endlessly. However, this also means that by weakening one, the other is reduced as well. By turning back the tide of necrotic decay at the edges of the lich's influence, the lich itself will be hindered, and by defeating the lich the land can be saved. Unfortunately, like all things concerning beings of great and terrible power, while this is a simple solution in theory, putting it into practice is rarely such an easy affair.

PEMPLE LICH

Medium undead, chaotic evil

Armor Class 16 (natural armor)

Hit Points 153 (18d8 + 72)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	18 (+4)	16 (+3)	20 (+5)	15 (+2)

Saving Throws Con +11, Int +10, Wis +12

Skills Arcana +12, History +10, Insight +9, Survival +12

Damage Resistances cold

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

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses truesight 120 ft., passive Perception 19

Languages Common, Druidic, Sylvan, plus up to three other languages

Challenge 21 (33,000 XP)

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

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

Spellcasting. The lich is an 17th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 20, +12 to hit with spell attacks). The lich has the following druid spells prepared:

Cantrips (at will): *infestation*, *poison spray*, *primal savagery*, *thorn whip*

1st level (4 slots): *absorb elements*, *detect magic*, *entangle*, *faerie fire*

2nd level (3 slots): *dust devil*, *gust of wind*, *hold person*, *spike growth*

3rd level (3 slots): *animate dead*, *conjure animals*, *dispel magic*, *sleet storm*

4th level (3 slots): *blight*, *giant insect*

5th level (2 slots): *contagion*, *insect plague*

6th level (1 slot): *create undead*, *wall of thorns*

7th level (1 slot): *finger of death*, *whirlwind*

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

9th level (1 slot): *storm of vengeance*

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

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

Actions

Rotting Touch. *Melee Spell Attack:* +12 to hit, reach 5 ft., one creature. *Hit:* 14 (4d6) necrotic damage. The target must succeed on a DC 20 Constitution saving throw or be poisoned for 1 minute. While poisoned in this way, the target is unable to regain hit points. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Change Shape (2/Day). The lich magically polymorphs into a Gargantuan swarm of flying insects, and can remain in this form for up to 9 hours. The lich can choose whether its equipment falls to the ground or melds with its new form. The lich reverts to its true form if it dies or falls unconscious. The lich can revert to its true form using a bonus action on its turn.

While in swarm form, the lich retains its game statistics and ability to speak, but has a flying speed of 30 feet. It can cast its spells with verbal or somatic components in its new form.

The new form's attacks count as magical for the purpose of overcoming resistances and immunity to nonmagical attacks.

Legendary Actions

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

Cantrip. The lich casts a cantrip.

Touch Attack (Costs 2 Actions). The lich uses its Rotting Touch.

Frightening Gaze (Costs 2 Actions). The lich fixes its gaze on one creature it can see within 10 feet of it. The target must succeed on a DC 18 Wisdom saving throw against this magic or become frightened for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the lich's gaze for the next 24 hours.

Disrupt Life (Costs 3 Actions). Each non-undead creature within 30 feet of the lich must make a DC 18 Constitution saving throw against this magic, taking 21 (6d6) necrotic damage on a failed save, or half as much damage on a successful one.

PIGOLOTHS

Pigoloths are the shock troops of a yugoloth mercenary company. While not as versatile as a mezzoloth, they are exceptionally useful as a blunt instrument, battering away at an enemy's defenses with speed and weight. Their simple-mindedness makes them easy to command and direct, but it also makes them easy to deceive and turn.

As with all yugoloths, these brutes are interested only in their own wealth and personal welfare, and the right words at the wrong times might inspire a team of pigoloths to abandon their contract in exchange for greater rewards on the opposing force. If one is to hire these fearsome creatures, it would be best to spend any amount of resources necessary to ensure they are well fed and paid considerably more than one's enemies could afford.

PIGOLOTH

Large fiend (pigoloth), neutral evil

Armor Class 14 (natural armor)

Hit Points 127 (15d10 + 45)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (-1)	16 (+3)	6 (-2)	11 (+0)	12 (+1)

Saving Throws Str +8

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

Damage Immunities acid, poison

Condition Immunities poisoned

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

Languages Abyssal, Infernal, Telepathy 60 ft.

Challenge 6 (2,300 XP)

Charge. If the pigoloth moves at least 30 feet straight toward a target and then hits it with a claw or flailing claws attack on the same turn, the target takes an extra 7 (2d6) slashing damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

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

1/day each: *darkness*, *destructive wave* (necrotic damage only)

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

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

Relentless (Recharges after a Short or Long Rest). If the pigoloth takes 30 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Teleport. As a bonus action, the pigoloth magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.

Actions

Multiattack. The pigoloth makes two claw attacks.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Flailing Claws (Recharge 5–6). The pigoloth moves up to its walking speed in a straight line and targets each creature within 5 feet of it during its movement. Each target must succeed on a DC 16 Dexterity saving throw or take 18 (4d8) slashing damage.

PINGEL ANT

Commonly employed by wealthier dwarf kingdoms, pingel ants are a curious subterranean fey creature that feed on precious metals, gold in particular. In exchange for coins to eat, they will happily watch over treasure vaults, mine shafts, and other areas that do not require them to travel far from their meals. Though the cost of their services does add up over time, their ability to see through any manner of spells and illusions makes them invaluable assets to any dwarf lord wary of intruders. An old dwarvish saying remarks, "A pingeler may eat your gold today, but still costs less than the thief that got away."

PINGEL ANT

Tiny fey, lawful neutral

Armor Class 9

Hit Points 5 (2d4)

Speed 20 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	9 (-1)	10 (+0)	12 (+1)	10 (+0)	11 (+0)

Saving Throws Int +3

Senses truesight 30 ft., passive Perception 10

Languages Common, Dwarvish, Sylvan

Challenge 0 (10 XP)

Evasion. If the pingel ant 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.

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

Actions

Bite. *Melee Weapon Attack:* +1 to hit, reach 0 ft., one target. *Hit:* 1 piercing damage.

Reactions

Alarm. When the pingel ant detects a creature other than one it designates within 30 feet, it can use its reaction to sound an alarm. The alarm sounds like the rapid ringing of a tiny bell, audible up to 300 feet away.

PURPLE BIRD

Purple birds are chimeric abominations, made by splicing together birds of prey with the stinger of purple worms. This sort of biomancy is a perversion of the natural order, and as a result these creatures cannot expect long lifespans. During their short time, they seem wracked with pain and anger, lashing out at anything that enters their territory. Despite their surly demeanor, there are rare cases of befriending and taming these poor beasts. By easing their pain and showing them honest compassion, it has been said that you can earn yourself a fierce and loyal protector for as long as they have left to live.

PURPLE BIRD

Small monstrosity, unaligned

Armor Class 13
Hit Points 6 (1d6 + 3)
Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	16 (+3)	2 (-4)	12 (+1)	6 (-2)

Senses passive Perception 11
Languages --
Challenge 1/2 (100 XP)

Flyby. The bird doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Actions

Talons. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) slashing damage, and the target is grappled (escape DC 13).

Tail Stinger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage, and the target must make a DC 13 Constitution saving throw, taking 7 (2d6) poison damage on a failed save, or half as much damage on a successful one.

PUTTER VAMPIRE

In the lands of Kolve, there is a breed of lesser vampire hidden amongst the highborn folk, a secret underworld of courtiers and politicians devoted to ruling from the shadows. Though they work slowly, their goals of total subjugation of the mortal world requires a light touch and a great deal of patience. Like all vampires, however, their curse grants them an eternal life in the darkness, allowing them the longevity needed to see such a plan through. Though they lack the same superior strength or magical boons of their cousins in the east, they still possess an uncanny ability to gain power over the weak-minded. They have used this to great effect among the noble court, inserting themselves into key positions of law and order throughout the land. No one but those among their leadership can truly know how far into their plans they currently are, but the consequences of their success will surely be felt all over the world of the living.

PUTTER VAMPIRE

Medium undead, lawful evil

Armor Class 14 (natural armor)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
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12 (+1)	15 (+2)	14 (+2)	17 (+3)	16 (+3)	18 (+4)
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Saving Throws Dex +4, Wis +5

Skills Deception +6, Insight +5, Perception +5, Persuasion +8, Stealth +4

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

Senses darkvision 60 ft., passive Perception 15

Languages The languages it knew in life

Challenge 3 (700 XP)

Diplomat. The vampire has advantage on Charisma (Persuasion) and Wisdom (Insight) checks made to negotiate deals and exchanges. If the vampire spends 1 minute talking to a humanoid that can understand it, that humanoid must make a DC 16 Wisdom (Insight) check or be charmed by the vampire as long as they are within 60 feet and for 1 minute thereafter. This check automatically succeeds if the vampire or any of its allies are fighting the humanoid.

Regeneration. The vampire regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

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

Vampire Weaknesses. The vampire has the following flaws:

Forbiddance. The vampire can't enter a residence without an invitation from one of the occupants.

Harmed by Running Water. The vampire takes 20 acid damage when it ends its turn in running water.

Stake to the Heart. The vampire is destroyed if a piercing weapon made of wood is driven into its heart while it is incapacitated in its resting place.

Sunlight Hypersensitivity. The vampire takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

Multiattack. The vampire makes two attacks, only one of which can be a bite attack.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 7 (2d4 + 2) slashing damage. Instead of dealing damage, the vampire can grapple the target (escape DC 12).

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained. *Hit:* 5 (1d6 + 2) piercing damage plus 7 (2d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire 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.

THE RUCK SEA

Often referred to as a "rubbish elemental" or "garbage monster," the ruck sea is an immense pile of refuse and litter that has somehow become animated and given the semblance of life. It moves slowly across the arid sands of the Burning Wastes, collecting as much debris as it can to incorporate into its already considerable bulk. Living or unliving, it will reach out and take in everything it can wrap its tendrils around and draw into itself, where the sheer weight of its mass will slowly grind anything within it to smaller and smaller pieces. Those who have encountered it describe seeing within its body everything from ancient artifacts to the bleached bones of its former victims, all incorporated into the rolling mass of accumulated debris. Thankfully, the roving sea moves quite slowly, and can easily be avoided once it is spotted on the horizon.

RUCK SEA

Gargantuan swarm of Small constructs, unaligned

Armor Class 19 (natural armor)

Hit Points 175 (10d20 + 70)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	16 (+3)	25 (+7)	4 (-3)	11 (+0)	6 (-2)

Saving Throws Str +12, Con +13

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities psychic

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned

Senses blindsight 30 ft., passive Perception 10

Languages --

Challenge 18 (20,000 XP)

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

Rubbish Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Small piece of debris. The swarm can't regain hit points or gain temporary hit points.

Actions

Multiattack. The swarm uses its overwhelm, then makes three attacks with its Grasp.

Grasp. *Melee Weapon Attack:* +12 to hit, reach 30 ft., one target. *Hit:* 13 (2d6 + 6) bludgeoning damage, and the target is pulled 10 feet towards the ruck sea's center.

Overwhelm. Each creature within the ruck sea's space must make a DC 20 Strength saving throw. On a failure, a target takes 21 (6d6) bludgeoning damage. If it is Huge or smaller, it is also grappled (escape DC 20). Until this grapple ends, the target is restrained. If the saving throw is successful, the target is pushed out of the ruck sea's space.

Serpent Sharks

Sometimes called "shrieking eels," these fearsome creatures frequent the shores near human settlements and trading routes, hoping to chance upon any poor soul that finds themselves falling into the water. Like others of their kind, serpent sharks are drawn to the scent of fresh blood, and the area will soon be teeming with dozens of them within minutes of even the smallest wound. Unlike most sharks, however, these beasts use their impressive length to coil around their prey and drag them to the depths below. This method of hunting, while still somewhat useful against other aquatic animals, seems frighteningly tailored towards land-dwelling creatures. It still is unknown whether this was a natural behavior that coincidentally matched well with terrestrial animals, or if somehow these tactics developed when their taste for human flesh did.

Serpent Shark

Large beast, unaligned

Armor Class 13 (natural armor)
Hit Points 39 (6d10 + 6)
Speed 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	13 (+1)	1 (-5)	10 (+0)	4 (-3)

Skills Perception +2
Senses blindsight 30 ft., passive Perception 12
Languages --
Challenge 1 (200 XP)

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

Water Breathing. The shark can breathe only underwater.

Actions

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

Constrict. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6 + 3) bludgeoning damage, and the target is grappled (escape DC 13). Until this grapple ends, the creature is restrained, and the shark can't constrict another target.

SHADOWSTAFFERS

Staffers in the Shadowfell are highly sought after specialists that are able to accomplish nearly any task quickly and efficiently, often with no questions asked. They call upon allied fey spirits to take on particular forms suited to the work they've been hired to do, instantly creating a small task force to root out unwanted guests, infiltrate an enemy encampment, or to provide protection to valuable assets.

SHADOWSTAFFER

Medium fey, neutral

Armor Class 12
Hit Points 27 (6d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	11 (+0)	16 (+3)	14 (+2)	12 (+1)

Saving Throws Int +5, Wis +4
Skills History +5, Insight +4, Perception +4
Senses darkvision 60 ft., passive Perception 14
Languages Common, Sylvan, Telepathy with creatures it has summoned
Challenge 4 (1,100 XP)

Shadow Summoner. The shadowstaffer can conjure creatures from the shadows. These creatures have identical statistics to their normal counterparts, except that their creature type is fey, and they lack any coloration to their form. They last until they are reduced to 0 hit points, are dispelled, or are dismissed by the shadowstaffer as a bonus action. The shadowstaffer cannot conjure more creatures if the total challenge rating of creatures it currently has summoned is greater than or equal to 2.

Actions

- Shadowfell Shillelagh.** *Melee Spell Attack:* +4, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) necrotic damage.
- We Need Muscle.** The shadowstaffer conjures up to 2 orcs, who appear in unoccupied spaces within 30 feet of it. The orcs roll for initiative and act in initiative order.
- We Need Distance.** The shadowstaffer conjures up to 2 scouts, who appear in unoccupied spaces within 30 feet of it. The scouts roll for initiative and act in initiative order.
- We Need a Specialist.** The shadowstaffer conjures 1 evil mage, frontline medic, or spy, who appears in an unoccupied space within 30 feet of it. The creature rolls for initiative and acts in initiative order.
- We Just Need Bodies.** The shadowstaffer conjures 1d8 tribal warriors, who appear in unoccupied spaces within 30 feet of it. The warriors roll for initiative and act in initiative order.

SENIOR SHADOWSTAFFER

Medium fey, neutral

Armor Class 15 (natural armor)

Hit Points 54 (12d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
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10 (+0)	16 (+3)	11 (+0)	20 (+5)	17 (+3)	15 (+2)
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Saving Throws Int +8, Wis +6

Skills History +8, Insight +6, Perception +6

Senses darkvision 60 ft., passive Perception 16

Languages Common, Sylvan, Telepathy with creatures it has summoned

Challenge 8 (3,900 XP)

Shadow Summoner. The shadowstaffer can conjure creatures from the shadows. These creatures have identical statistics to their normal counterparts, except that their creature type is fey, and they lack any coloration to their form. They last until they are reduced to 0 hit points, are dispelled, or are dismissed by the shadowstaffer as a bonus action. The shadowstaffer cannot conjure more creatures if the total challenge rating of creatures it currently has summoned is greater than or equal to 6.

Actions

Shadowfell Shillelagh. *Melee Spell Attack:* +6, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) necrotic damage.

We Need Muscle. The shadowstaffer conjures up to 3 ogres, who appear in unoccupied spaces within 30 feet of it. The ogres roll for initiative and act in initiative order.

We Need Distance. The shadowstaffer conjures up to 2 archers, who appear in unoccupied spaces within 30 feet of it. The archers roll for initiative and act in initiative order.

We Need a Specialist. The shadowstaffer conjures 1 doppelganger, mage, or priest, who appears in an unoccupied space within 30 feet of it. The creature rolls for initiative and acts in initiative order.

We Just Need Bodies. The shadowstaffer conjures 3d4 thugs, who appear in unoccupied spaces within 30 feet of it. The thugs roll for initiative and act in initiative order.

SIRPERS

Once thought to be the paranoid ramblings of those touched with madness, history has now confirmed the existence of the demonic impersonators known as sirpers. As dangerous as they are insidious, these foul creatures capture and replace figures of key importance in select regions and countries, steering the politics of a land towards unknown goals. Thanks to their ability to absorb an entire life's worth of memories from their victims, they are quite capable of deceiving even the closest friends and family. Furthermore, the actual process renders the victim itself into an infantile state of mind, incapable of raising an alarm or contesting their impostor. Thankfully, these fiends prefer to capture rather than kill, often keeping their victims alive and imprisoned nearby for easy access. The memories they steal are not permanent, and they require repeated visits to keep the ruse accurate.

SIRPER

Medium fiend (shapechanger), neutral evil

Armor Class 17 (natural armor)

Hit Points 90 (20d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	11 (+0)	19 (+4)	16 (+3)	21 (+5)

Saving Throws Int +8, Wis +7, Cha +9

Skills Deception +13, Insight +11, Perception +7, Persuasion +9

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 17

Languages Abyssal, Common, Infernal, Telepathy 60 ft.

Challenge 10 (5,900 XP)

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

Change Shape. The sirper can use its action to transform into a Small or Medium humanoid it has seen, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed by the new form. While transformed, the sirper retains its alignment, hit points, Hit Dice, proficiencies, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form.

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

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

Sneak Attack (1/turn). The sirper deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the sirper that isn't incapacitated and the sirper doesn't have disadvantage on the attack roll.

Actions

Multiattack. The sirper makes two melee attacks.

Claw. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Mind Blast (Recharge 5–6). The sirper 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 22 (4d8 + 4) 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.

Steal Memories (1/Day). The sirper targets one creature it can see within 60 feet of it. The target takes 21 (6d6) psychic damage, and it must make a DC 17 Intelligence saving throw. On a successful save, the target becomes immune to this sirper's Steal Memories for 24 hours. On a failed save, the sirper learns all of the target's memories and life history, gaining their proficiencies and spells for 3 days. The target loses all proficiencies, it can't cast spells, it can't understand language, and if its Intelligence and Charisma scores are higher than 5, they become 5. Each time the target finishes a long rest, it can repeat the saving throw, ending the effect on itself on a success. A *greater restoration* or *remove curse* spell cast on the target ends this effect early.

SLAKE ELEMENTAL

Slakes are water elementals corrupted by fiendish influence, turning them into feral wanderers of the Underdark. They feed off the energy of the living, forcing them to seek out subterranean denizens to ambush. Once a slake has a hold of its quarry, it will simply squeeze the creature until it expires, compressing the body so tightly that circulation will be completely stopped. From the reports of the bodies it leaves in its wake, it is a grisly end for any unfortunate enough to meet it. As with all deadly creatures, it is well advised to keep as much distance from it as absolutely possible.

DEADLY SLAKE

Gargantuan elemental, chaotic neutral

Armor Class 14 (natural armor)

Hit Points 81 (6d20 + 18)

Speed 30 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	16 (+3)	3 (-4)	10 (+0)	5 (-3)

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

Damage Immunities poison

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

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10

Languages --

Challenge 1 (200 XP)

Water Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

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

Actions

Crush. Each creature in the elemental's space must make a DC 13 Strength saving throw. On a failure, a target takes 7 (2d6) bludgeoning damage and gains 2 levels of exhaustion. If it is Large or smaller, it is also grappled (escape DC 13). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. If the saving throw is successful, the target is pushed out of the elemental's space.

The elemental can grapple up to four Large creatures or up to eight Medium or smaller creatures at one time. A creature within 5 feet of the elemental can pull a creature or object out of it by taking an action to make a DC 13 Strength check and succeeding.

SPACE OGRES

While most Corbessians have a reputation for being gruff but fair-minded and trustworthy, there are a select few that reject the common beliefs of their people, striking off on their own to work as mercenaries. These are almost always deserters of the Corbessian Navy or other military branches, and as such are looked at with both shame and disgust by other members of their species. Some are employed by criminal organizations as private enforcers and bodyguards, others band together and form their own private armies for hire. Some even eschew freelancing altogether, preferring instead to become pirates and launch raids on remote outposts or lone merchant vessels.

The combat prowess of these massive brutes is well known throughout the galaxy, even among other Corbessians. Once called "ogres" as a derogatory slur, many of these mercenaries have embraced the term, believing it helps people underestimate their mental faculties. Though their large size and fearsome demeanor may give the impression that Corbessians are nothing but simple-minded barbarians, any person that has spoken to one at length will be well aware of their keen intellect and articulate nature. If it ever feels like a negotiation with an ogre is going a little too well, be wary that there may be a scheme afoot behind your back.

TARGETING DRONE

Tiny construct, unaligned

Armor Class 13
Hit Points 10 (3d4 + 3)
Speed 20 ft., (hover)

STR	DEX	CON	INT	WIS	CHA
4 (-3)	16 (+3)	12 (+1)	6 (-2)	10 (+0)	6 (-2)

Damage Vulnerabilities lightning
Damage Immunities poison, psychic
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses passive Perception 10
Languages --
Challenge 0 (10 XP)

Drone Function. This drone has 3 charges per energy cell. As a bonus action, you can spend 1 charge to activate the drone for up to 1 minute. As long as the drone is active, when you attack a target that is within 100 feet and in the drone's line of sight, you may roll 1d4 and add the result to the roll.

CORBESSIAN MERCENARY

Large giant, neutral evil

Armor Class 16 (nanofiber combat suit)
Hit Points 117 (13d10 + 39)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	16 (+3)	16 (+3)	14 (+2)	12 (+1)	12 (+1)

Saving Throws Str +10, Dex +6, Con +6
Skills Athletics +10, Insight +4, Intimidation +10, Perception +4, Stealth +7
Senses darkvision 60 ft., passive Perception 14
Languages Common, Corbessian
Challenge 7 (2,900 XP)

Targeting Drone. The Corbessian is equipped with a targetting drone, granting it an additional 1d4 to hit using ranged weapon attacks against targets within 100 feet.

Infrared Visor. The Corbessian is equipped with an infrared visor, granting it darkvision up to 60 feet.

Actions

Multiattack. The Corbessian makes two attacks, either with its slam or its plasma rifle.

Slam. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) bludgeoning damage.

Plasma Rifle. Ranged Weapon Attack: +6 to hit, range 100/300 ft., one target. Hit: 15 (3d8 + 3) radiant damage.

Arc Emitter. The weapon casts out electrical arcs in a 15-foot cone. Each creature in that area must make a DC 15 Constitution saving throw, taking 2d6 lightning damage on a failed save, or half as much damage on a successful one.

Electro-Net Thrower. Ranged Weapon Attack: +6 to hit, range 20/60 ft., one target. Hit: 6 (1d6 + 3) lightning damage, and the target is restrained and knocked prone. A target can use its action to free itself with a successful DC 15 Athletics or Acrobatics check, taking (3) 1d6 lightning damage on a failed check.

Anti-Personnel Missile Array. The Corbessian targets up to six 10-foot squares within 120 feet. Each creature in those areas not behind total cover must make a DC 15 Dexterity saving throw, taking 2d6 thunder damage on a failed save, or half as much on a successful one.

SPECTRAL SLUGS

Spectral slugs are strange little creatures that seem to be native to the Border Ethereal. Their translucent bodies are difficult to see even in bright light, and their ability to vanish into thin air makes them even more tricky to spot and remove. They are parasites by nature, feeding on the energy of living things until they've had their fill or the host expires from exhaustion.

SPECTRAL SLUG

Tiny fey, unaligned

Armor Class 10
Hit Points 2 (1d4)
Speed 10 ft.

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

Skills Stealth +2
Senses darkvision 30 ft., passive Perception 12
Languages --
Challenge 1/8 (25 XP)

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

Shadow Stealth. While in dim light or darkness, the slug can take the Hide action as a bonus action.

Actions

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) acid damage. If the target is a living creature, it must succeed on a DC 12 Constitution saving throw or gain a level of exhaustion. A creature can only be affected in this way once per round.

Invisibility. The slug magically turns invisible until it attacks or casts a spell, or until its concentration ends (as if concentrating on a spell).

SPIRIT FOREST BRAIN

Deep in the Savalier Wood lies an ancient tree that sees and speaks through the animals of the land. With a mind more vast than the sky itself, it has watched over its domain for a thousand years, keeping an eerily close eye on any it believes might harbor ill intentions.

Though this creature may not have originated from this world, it has adapted itself to become an integral part of it, and is now essential to the safety of the forest and those that dwell within it.

SPIRIT FOREST BRAIN

Large aberration, neutral

Armor Class 11 (natural armor)
Hit Points 184 (16d10 + 96)
Speed 5 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	9 (-1)	22 (+6)	18 (+4)	23 (+6)	20 (+5)

Saving Throws Int +8, Wis +10, Cha +9
Skills Animal Handling +10, History +12, Insight +14, Perception +10
Senses blindsight 120 ft., passive Perception 20
Languages Deep Speech, Druidic, Telepathy 5 miles
Challenge 9 (5,000 XP)

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

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

At will: *detect thoughts*, *levitate*

1/day each: *dominate monster*, *feeblemind*

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

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

Psychic Mirror. If the brain takes psychic damage, each creature within 10 feet of the brain takes that damage instead; the brain takes none of the damage. In addition, the brain's thoughts and location can't be discerned by magic.

Shell. The brain can use a bonus action to retract into or emerge from its hardwood shell. While retracted, the brain gains a +4 bonus to AC, and it has a speed of 0 and can't benefit from bonuses to speed.

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

Actions

Tentacle. *Melee Weapon Attack:* +7 to hit, reach 30 ft., one target. *Hit:* 14 (2d10 + 3) bludgeoning damage. If the target is a Huge or smaller creature, it is grappled (escape DC 15) and takes 10 (1d8 + 6) psychic damage at the start of each of its turns until the grapple ends. The brain can have up to four targets grappled at a time.

Mind Blast (Recharge 5–6). The elder brain magically emits psychic energy. Creatures of the brain's choice within 60 feet of it must succeed on a DC 18 Intelligence saving throw or take 28 (4d10 + 6) psychic damage and be stunned for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

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

Exert Will. The brain targets a creature with which it has a psychic link. The target must use its reaction to move up to its speed as the brain directs or to make a weapon attack against a target that it designates.

Legendary Actions

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

Attack. The brain makes a tentacle attack or uses its Exert Will ability.

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

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

STONE CATS

Stone cats are assumed to be distantly related to gargoyles and other denizens of the Elemental Plane of Earth. Those that cross over into the Material Plane are often mistakenly identified as animated statues or bewitched felines. While slower and stockier than their flesh and blood counterparts, a stone cat is far more adept at ambush hunting than those it mimics, capable of lying in complete stillness while disguised as part of the rocky terrain. They are often spotted in the mountains only after they pounce upon their victims, forcing companions to choose between fighting the creature off or running for their lives.

STONE CAT

Medium elemental, unaligned

Armor Class 13 (natural armor)
Hit Points 51 (6d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	18 (+4)	3 (-4)	16 (+3)	6 (-2)

Skills Perception +5, Stealth +3
Senses darkvision 60 ft., tremorsense 30 ft., passive Perception 15
Languages --
Challenge 1/2 (100 XP)

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

Pounce. If the cat moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the cat can make one bite attack against it as a bonus action.

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

Sure-Footed. The cat has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

Actions

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

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

Reactions

Unyielding. When the cat is subjected to an effect that would move it, knock it prone, or both, it can use its reaction to be neither moved nor knocked prone.

GIANT STONE CAT

Huge elemental, unaligned

Armor Class 13 (natural armor)
Hit Points 138 (12d12 + 60)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	3 (-4)	16 (+3)	6 (-2)

Saving Throws Str +8
Skills Perception +6, Stealth +4
Senses darkvision 90 ft., tremorsense 50 ft., passive Perception 16
Languages --
Challenge 5 (1,800 XP)

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

Pounce. If the cat moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 16 Strength saving throw or be knocked prone. If the target is prone, the cat can make one bite attack against it as a bonus action.

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

Sure-Footed. The cat has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

Actions

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

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 19 (4d6 + 5) slashing damage.

Frightful Presence. Each creature of the cat's choice that is within 60 feet of the cat and aware of it must succeed on a DC 16 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 cat's Frightful Presence for the next 24 hours.

Reactions

Unyielding. When the cat is subjected to an effect that would move it, knock it prone, or both, it can use its reaction to be neither moved nor knocked prone.

STULKERS

It isn't known whether stalkers are flora-based elementals that live in the earth or earth-based elementals that grow flora, but they are known to be quite deadly to the farmers whose lands they frequent. These creatures often take a wide area of crops or wild plants and wear them on their backs for camouflage, creating a convincing cover for their large bulk. So convincing is their disguise that unsuspecting farmers are unable to see the danger until it has already grabbed them and pulled them deep into the earth. Though they may be unable to see with their eyes below the surface, they possess an uncanny sense of the ground in which they live, detecting all that walk upon it. Should engaging such a creature become absolutely necessary, doing so from a very safe distance is advised.

STULKER

Gargantuan elemental, unaligned

Armor Class 16 (natural armor)

Hit Points 135 (10d20 + 30)

Speed 30 ft., burrow 20 ft.

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

Saving Throws Str +8, Con +7

Skills Perception +7, Stealth +6

Damage Resistances necrotic, poison

Damage Immunities lightning

Senses darkvision 120 ft., tremorsense 30 ft., passive Perception 17

Languages --

Challenge 9 (5,000 XP)

Plant Guise. While burrowed at the earth's surface, the stalker can't see and is indistinguishable from a small patch of plants or crops.

Actions

Multiattack. The stalker makes three attacks.

Tentacle. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage. If the target is a creature, it is grappled (escape DC 16). Until this grapple ends, the target is restrained. The stalker can grapple up to 3 targets at once.

Tentacle Slam. The stalker slams creatures grappled by it into each other or a solid surface. Each creature must succeed on a DC 16 Constitution saving throw or take 13 (2d8 + 4) bludgeoning damage and be stunned until the end of the stalker's next turn. On a successful save, the target takes half the bludgeoning damage and isn't stunned.

THE SUN OF FISH

Brilliantly colored and graceful in the water, the so-called sun of fish is a legend passed down among the fishing villages of tropical waters. Not to be confused with the large and clumsy sunfish, this creature is said to be covered in shimmering golden scales, flashing like a beacon beneath the waves. Fishing boats at night report seeing something like the sun deep in the water, giving the elusive creature its name. No one has managed to catch one yet, although there have been a few close calls. The fish is able to set off its flare both to stun and disorient prey as well as distract potential captors, keeping it free to escape and swim another day.

THE SUN OF FISH

Small beast, unaligned

Armor Class 12

Hit Points 17 (2d6 + 10)

Speed 0 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	14 (+2)	20 (+5)	1 (-5)	7 (-2)	2 (-4)

Senses darkvision 60 ft., passive Perception 8

Languages --

Challenge 1/4 (50 XP)

Water Breathing. The fish can breathe only underwater.

Actions

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

Sun Flare (Recharges after a Short or Long Rest). Each creature within 15 feet of the fish and can see it must succeed on a DC 15 Constitution saving throw or become blinded. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Reactions

Warding Flare (Recharges after a Short or Long Rest). When the fish is attacked by a creature within 30 feet of it that it can see, it can use its reaction to impose disadvantage on the attack roll, causing light to flare before the attacker before it hits or misses. An attacker that can't be blinded is immune to this feature.

TALKING HEADS

Many powerful wizards and sorcerers keep the services of scribes and clerks to help them with their work, recording notes and maintaining records for archival purposes. Those who are more necromantically inclined may even continue enlisting these services beyond death, reanimating their former employee into an undead skull, retaining the memories, skills, and experience that made the notary so useful to begin with. There are even rumors of entire halls filled with the animated skulls, acting as a sort of an immortalized history dating back centuries. With limited mobility and little to entertain themselves, it would be no surprise if these poor trapped souls are found to have gone a touch mad when discovered. When there is nothing else in your world but your own voice, one has to make do.

SKULL

Tiny undead, any alignment

Armor Class 12
Hit Points 9 (2d4 + 4)
Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	15 (+2)	13 (+1)	9 (-1)	15 (+2)

Skills Arcana +3, Deception +4, History +3, Persuasion +4
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 9
Languages The languages it knew in life
Challenge 1/8 (25 XP)

Spellcasting. The skull is a 1st-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It requires no somatic or material components to cast its spells. The skull has the following bard spells prepared:

Cantrip (at will): *friends*, *vicious mockery*

1st level (2 slots): *dissonant whispers*, *hideous laughter*

Taunt (2/Day). The skull can use a bonus action on its turn to target one creature within 30 feet of it. If the target can hear the skull, the target must succeed on a DC 12 Charisma saving throw or have disadvantage on ability checks, attack rolls, and saving throws until the start of the skull's next turn.

Actions

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

PILE OF SKULLS

Medium swarm of Tiny undead, any non-lawful alignment

Armor Class 11
Hit Points 52 (8d8 + 16)
Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	12 (+1)	15 (+2)	14 (+2)	10 (+0)	18 (+4)

Skills Arcana +6, Deception +8, History +4, Persuasion +6
Damage Resistances bludgeoning, piercing, slashing
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned
Senses darkvision 60 ft., passive Perception 10
Languages The languages they knew in life
Challenge 1 (200 XP)

Jeering Taunts (2/Day). The swarm can use a bonus action on its turn to insult and belittle all creatures of its choice within 30 feet. If the target can hear the swarm, the target must succeed on a DC 14 Charisma saving throw or have disadvantage on ability checks, attack rolls, and saving throws until the start of the swarm's next turn.

Spellcasting. The swarm is a 6th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It requires no somatic or material components to cast its spells. The swarm has the following bard spells prepared:

Cantrip (at will): *friends*, *minor illusion*, *thaumaturgy*, *vicious mockery*

1st level (4 slots): *bane*, *command*, *dissonant whispers*, *hideous laughter*

2nd level (3 slots): *crown of madness*, *phantasmal force*, *silence*

3rd level (3 slots): *bestow curse*, *enemies abound*, *stinking cloud*

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny skull. The swarm can't regain hit points or gain temporary hit points.

Actions

Bites. *Melee Weapon Attack:* +3 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer.

TASKED GENIES

Task genies operate as servants and vassals to the more powerful djinni and lords of the elemental planes. Though lacking in much obvious magical power, they each are a wish personified, capable of giving their life to accomplish nearly any task using their innate mystic energies. Since each of them does have some sense of self-preservation, they will often seek to fulfill their master's commands with any and all other avenues available to them before relying on this potent ability. Should a mortal find themselves with such a genie in their employ, it would be prudent to consider their usefulness as a long-lived elemental entity before seeking an immediate magical solution to whatever problem currently ails them.

WINDED TASKED GENIE

Medium elemental, lawful neutral

Armor Class 13

Hit Points 45 (10d8)

Speed 30 ft., fly 30 ft. (hover)

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

Skills History +4

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Auran, Common

Challenge 1/2 (100 XP)

Innate Spellcasting. The genie's innate spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *fog cloud*, *shocking grasp*

3/day each: *gust of wind*, *misty step*

Actions

Directed Gust. The genie targets a 10-foot cube it can see within 30 feet. Each Medium or smaller creature or object in the area must succeed on a DC 12 Strength saving throw or take 5 (2d4) thunder damage and be pushed up to 10 feet in any direction, including down. If the target is standing on a solid surface, pushing it down knocks it prone.

Task Manager. The genie casts *wish*, then immediately dies after the spell is finished, exploding into a puff of white smoke.

SPYCYR DRAGON TASKED GENIE

These hot-tempered elementals are employed by djinni lords as sentries or guards around their palatial estates, and are by far the most dangerous of their kin. Touched by efreeti magic, spycter dragons have a limited command of fire, allowing them to shape it to their master's will. They are the most willing to give their lives in service, releasing the spark that sustains them to defeat their lord's enemies or those that seek to harm their master in any way. Their loyalty is admirable, and it makes them all the more fierce in battle.

SPYCYR DRAGON TASKED GENIE

Medium elemental, lawful neutral

Armor Class 13
Hit Points 45 (10d8)
Speed 30 ft., fly 30 ft. (hover)

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

Skills Insight +4, Intimidation +5, Perception +4
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 14
Languages Auran, Common, Ignan
Challenge 1 (200 XP)

Innate Spellcasting. The genie's innate spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *hellish rebuke*, *produce flame*
3/day each: *flaming sphere*, *misty step*

Actions

Ember Cloud. The genie targets a 15-foot cube within 30 feet of it to fill with burning smoke and hot embers, heavily obscuring the area for 1 minute or until dispersed by a moderate or greater wind. Any creature in the cloud when it appears, or that enters it later, must make a DC 13 Constitution saving throw, taking 11 (2d10) fire damage on a failed save, or half as much damage on a successful one.

Task Manager. The genie casts *wish*, then immediately dies after the spell is finished, exploding into a puff of white smoke.

WANGER TASKED GENIE

Wanger genies, like their windy cousins, are also servants to the elemental lords, but are used in a far more underhanded capacity. Operating as spies and thieves, they are employed across the planes as a djinni's eyes and ears, reporting back periodically on enemies, rivals, and even allies. Able to slip in almost anywhere, these genies are believed to be the inspiration for sleep sprites and other stories about faeries associated with dreams. It would be best not to take them lightly, however, as falling asleep while facing such an adversary might be the last mistake you ever make.

WANGER TASKED GENIE

Medium elemental, lawful neutral

Armor Class 13

Hit Points 45 (10d8)

Speed 30 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
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10 (+0)	16 (+3)	10 (+0)	14 (+2)	10 (+0)	15 (+2)
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Skills Deception +6, Stealth +5

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Auran, Common

Challenge 1/2 (100 XP)

Innate Spellcasting. The genie's innate spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *shocking grasp*, *sleep*

3/day each: *gaseous form*, *misty step*

Actions

Exhausting Ray. *Ranged Spell Attack:* +4 to hit, range 120 ft., one target. *Hit:* 10 (3d6) psychic damage, and the target must succeed on a DC 14 Wisdom saving throw or gain 1 level of exhaustion.

Task Manager. The genie casts *wish*, then immediately dies after the spell is finished, exploding into a puff of white smoke.

TICKED GENIE

Sometimes during the creation of a tasked genie, the arcane process of harnessing the wish that sustains them is corrupted in some way and fails to take hold. The resultant creature is one that is magically compelled to give its life in service, but is completely unable to do so. Thus is the tortured existence of these beings, an immortal life filled with an incessant need to do that which cannot be done. These "ticked genies," as they are sometimes called, are then turned loose on political rivals or generational enemies, where they will release all the frustration built up within them until they are destroyed. Though they may lack the potent spark of power that fuels their cousins, they are no less magical in nature, nor are they any less dangerous. The rage within them is so powerful that they can even inflict it upon others, causing an otherwise calm and reserved mind to lash out recklessly. This ability makes the genies excellent saboteurs and disruptive agents, breaking enemy morale and routing soldiers wherever they go.

TICKED GENIE

Medium elemental, chaotic neutral

Armor Class 13

Hit Points 45 (10d8)

Speed 30 ft., fly 30 ft. (hover)

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

Skills Intimidation +5

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities charmed, frightened, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Auran, Common

Challenge 1/2 (100 XP)

Innate Spellcasting. The genie's innate spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *thunderclap*, *vicious mockery*

3/day each: *dissonant whispers*, *misty step*

Actions

Induce Rage. The genie targets a living creature within 30 feet that it can see. The target must succeed on a DC 13 Wisdom saving throw or take 10 (3d6) psychic damage and become enraged for up to 1 minute. While enraged in this way, the target rolls melee attacks made with Strength at advantage, and all attacks made against the target are made with advantage. The enraged target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

UNICORNS

ALAMERCORN

Pinnacles of truth and justice, alamercorns are royalty among unicorns, commanding the respect of nearly all creatures on the mortal plane and the heavens above. Legends say they originally came from the sea, the most prized creations of an ancient ocean god. It would certainly explain why they have a close association with the coasts and maritime magic, but it is impossible to verify without meeting one.

There are a handful of accounts claiming to have interacted with these celestial beings, although the accuracy of these documents are a matter of contested debate. What is consistent in these reports, however, is the pervading sense of calm and serenity, even if the situation itself was life-threatening. Indeed, the majority of the incidents come from those saved by the alamercorn, whether from a sinking ship or a coastal pirate raid.

ALAMERCORN

Huge celestial, lawful good

Armor Class 16 (natural armor)

Hit Points 228 (24d12 + 72)

Speed 60 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
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20 (+5)	18 (+4)	16 (+3)	14 (+2)	17 (+3)	20 (+5)
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Saving Throws Str +10, Dex +9, Wis +8, Cha +10

Skills Insight +13, Perception +8

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities charmed, frightened, paralyzed, poisoned

Senses darkvision 60 ft., truesight 30 ft., passive Perception 18

Languages Celestial, Elvish, Sylvan, Telepathy 60 ft.

Challenge 13 (10,000 XP)

Amphibious. The alamercorn can breathe air and water.

Charge. If the alamercorn moves at least 20 feet straight toward a target and then hits it with a horn attack on the same turn, the target takes an extra 18 (4d8) piercing damage. If the target is a creature, it must succeed on a DC 18 Strength saving throw or be pushed back 20 feet and knocked prone.

Innate Spellcasting. The alamercorn's innate spellcasting ability is Charisma (spell save DC 18). The alamercorn can innately cast the following spells, requiring no components:

At will: *detect evil and good*, *water breathing*, *water walk*

1/day each: *calm emotions*, *control water*, *dispel evil and good*

Limited Magic Immunity. The alamercorn can't be affected or detected by spells of 6th level or lower unless it wishes to be. It has advantage on saving throws against all other spells and magical effects.

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

Actions

Multiattack. The alamercorn makes three attacks: two with its hooves and one with its horn.

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

Horn. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage, plus 9 (2d8) radiant damage.

Healing Touch (3/Day). The alamercorn touches another creature with its horn. The target magically regains 32 (6d8 + 5) hit points. In addition, the touch removes all diseases and neutralizes all poisons afflicting the target.

Teleport (1/Day). The alamercorn magically teleports itself and up to three willing creatures it can see within 5 feet of it, along with any equipment they are wearing or carrying, to a location the unicorn is familiar with, up to 5 miles away.

Legendary Actions

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

Hooves. The alamercorn makes one attack with its hooves.

Shimmering Shield (Costs 2 Actions). The alamercorn creates a shimmering, magical field around itself or another creature it can see within 60 feet of it. The target gains a +3 bonus to AC until the end of the unicorn's next turn.

Heal Self (Costs 3 Actions). The unicorn magically regains 32 (6d8 + 5) hit points.

BLACK WILLOW UNICORN

Kokki, sometimes called "black willow unicorns," are a rare breed of kirin that are born only once every few centuries. They are said to bring good fortune to the lands they roam, and that their counsel is universally wise and compassionate. Like all kirin, they cannot stand violence or bloodshed, and even being in the presence of blood can make them take ill. However, in dire situations in which they must protect themselves, they will call upon spiritual allies and other creatures to aid them, at least for long enough to escape.

Kirin are fantastically swift, capable of outrunning nearly all others, on land or through the skies. To better walk the world inconspicuously, however, they will often adopt a humanoid disguise. In this way, they will travel among the different kingdoms and civilizations, spreading joy and aid wherever they can. They might be a kindly shopkeep, a friendly beggar, or even a smiling child in the street. We are all reminded to show compassion to those in our path, and we may be shown that same generosity from the most unlikely of places.

BLACK WILLOW UNICORN

Large celestial, lawful good

Armor Class 17
Hit Points 102 (12d10 + 36)
Speed 60 ft., fly 120 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	24 (+7)	16 (+3)	11 (+0)	20 (+5)	25 (+7)

Saving Throws Wis +9, Cha +11
Skills Insight +13, Perception +13
Condition Immunities charmed, paralyzed, petrified
Senses darkvision 120 ft., passive Perception 23
Languages All, Telepathy 120 ft.
Challenge 10 (5,900 XP)

Blood Aversion. The unicorn abhors violence and the smell of bloodshed. The unicorn is poisoned if it is within 30 feet of fresh blood, and will gain a level of exhaustion if it touches freshly spilt blood. It cannot gain a level of exhaustion in this way more than once per day.

Innate Spellcasting. The unicorn's innate spellcasting ability is Charisma (spell save DC 19). The unicorn can innately cast the following spells, requiring no components:

At will: *detect evil and good, light, plane shift, spare the dying, thaumaturgy*

1/day each: *calm emotions, conjure celestial, dispel evil and good, planar ally*

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

Actions

Healing Touch (3/Day). The unicorn touches another creature with its horn. The target magically regains 20 (4d8 + 2) hit points. In addition, the touch removes all diseases and neutralizes all poisons afflicting the target.

Change Shape. The unicorn magically polymorphs into a humanoid or beast that has a challenge rating equal to or less than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the unicorn's choice).

In a new form, the unicorn retains its game statistics and ability to speak, but its AC, movement modes, Strength, Dexterity, and special senses are replaced by those of the new form, and it gains any statistics and capabilities (except class features, legendary actions, and lair actions) that the new form has but that it lacks.

Legendary Actions

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

Detect. The unicorn makes a Wisdom (Perception) check or a Wisdom (Insight) check.

Move. The unicorn moves up to its half speed without provoking opportunity attacks.

Shimmering Shield (Costs 2 Actions). The unicorn creates a shimmering, magical field around itself or another creature it can see within 60 feet of it. The target gains a +4 bonus to AC until the end of the unicorn's next turn.

Heal Self (Costs 3 Actions). The unicorn magically regains 20 (4d8 + 2) hit points.

FUMBLE UNICORN

Whether the result of a crippling injury, poison, or curse, some unicorns are victims of a debilitating condition that saps their strength and natural gracefulness. Not only are they physically impaired, but often their magical potency suffers as well, weakening their ability to enact the positive change they seek for the world. Aiding such a creature in its hour of need would surely indebted it to its benefactor in some way, and any blessing from such a divine being is never a thing to be taken lightly.

FUMBLE UNICORN

Large celestial, neutral good

Armor Class 9

Hit Points 52 (8d10 + 8)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
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14 (+2)	9 (-1)	12 (+1)	11 (+0)	15 (+2)	12 (+1)
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Damage Immunities poison

Condition Immunities charmed, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Celestial, Elvish, Sylvan, Telepathy 60 ft.

Challenge 1/2 (100 XP)

Clumsy. When the unicorn rolls a 1 on a d20 for any Strength or Dexterity roll, it immediately falls prone and has its movement reduced to 0 until the end of its next turn.

Innate Spellcasting. The unicorn's innate spellcasting ability is Charisma (spell save DC 11). The unicorn can innately cast the following spells, requiring no components:

At will: *detect evil and good*, *druidcraft*, *pass without trace*

1/day each: *calm emotions*, *dispel evil and good*, *entangle*

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

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

Actions

Multiattack. The unicorn makes two attacks: one with its hooves and one with its horn.

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

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

Healing Touch (1/Day). The unicorn touches another creature with its horn. The target magically regains 11 (2d8 + 2) hit points. In addition, the touch removes all diseases and neutralizes all poisons afflicting the target.

Teleport (1/Day). The unicorn must make a DC 5 Charisma saving throw. On a success, the unicorn magically teleports itself and up to three willing creatures it can see within 5 feet of it, along with any equipment they are wearing or carrying, to a location the unicorn is familiar with, up to 1 mile away. On a failure, the unicorn and the creatures it intended to transport are all teleported to separate random locations within 10 miles of the starting location.

GIANT UNICORN

Giant unicorns, sometimes also called great kirin or arc kirin, are avatars of pure celestial might. They are embodiments of the raw destructive power of the heavens, and have not been called upon since the last primordial war between the angels and demons. Legends say they are the mothers of all the elder tempest elementals, the seed from which all storms sprung forth. They are creatures of divine beauty and grace, only making an appearance on the mortal world once a century, if even that often. Some believe that merely being within their presence will cure the sick or prolong one's life, while others believe it is just as likely for any mortal to instead be completely incinerated without a second thought.

GREAT ARC KIRIN

Gargantuan celestial (titan), neutral

Armor Class 19 (natural armor)

Hit Points 537 (9d20 + 148)

Speed 90 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	22 (+6)	18 (+4)	14 (+2)	22 (+6)	25 (+7)

Saving Throws Dex +14, Wis +14, Cha +15

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities lightning, poison

Condition Immunities charmed, frightened, paralyzed, poisoned

Senses darkvision 300 ft., passive Perception 20

Languages Celestial

Challenge 25 (75,000 XP)

Charge. If the unicorn moves at least 30 feet straight toward a target and then hits it with a horn attack on the same turn, the target takes an extra 26 (4d12) piercing damage. If the target is a creature, it must succeed on a DC 22 Strength saving throw or be knocked prone.

Illumination. The unicorn sheds bright light in a 30-foot radius and dim light in an additional 30 feet.

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

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

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

Actions

Multiattack. The unicorn makes three attacks: two with its hooves and one with its horn.

Hooves. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 19 (2d10 + 8) bludgeoning damage.

Horn. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one 15 ft. line. *Hit:* 21 (2d12 + 8) piercing damage, plus 26 (4d12) lightning damage.

Wall Lightning. The unicorn creates a line of electricity within 120 feet of it that is up to 100 feet long. Each creature within 5 feet of the line must make a DC 23 Dexterity saving throw, taking 63 (6d20) lightning damage on a failed save, or half as much damage on a successful one.

Lightning Storm (Recharge 6). All other creatures within 120 feet of the unicorn must each make a DC 23 Dexterity saving throw, taking 52 (5d20) lightning damage on a failed save, or half as much damage on a successful one. If a target's saving throw fails by 5 or more, the creature is also stunned until the end of its next turn.

Legendary Actions

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

Hooves. The unicorn makes one attack with its hooves.

Lightning Strike. The unicorn calls a bolt of lightning to strike a point within 120 feet of it. All creatures within 5 feet of that point must succeed on a DC 23 Dexterity saving throw or take 21 (2d20) lightning damage and become knocked prone. On a successful save, the target takes half as much damage and isn't knocked prone.

Wall Lightning (Costs 2 Actions). The unicorn uses its Wall Lightning ability.

Lightning Surge (Costs 3 Actions). The unicorn moves up to its speed and can move through the space of any creature smaller than Huge. The first time the unicorn enters a creature's space during this move, the creature must make a DC 22 Dexterity saving throw. If the saving throw succeeds, the creature is pushed 5 feet away from the unicorn. If the saving throw fails, that creature takes 21 (2d20) lightning damage and is knocked prone, and the unicorn can make a hooves attack against it.

SITH SHEET UNICORN

Dark unicorns, sometimes called "dark side unicorns," "sithari unicorns," or "sheeted unicorns," are created when a unicorn is corrupted by a thirst for vengeance and retribution. It need not necessarily be a personal vendetta that they desire to settle, but when an ally close to them bears a desire for revenge strong enough, the closeness between the two can darken a unicorn's soul enough to turn it towards evil.

Recognizable not only for their coat of midnight colors and pale, lengthy manes, these corrupted unicorns are notable for their piercing red eyes, capable of instilling great fear in any that they turn their gaze upon. They are magically aware of the subject they seek retribution from, and will ride to the ends of the earth to track their quarry down. However, even when they attain that vengeance, they are forever changed, left with a void in their soul that cannot ever be satisfied.

SITH SHEET UNICORN

Large celestial, lawful evil

Armor Class 12

Hit Points 67 (9d10 + 18)

Speed 50 ft.

STR

DEX

CON

INT

WIS

CHA

18 (+4) 14 (+2) 15 (+2) 11 (+0) 17 (+3) 16 (+3)

Damage Immunities poison

Condition Immunities charmed, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Celestial, Elvish, Sylvan, Telepathy 60 ft.

Challenge 5 (1,800 XP)

Charge. If the unicorn moves at least 20 feet straight toward a target and then hits it with a horn attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

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

At will: *detect evil and good*, *pass without trace*, *thaumaturgy*

1/day each: *dispel evil and good*, *hunter's mark*, *entangle*

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

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

Actions

Multiattack. The unicorn makes two attacks: one with its hooves and one with its horn.

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

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

Abjure Enemy (3/Day). The unicorn casts a vengeful glare at one creature it can see within 60 feet. The target must make a DC 14 Wisdom saving throw, unless it is immune to being frightened.

On a failed save, the creature is frightened for 1 minute or until it takes any damage. While frightened, the creature's speed is 0, and it can't benefit from any bonus to its speed.

On a successful save, the creature's speed is halved for 1 minute or until the creature takes any damage.

Teleport (1/Day). The unicorn magically teleports itself and up to three willing creatures it can see within 5 feet of it, along with any equipment they are wearing or carrying, to a location the unicorn is familiar with, up to 1 mile away.

Legendary Actions

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

Hooves. The unicorn makes one attack with its hooves.

Baleful Glare (Costs 2 Actions). The unicorn casts a dark hex on a creature it can see within 60 feet of it. The target must make a DC 14 Charisma saving throw. On a failure, the target is hexed until the end of the unicorn's next turn. While hexed, the target's AC is reduced by 2, and whenever it makes an attack roll or a saving throw, the target must roll a d4 and subtract the number rolled from the attack roll or saving throw.

Heal Self (Costs 3 Actions). The unicorn magically regains 11 (2d8 + 2) hit points.

VAMPIRE BEASTS

It is common knowledge that vampires often take the living as thralls, seducing them with dark magic or corrupting their minds with their own tainted blood. Less known, however, is that some vampires will also turn beasts into their spawn as well, especially in areas where the wilderness is more prevalent than towns and villages. These ghoulish servants are dependent on the vampire for their survival, and thus their loyalty is indeed undying. While they do not appear very much different from the unturned members of their species, they can usually be identified by their uncharacteristic behaviors, such as remaining in one place for days on end, keeping watch for their master. Sudden shifts to a nocturnal lifestyle or a distaste for their conventional diet are also ways to spot an animal that may have been changed into a vampire. Thankfully, they are vulnerable to the same weaknesses as their brethren, and can be dispatched in the same manner.

VAMPIRE BEAST SAMPLE

Here the vampire template has been applied to a brown bear to create a vampire bear.

VAMPIRE BEAST TEMPLATE

Any beast can be converted into a vampire's animal spawn. When converting one in this way, change its type to undead, and it retains all of its statistics except as noted below.

Ability Score Increase. The beast's Strength and Wisdom scores increase by 1 each, to a maximum of 20 for each score.

Challenge Rating. Follow the Challenge Rating guide in the Dungeon Master's Guide to determine the new rating after the template is applied. The beast's Regeneration and Bite attacks increase its effective hit points, so be sure to account for this in the calculation.

Special Traits. The beast gains natural armor, increasing its AC to 2 plus its Dexterity modifier unless its AC is already higher than this. The beast also gains the special traits of Regeneration and Vampire Weaknesses. One of its melee attacks now grapples Large or smaller creatures on a hit, and its bite attack deals additional necrotic damage. This necrotic damage heals the beast and reduces the maximum hit points of its target. Lastly, the beast gains resistance to necrotic damage. For an even higher challenge rating, you can give it resistance to nonmagical damage as well.

Senses. The beast gains a darkvision with a radius of 60 feet unless it already has darkvision with a greater radius.

VAMPIRE BEAR

Large undead, chaotic evil

Armor Class 12 (natural armor)

Hit Points 51 (6d10 + 18)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	16 (+3)	2 (-4)	14 (+2)	7 (-2)

Skills Perception +4

Damage Resistances necrotic

Senses darkvision 60 ft., passive Perception 14

Languages --

Challenge 3 (700 XP)

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

Regeneration. The bear regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the bear takes radiant damage or damage from holy water, this trait doesn't function at the start of the bear's next turn.

Vampire Weaknesses. The bear has the following flaws:

Forbiddance. The bear can't enter a residence without an invitation from one of the occupants.

Harmed by Running Water. The bear takes 20 acid damage when it ends its turn in running water.

Stake to the Heart. The bear is destroyed if a piercing weapon made of wood is driven into its heart while it is incapacitated in its resting place.

Sunlight Hypersensitivity. The bear takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

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

Claws. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. **Hit:** 12 (2d6 + 5) slashing damage. If the target is a Large or smaller creature, it is grappled (escape DC 13). Until this grapple ends, the bear can bite only the grappled creature and has advantage on attack rolls to do so.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. **Hit:** 9 (1d8 + 5) piercing damage plus 7 (2d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the bear 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.

WALFABLANG

Though only rarely referred to by name in ancient texts, the walfablang are believed to be the progenitor species to doppelgangers, mimics, and changelings. Though their abilities might seem primitive in comparison to their descendants, these insidious creatures possess far greater versatility and range in regards to their transformative powers. They are cunning and cruel, hiding among their favored prey in plain sight until they can isolate single individuals to attack and consume. Though not particularly dangerous to a well trained soldier or mercenary in a direct confrontation, their talent for stealth and subterfuge make them elusive quarry for most monster hunters.

WALFABLANG

Medium ooze (shapechanger), neutral evil

Armor Class 13

Hit Points 55 (10d8 + 10)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	12 (+1)	12 (+1)	11 (+0)	8 (-1)

Skills Deception +1, Stealth +5

Damage Resistances acid

Damage Immunities piercing, slashing

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10

Languages Any one language (usually Common)

Challenge 1 (200 XP)

Amorphous. The walfablang can move through a space as narrow as 1 inch wide without squeezing.

Shapechanger. The walfablang can use its action to polymorph into a Small or Medium beast or humanoid, or back into its true form. Any equipment it is wearing or carrying isn't transformed. The walfablang reverts to its true form if it dies.

In a new form, the walfablang retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

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

Actions

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage plus 3 (1d6) acid damage.

THE WALKING CORPSES OF CRYSTAL LAKE

Crystal Lake is a small rural town of little note to most travelers. With a humble tourist industry thanks to its eponymous lake, the quiet lives of the quaint little village seem to go on just as uneventfully as they have for decades.

But beneath the facade of this sleepy hollow lies a dozen strange and unexplained mysteries, all sinister in nature. Unsolved murders, haunted cabins, and even stories of the walking dead are just some instances of the paranormal activity rumored to plague the town. While we may never truly know why Crystal Lake is beset by such supernatural phenomena, it is a clear example of how even the most innocent places of the world may be hiding dark secrets.

UNDEAD LAKE FIREMAN

Medium undead, neutral evil

Armor Class 13 (fire gear scraps)

Hit Points 45 (6d8 + 18)

Speed 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Str +5, Wis +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages Understands the languages of its creator but can't speak

Challenge 1 (200 XP)

Oxygen Tank. When the fireman is dealt damage by a critical hit, its oxygen tank explodes in a burst of shrapnel. Each creature within 10 feet of the exploding tank must make a DC 15 Dexterity saving throw, taking 11 (2d10) piercing damage on a failed save, or half as much damage on a successful one. The fireman makes this save at disadvantage.

Reckless. At the start of its turn, the fireman can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

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

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

Actions

Fire Axe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) slashing damage.

WOLFWORMS

Though they are neither wolves nor worms, the so-called "wolfworm" is yet another curiosity of the vast Underdark. Ravenously hungry, these massive serpent-like creatures burrow their way through all but the densest bedrock, leaving slim tunnels in their wake. These are in turn often used by kobolds and goblins, although only after extensive searching to make sure they are definitively abandoned. Wolfworms love to ambush smaller creatures from within the earth, using their sensitivity to vibrations to locate their quarry and trap them in their coils. Capturing a wolfworm alive has still yet to be accomplished, and the idea of taming such a creature is only just a fantasy.

WOLFWORM

Huge monstrosity, chaotic neutral

Armor Class 14 (natural armor)

Hit Points 65 (10d12)

Speed 60 ft., burrow 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	10 (+0)	1 (-5)	12 (+1)	3 (-4)

Skills Perception +3, Stealth +5

Senses darkvision 120 ft., tremorsense 60 ft., passive Perception 13

Languages --

Challenge 3 (700 XP)

Keen Senses. The wolfworm has advantage on Wisdom (Perception) checks that rely on hearing or tremorsense.

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

Tunneler. The wolfworm can burrow through solid rock at half its burrow speed and leaves a 5-foot-diameter tunnel in its wake.

Actions

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 12 (2d6 + 5) piercing damage.

Constrict. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 14 (2d8 + 5) bludgeoning damage, and the target is grappled (escape DC 15). Until this grapple ends, the creature is restrained, and the wolfworm can't constrict another target.

WOLLS

Wolls are generally amicable fey creatures that live among the wide open pastures of the countryside. They offer aid to lost travelers, directing them to the nearest towns or trading outposts, and ask only for stories in return, perhaps with a hot meal. Having one guide you to your destination is said to be a blessing from the gods, and that fortune will favor you once you reach your goal. Still, wolls can be fickle, and that accidentally causing offense to one is not unheard of. Such an unfortunate traveler may find their bedroll missing one night, their left shoe gone the next, or any number of other nuisances and inconveniences that go on until the woll feels suitably appeased by their misery. Most wolls would never intentionally abandon a lost soul in a truly life-threatening situation, however, and will eventually return to guide their charge back to civilization at some point.

WENDLESS WOLL

Small fey, chaotic good

Armor Class 15
Hit Points 7 (2d6)
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	20 (+5)	10 (+0)	14 (+2)	14 (+2)	11 (+0)

Saving Throws Dex +7
Skills Perception +6, Stealth +7
Senses darkvision 60 ft., passive Perception 15
Languages Common, Elvish, Sylvan
Challenge 0 (10 XP)

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

Faultless Navigator. While on the Material Plane, the woll has perfect knowledge of its exact location in the world, and the most direct path to any landmark, civilization, or other destination not hidden against scrying or similar magic.

Actions

Superior Invisibility. The woll magically turns invisible until its concentration ends (as if concentrating on a spell). Any equipment the woll wears or carries is invisible with it.

Teleport. The woll magically teleports, along with any equipment it is wearing or carrying, up to 30 feet to an unoccupied space it can see.

WERELADOO

Wereladool are said to appear during festivals and other celebrations, blessing the gatherings with their presence and granting good luck to all in attendance. Some cultures leave offerings of candy balls in hopes of attracting these little sprites, warning their children not to steal them for fear of being cursed for the rest of their lives. It is believed that the wereladool hide among these candies, watching for any errant hands that may attempt to sneak off with a piece. While being cursed by one of these fey creatures isn't as dramatic as being blinded or left with a black mark, it can have severe and long-lasting effects on one's health and happiness over the ensuing decades. It is widely understood that it is best to simply leave the offerings for those they are intended for.

WERELADOO

Tiny fey (shapechanger), chaotic good

Armor Class 12

Hit Points 3 (1d4 + 1)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	14 (+2)	12 (+1)	8 (-1)	10 (+0)	12 (+1)

Skills Perception +2, Stealth +4

Senses darkvision 60 ft., passive Perception 12

Languages Sylvan

Challenge 1/4 (50 XP)

Shapechanger. The wereladool can use its action to polymorph into a 1 inch ball of candy, or back into its true form, which is a 3-inch tall humanoid fey creature. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

False Appearance (Candy Form Only). While the wereladool remains motionless, it is indistinguishable from an ordinary candy.

Wereladool Mellitus. A humanoid cursed with wereladool mellitus begins showing the following symptoms within 24 hours:

- Increased hunger and thirst, causing the afflicted to consume twice the amount of food and water as normal to feel sated.
- A frequent need to urinate.
- Constant headaches and fatigue. Whenever the afflicted gains a level of exhaustion while cursed, they gain an additional level of exhaustion.

The curse lasts until ended with a *greater restoration* spell, a *remove curse* spell, or similar magic. After being cured, the humanoid makes all subsequent saving throws against wereladool mellitus at disadvantage.

Actions

Bite (Candy Form Only). *Melee Weapon Attack:* +2 to hit, reach 0 ft., one target. *Hit:* 1 piercing damage. If the target is a humanoid, it must succeed on a DC 11 Constitution saving throw or be cursed with wereladool mellitus.

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

WEREPATTERS

The werepatter guild is a dangerous underground alliance of spies, informants, and hired killers that maintains a grip over much of the continent's urban centers. Though their leadership is unknown, the agents apprehended are universally changelings, humanoid creatures with the ability to perfectly transform into other people. This criminal network represents a dire threat to the civilized world, and must be faced as such. A single one of their operatives in the right position could spark a war or topple an empire. Worse still, the long game they've been playing at could have already resulted in the loss of immeasurable amounts from imperial treasuries or invaluable state secrets. Purging the threat from our borders is of the utmost importance and must be accomplished at any cost.

WEREPATTER

Medium humanoid (changeling, shapechanger), lawful evil

Armor Class 14

Hit Points 45 (10d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	10 (+0)	15 (+2)	12 (+1)	18 (+4)

Saving Throws Int +4

Skills Deception +6, Insight +5, Perception +3, Persuasion +8

Senses passive Perception 13

Languages Any four languages

Challenge 3 (700 XP)

Diplomat. The werepatter has advantage on Charisma (Persuasion) and Wisdom (Insight) checks made to negotiate deals and exchanges. If the werepatter spends 1 minute talking to a humanoid that can understand it, that humanoid must make a DC 14 Wisdom (Insight) check or be charmed by the werepatter as long as they are within 60 feet and for 1 minute thereafter. This check automatically succeeds if the werepatter or any of its allies are fighting the humanoid.

Shapechanger. The werepatter can use a bonus action to physically transform itself into any Medium humanoid, or back into its true form. If the werepatter transforms itself into a humanoid it has seen before, it is indistinguishable from the original humanoid. Its statistics are the same in each form, and any equipment it is wearing or carrying isn't transformed.

Sneak Attack (1/Turn). The werepatter deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the werepatter that isn't incapacitated and the werepatter doesn't have disadvantage on the attack roll.

Actions

Multiattack. The werepatter makes two attacks with its dagger.

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

Reactions

Unsettling Visage. When a creature the werepatter can see makes an attack roll against it, it can use its reaction to impose disadvantage on the roll.