

The background image features a creature named Old Gus, a mummy-like being with a bandaged head and torso, wearing a dark, tattered Western-style coat and a wide-brimmed hat. He is holding a revolver in his right hand. The setting is a dusty, desolate Western town with wooden buildings and a wagon wheel visible in the background. The text is overlaid on the center of the image.

OLD GUS' ERRATA: TALES FROM THE WEIRD WEST

MONSTER MANUAL

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Designer's Notes

Old Gus' Errata: Tales from the Weird West Monster Manual, v1.23 (September 9, 2019). This document provides additional creatures to supplement Dungeon & Dragons 5th Edition. This material is not officially part of the game and isn't permitted in Dungeons & Dragons Adventurers League events. This is unofficial Fan Content permitted under the Fan Content Policy. Not approved/endorsed by Wizards. Portions of the materials used are property of Wizards of the Coast LLC.

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Special Thanks: Everyone over at Taverns & Dragons, especially the Weird West playtesters, Aboe Snowpea, all the Dungeon Masters and their players whose feedback has been invaluable.

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Updates to this material, and more of
Old Gus' Errata are available online!

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Illustration by Dave Jones

WASTELAND CREATURES

Wear sunscreen. If I could offer you only one tip for the future, sunscreen would be it. The long-term benefits of sunscreen have been proved by scientists whereas the rest of my advice has no basis more reliable than my own meandering experience. I will dispense this advice now.

~Baz Lurhman

RESILIENT SURVIVORS

Beasts, monsters and rarified folk still make a living off the scarce offerings of the earth. As ever, undead still feed upon the living.

UNLEASHED HORRORS

These inheritors charred wastelands include horrifying mutants, terrible creations and creators, and visitors from the hells or even beyond.

WAR RELICS

These mysterious constructs inhabit ancient ruins, carrying out some variation of their instructions.

FOLK

The most unpredictable creatures one will meet, folk inhabit pretty anywhere they can get away with it, where they do... well, pretty much anything they can get away with.

NPC Classes and Firearms

Several creatures and NPCs in this compendium include firearms as ranged weapons, the in-game statistics are intended to pair with the firearms rules and gunslinging class options presented in *Old Gus' Errata: Tales from the Weird West Player's Handbook*. If your game includes firearms with longer ranges or different damage dice, make an appropriate substitution at the Dungeon Master's discretion. These items have been noted as such.

New Races

A few races of folk that appear in this compendium appear in *Old Gus' Errata: Beastfolk*, *Old Gus' Errata: Fey Folk*, and *Old Gus Errata: Plantfolk, Undead and Other Oddities*. These items have been noted as such.

Use Creatures Wisely!

Don't be afraid to make any of the creatures in the compendium your own or to alter the lore presented, they are mere suggestions!

Also, a final word of caution before we get to the beasties: A few creatures presented in this compendium will most surely cross the line for many players' tolerance for gore and horror elements in a game.

Always be sure to check in and be absolutely sure that everyone is on board and having a good time with the intensity level before proceeding!



Illustration by Alex Nice

RESILIENT SURVIVORS

Plenty of monsters have weathered the centuries relatively unchanged by the ravaged landscapes. Undead still thrive, and monsters have developed new adaptations to Some of these creatures are biological weapons that escaped, or were never contained after deployment, simply becoming part of the new unfolding ecosystem. Others were an attempt to counter or contain a problem, or were originally intended to help folk rather than harm them, but the world is living proof of the law of unintended consequences.

Optimistic folk take this as a sign of hope that life endures through hard times, and a future of not just restitution or restoration, but fulfillment is possible.

Not that I'd should let any of that hippie-dippie nonsense fool you. The world is a dangerous place, and filled with creatures who alternately look at you as meal ticket, whether that be for the gold in your pocket or the flesh on your bones. Best keep that rifle at the ready, pardner.

Spells referred to appear in the *Player's Handbook* on page 211, in the *Sword Coast Adventurer's Guide*^{SCAG} on page 142, in *Xanathar's Guide to Everything*^{XGE} on page 150, and in the *Guildmaster's Guide to Ravnica*^{GGR} on page 47.

VGM denotes content from *Volo's Guide to Monsters*.

MTF denotes content from Mordenkainen's Tome of Foes.

TWW denotes content from Old Gus' Errata: Tales from the Weird West Monster Manual.



Illustration by Clavework Graphics



Illustration by Subhajit Mistry

An intelligent and inquisitive being the arboreal octopus explores the world by touch and sight. Adaptations its ancestors originally evolved in long-dried seas have been put to good use in the spatially complex maze of woodland rainforests.

Reaching out with one of her eight arms, each covered in sensitive suckers, an arboreal octopus might grab a branch to pull herself along in a form of locomotion called tentaculation; or she might be preparing to strike at an insect or small vertebrate, such as a frog or rodent, or steal an egg from a bird's nest; or she might even be examining some object that caught her fancy.

Arboreal octopuses have eyesight superior to humans. Besides allowing them to see their prey and environment, it helps them in inter-octopus relations.

Their still require regular access to water, and in spring, they leave the treetops and submerge, the only social time in their lives. Male and female alike guard and care for their eggs until they hatch, refusing even to eat, and often dying of selflessness. The young spend their first month in murky waters before braving life on land, climbing their first tree and claiming their first insects.

ARBOREAL OCTOPUS

Medium beast, unaligned

Armor Class 13 (natural armor)

Hit Points 44 (8d8 + 8)

Speed 15 ft., climb 15 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	13 (+1)	6 (-2)	10 (+0)	4 (-3)

Skills Perception +4, Stealth +5

Senses darkvision 60 ft., passive Perception 14

Languages —

Challenge 1 (200 XP)

Amphibious. The octopus can breathe air and water.

Bioluminescent Display. As an action, the octopus creates a fanciful, rhythmic bioluminescent display upon its body. The octopus' prey, or indeed other arboreal octopi might find this behavior attractive.

False Appearance. While the octopus remains motionless, it is indistinguishable from a group of tree branches, unless an observer succeeds on a DC 15 Intelligence (Investigation) check.

Glider. As a bonus action, the octopus can glide horizontally along its current elevation up to its movement speed, and gracefully fall at the end of its turn. The octopus takes no damage from falling.

ACTIONS

Tentacles. *Melee Weapon Attack:* +5 to hit, reach 15 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage. If the target is a creature, it is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the octopus can't use its tentacles on another target.

Pollen Cloud (Recharges after a Short or Long Rest). A 10-foot-radius cloud of thick green pollen extends all around the octopus if it not underwater. The area is heavily obscured for 1 minute, or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it. Creatures that start their turn inside the pollen cloud must make a DC 13 Constitution saving throw or use their action on their turn coughing uncontrollably. A creature that succeeds their saving throw against the pollen cloud becomes immune to its effects for 24 hours.



Illustration by Ivelin Trifonov

WASTES BOAR

Large beast, unaligned

Armor Class 11 (natural armor)

Hit Points 34 (4d10 + 12)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	2 (-4)	9 (-1)	5 (-3)

Senses passive Perception 9

Languages —

Challenge 1 (200 XP)

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

Charge. If the boar moves at least 20 ft. straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 3 (1d6) slashing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Relentless (Recharges after a Short or Long Rest). If the boar takes 10 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

ACTIONS

Tusk. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage.

BLIGHTBOAR

Huge beast, unaligned

Armor Class 13 (natural armor)

Hit Points 105 (10d12 + 40)

Speed 40 ft.

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

Damage Immunities poison

Condition Immunities poisoned, diseased

Senses passive Perception 8

Languages —

Challenge 6 (2,300 XP)

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

Charge. If the blightboar moves at least 20 ft. straight toward a target and then hits it with a tusk 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.

Relentless (Recharges after a Short or Long Rest). If the blightboar takes 12 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

ACTIONS

Tusk. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage.

Foul Breath (Recharge 5—6). The boar exhales sickening fumes in a 20-foot cone. Creatures in the area must succeed on a DC 14 Constitution saving throw or lose their reaction and be incapacitated until the end of their next turn. Also, 3 (1d4 + 1) blightbugs are exhaled into the area. The bugs are hostile to all creatures other than the blightboar.



Illustration by Sergey Kozyakov

Wastes boars can live for decades, and their bodies can mutate significantly over time: extra limbs and tusks, bony armor plating and eventually a uncomfortable network of boils on their skin. The wounds these pustules leave behind attract blightbugs, who nest inside the boar to breed. Boars that survive this can benefit from their new arrangement: they are surrounded by a plagued stench that incapacitates prey, which the blightbugs' ichor pre-digests for it. Such boar can manage to live over a century, growing to enormous size.



Illustration by Jose Arias

BLIGHTBUG

Tiny beast, unaligned

Armor Class 15 (natural armor)

Hit Points 3 (1d4 + 1)

Speed 30 ft., fly 30 ft.

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

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 1/4 (50 XP)

Bioluminescence. The blightbug emits dim light in a 5-foot radius.

Death Burst. When the blightbug dies, it explodes in a burst of corrosive ichor. Each creature within 5 feet of it must make a DC 10 Dexterity saving throw, taking 3 (1d6) acid damage on a failed save, or half as much damage on a successful one.

ACTIONS

Ichor Squirt. *Ranged Weapon Attack:* +4 to hit, range 10 ft., one target. *Hit:* 4 (1d4 + 2) acid damage.

BLOATED MINOTAUR ZOMBIE

Large undead, unaligned

Armor Class 11 (natural armor)

Hit Points 68 (8d10 + 24)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	9 (-1)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands Common but can't speak

Challenge 3 (700 XP)

Death Burst. When the zombie is reduced to 0 hit points, it explodes. Each creature within 15 feet of it must succeed on a DC 10 Constitution saving throw or take 2d6 bludgeoning damage and be blinded until the end of their next turn.

ACTIONS

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.



Illustration by Izzy Medrano

BOO HAG

Medium fiend, chaotic evil

Armor Class 17 (natural armor)

Hit Points 91 (14d8 + 28)

Speed 30 ft.

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

Saving Throws Wis +4

Skills Arcana +8, Nature +4, Stealth +6, Survival +4

Senses darkvision 60 ft., passive Perception 15

Languages Common, Giant, Terran

Challenge 7 (2,900 XP) or 9 (5,000 XP) when part of a coven



Illustration by Cathartic

Boo Rider. Expert Rider. The hag has advantage on ability checks or saving throws that would result in her being forcibly dismounted and always lands on their feet if she fails. While mounted, she drains 5 (1d8) hit points at the start of each of her turns, drawn from the creature she is riding.

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

At will: disguise self, dissonant whispers, infestation

3/day each: danse macabre, Evard's black tentacles, harm

1/day each: *simulacrum*

Last Laugh. When the hag dies, it releases a dying laugh that scars the minds of other nearby creatures. Each creature within 10 feet of the hag must succeed on a DC 14 Wisdom saving throw or take 5 (2d4) psychic damage.

Shared Spellcasting (Coven Only). While all three members of a hag coven are within 30 feet of one another, they can each cast the following spells from the wizard's spell list but must share the spell slots among themselves:

1st level (4 slots): *identify*, *ray of sickness*

2nd level (3 slots): *hold person*, *locate object*

3rd level (3 slots): *bestow curse*, *counterspell*, *lightning bolt*

4th level (3 slots): *phantasmal killer*, *polymorph*

5th level (2 slots): *contact other plane*, *scrying*

6th level (1 slot): *eyebite*

For casting these spells, each hag is a 12th-level spellcaster that uses Intelligence as her spellcasting ability. The spell save DC is 12 + the hag's Intelligence modifier, and the spell attack bonus is 4 + the hag's Intelligence modifier.

Swamp Strider. The hag considered to be under the effects of the *water walk* spell at all times.

ACTIONS

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

Boo Ride. The hag moves up to half her movement speed and touches a Small or larger creature. The target makes a DC 15 Wisdom saving throw. If they fail, they take 7 (2d6) psychic damage, and are mounted and dominated by the hag for as long as she remains mounted. If they succeed, they take half as much damage and aren't mounted or dominated. A mounted creature can repeat the saving throw at the end of each of its turns (at disadvantage), ending the effect early on a success.

Like hags? Build a coven!

The hags and coven options presented in *Volo's Guide to Monsters* make excellent companions to the boo hag!



Illustration by Carolina Eade

Brownies prefer to live underground or in stone ruins, and most seek solitary lives, greedily hoarding treasures.

Occasionally, a brownie will leave its barrow to hunt for new treasure, or strike a bargain with mortal folk for something it has become enamored with. Brownies are proud and do not suffer insults or social slights of any sort, revenging them at the first opportunity.

Brownies are often artisans in their own right, and excel at leatherworking, cobbling and farming, despite the fact that they have little use for any of those enterprises themselves, they make useful bargaining chips when dealing with mortal folk.

Player characters can be a brownie!

See: *Old Gus' Errata: Heroes of the Multiverse*

Additionally, you can substitute any of the spells on the faerie class' spell list for any of the spells the brownie knows, including any of the original faerie spells that appear in the document.

BROWNIE

Tiny fey, chaotic neutral

Armor Class 16

Hit Points 78 (12d4 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	18 (+4)	11 (+1)	12 (+1)	17 (+3)

Saving Throws Dex +6, Cha +7

Skills Perception +5, Survival +5

Senses darkvision 60 ft., passive Perception 15

Languages Common, Druidic, Sylvan

Challenge 9 (5,000 XP)

Glamorous Defense. While the brownie is wearing no armor and wielding no shield, its AC includes its Charisma modifier (included in its AC).

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

Spellcasting. The brownie is a 12th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). The brownie knows the following spells:

Cantrips (at will): *dancing lights*, *mold earth*^{XGE}, *magic stone*^{XGE}, *vicious mockery*

1st level (4 slots): *charm person*, *jump*, *longstrider*, *zephyr strike*^{XGE}

2nd level (3 slots): *earth tremor*^{XGE}, *enlarge/reduce*, *Maximilian's earthen grasp*^{XGE}

3rd level (3 slots): *bestow curse*, *erupting earth*^{XGE}, *meld into stone*

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

5th level (2 slots): *animate objects*, *transmute rock*^{XGE}

6th level (1 slot): *move earth*, *skill empowerment*^{XGE}

ACTIONS

Multiattack. The brownie makes two attacks with its needle.

Needle. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage plus 7 (2d6) radiant damage.

Blowgun. *Ranged Weapon Attack:* +6 to hit, range 25/100 ft., one target. *Hit:* 1 piercing damage, and the target must succeed on a DC 10 Constitution saving throw or become poisoned for 1 minute. If its saving throw result is 5 or lower, the poisoned target falls unconscious for the same duration, or until it takes damage or another creature takes an action to shake it awake.

BUZZGRIG

Tiny fey, lawful evil

Armor Class 13

Hit Points 10 (4d4)

Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	10 (+0)	7 (-2)	12 (+1)	10 (+0)

Senses darkvision 60 ft., passive Perception 13

Languages Sylvan, telepathy 120 ft.

Challenge 1 (200 XP)

Feather Fall. If the buzzgrig that takes more than 3 damage at once, it falls prone, but takes no damage from falling.

Hive Mind. The buzzgrig is immune to the charmed and frightened conditions while within 30 feet of at least one other buzzgrig. The buzzgrig can communicate telepathically with any other buzzgrigs within 120 feet of it.

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

ACTIONS

Multiattack. The buzzgrig makes two attacks with its stinging forceps.

Stinging Forceps. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) piercing damage. If the target is stung twice, they must succeed on a DC 11 Constitution saving throw, or take 7 (2d6) poison. A creature reduced o hit points.



Illustration by Vincent Van Hoof

CAECURAPTORS

Caecuraptors do not see in the traditional sense, but have a sensory organ that can detects shifts in temperature, and are sensitive enough to detect the friction in the air caused by an insect's wings. This ability, combined with their pack instincts makes them capable wasteland hunters whose range is bound only by their pack leaders' cunning and bravery.



Illustration by Kate Pfeilschifter

CAECURAPTOR

Medium monstrosity, unaligned

Armor Class 13 (natural armor)

Hit Points 26 (4d8 + 8)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	7 (-2)	12 (+1)	5 (-3)

Skills Perception +3

Senses blindsight 60 ft., passive Perception 13

Languages —

Challenge 1 (200 XP)

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

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

ACTIONS

Multiattack. The caecuraptor can make one bite attack or attack twice with its claws.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 11 (1d10 + 2) piercing damage.

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

Caecuraptors alphas are not born, but arise due to pheromonal interactions within their pack. Breeders of caecuraptors will put them down at the first expression of these tendencies, for fear of losing the others to the sway of the alpha. They are faster, more muscular, more aggressive, and emit a hissing noise that inspires coordinated behavior in their lesser brethren.

“You hear about Wrangler Joe? He just lost another finger to the ‘raptors. Another one!”
“What is that now, six?”
“*whistles* That Joe. What a cowboy.”

CAECURAPTOR ALPHA

Medium monstrosity, unaligned

Armor Class 13 (natural armor)

Hit Points 33 (5d8 + 10)

Speed 55 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	15 (+2)	7 (-2)	14 (+2)	5 (-3)

Skills Athletics +5, Perception +4

Senses blindsight 60 ft., passive Perception 14

Languages —

Challenge 2 (450 XP)

Commanding Hiss. When the caecuraptor hits a creature with its bite attack, it can emit a commanding hiss as bonus action, causing one raptor with 10 feet of it that can hear it to immediately attack the same target with its bite attack.

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

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

ACTIONS

Multiattack. The caecuraptor can make one bite attack or attack twice with its claws.

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 11 (2d8 + 2) piercing damage. If the target is a creature, it must succeed a DC 13 Strength saving throw or be knocked prone.

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

While most caecuraptors run in wild, a few are domesticated, serving as mounts, guards, and herding animals, a feat which took considerable effort and generations of breeding to accomplish. They are intelligent enough to adopt other creatures as members of their pack, but require a consistent and firm hand from the individual they see as the pack's leader.



Illustration by Kate Pfeilschifter

CAECURAPTOR PUP

Small monstrosity, unaligned

Armor Class 13 (natural armor)

Hit Points 14 (3d6 + 3)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	13 (+1)	7 (-2)	10 (+0)	5 (-3)

Skills Perception +2

Senses blindsight 60 ft., passive Perception 12

Languages —

Challenge 1/2 (100 XP)

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

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

ACTIONS

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 11 (1d6 + 1) piercing damage.

Claw. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 1) slashing damage.

CORPSE DEVOURER

Large monstrosity, unaligned

Armor Class 14 (natural armor)

Hit Points 66 (7d10 + 28)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	18 (+4)	9 (-1)	14 (+2)	9 (-1)

Senses darkvision 60 ft., passive Perception 12

Languages —

Challenge 3 (700 XP)

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

ACTIONS

Impaling Scythe. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one creature. *Hit:* 9 (1d10 + 3) slashing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be restrained (escape DC 13).

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one restrained or incapacitated creature. *Hit:* 7 (1d8 + 3) piercing damage. If the target is a living creature, the corpse devourer regains a number of hit points equal to the damage dealt.



Illustration by Bogdan Rezunenکو

Like many surviving descendants of the creatures of the world's ever-dwindling oceans, cloud rays have adapted to desert life. They glide majestically, high above the wastes on the thermal air currents the sun baked sands produce, feeding on airborne flotsam and jetsam. They are hunted by folk, both for their meat, and for the oil their body produces, which is used for fuel, lubricants and other necessities of the times.

Some folk tell tales of cloud rays who fly low enough to them to touch, seemingly out of sheer curiosity about humanoids, leaving some to wonder if these gentle giants are more than mindless beasts.



Illustration by Ben Wootten

CLOUD RAY

Gargantuan beast, unaligned

Armor Class 13

Hit Points 124 (8d20 + 40)

Speed 10 ft., fly 80 ft.

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

Skills Acrobatics +3, Perception +3

Senses passive Perception 15

Languages Understands common but can't speak

Challenge 4 (1,100 XP)

Expert Glider. At the start of its turn, any creature riding an unwilling flying cloud ray must succeed a DC 13 Strength (Athletics) or Dexterity (Acrobatics) check or fall off the cloud ray.

ACTIONS

Multiattack. The cloud ray makes attacks with its tail.

Tail. *Melee Weapon Attack:* +8 to hit, reach 20 ft., one target. *Hit:* 22 (4d8 + 4) bludgeoning damage.

DEBBIE WARREN

Tiny monstrosity, lawful evil

Armor Class 14

Hit Points 5 (1d4 + 2)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	14 (+2)	9 (-1)	10 (+0)	14 (+2)

Skills Persuasion +4

Senses darkvision 60 ft., passive Perception 12

Languages —

Challenge 1/4 (50 XP)

Adorable Allure. While not in combat, a debbie warren can implore a humanoid creature unfamiliar with its nature within 10 feet of it that is, making a Charisma (Persuasion) check against the target's Wisdom (Insight). If the target loses, the debbie warren can make a surprise attack.

Pack Tactics. The debbie warren has advantage on an attack roll against a creature if at least one member of its gang is within 5 feet of the creature and isn't incapacitated.

ACTIONS

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

Summon Gang (1/Day). The debbie warren can summon its gang of 1d6 additional debbie warrens.



Illustration by Kella

A gang of debbie warrens can strip a horse of its flesh in under a minute. They are curious, persistent and will use every member of their pack to obtain a meal or a shiny object (of which they are particularly fond).



Illustration by Aaron Smith

DROSERA BALLADEER

Large plant, unaligned

Armor Class 13 (natural armor)

Hit Points 85 (10d10 + 30)

Speed 30 ft., burrow 5 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	1 (-5)	13 (+1)	4 (-3)

Damage Resistances cold, fire

Senses blindsight 30 ft., passive Perception 11

Languages —

Challenge 3 (700 XP)

False Appearance. While the drosera balladeer remains motionless, it is indistinguishable from a normal cactus.

ACTIONS

Multiattack. The drosera balladeer makes three attacks: two with its limbs and one with its bite.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one restrained target. *Hit:* 9 (1d10 + 4) piercing damage.

Limb. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage and the creature is restrained (escape DC 13). The drosera balladeer can restrain up to two creatures in this way.

Beguiling Song. Creatures within 30 feet of the drosera balladeer that can hear it must succeed on a DC 13 Wisdom saving throw or be charmed by it until the end of their next turn. At the start of their turn, a charmed creature must use their movement to move toward the drosera balladeer. A creature that succeeds its saving throw against the drosera balladeer's beguiling song becomes immune to its effects for 24 hours.



Illustration by Simon Kono

DYNAMITE SLUG

Medium monstrosity, unaligned

Armor Class 13 (natural armor)

Hit Points 50 (7d8 + 18)

Speed 25 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	9 (-1)	16 (+3)	1 (-5)	13 (+1)	6 (-2)

Skills Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 3 (700 XP)

Death Burst. When the slug dies, it explodes in a burst of bright light, audible up to 300 feet away. Each creature within 10 feet of it must then make on a DC 12 Constitution saving throw. On a failure, a creature takes 10 (3d6) thunder damage and is blinded. On a success, a creature takes half as much damage and isn't blinded. A blinded creature can repeat the saving throw at the start of each of its turns, ending the effect on itself on a success.

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

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

ACTIONS

Multiattack. The slug makes two attacks with its bite.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) acid damage.

FALLEN GUNSLINGER

Medium undead, any evil alignment

Armor Class 15 (studded leather armor)

Hit Points 39 (6d8 + 12)

Speed 30 ft.

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

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

Senses darkvision 60 ft., passive Perception 11

Languages Common

Challenge 3 (700 XP)

Deadeye (3/Day). As a bonus action, the gunslinger can add 1d10 to its next attack or damage roll with a revolver.

ACTIONS

Multiattack. The gunslinger makes three attacks with its revolver.

Revolver. *Ranged Weapon Attack:* +5 to hit, range 30/90 ft., one target. *Hit:* 8 (1d10 + 3) necrotic damage.



Illustration by Degos



Illustration by Dirk Wachsmuth

Flying hydra prefer to live in swamps, jungles and other waterlogged terrain which provide plenty of prey for hunting. They will stalk their quarry from the water or the air, but prefer to drag their subdued prey into the water to feed.

Different breeds of flying hydra bear a range of numbers of heads, although those with more heads tend to be more successful hunters than those with fewer.

FLYING HYDRA

Huge monstrosity, unaligned

Armor Class 14 (natural armor)

Hit Points 149 (13d12 + 65)

Speed 30 ft., fly 60 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	20 (+5)	4 (-3)	12 (+1)	7 (-2)

Skills Perception +6

Senses darkvision 60 ft. passive Perception 16

Languages —

Challenge 6 (2,300 XP)

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

Multiple Heads. The hydra has 1d4+1 heads. While it has more than one head, the hydra has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Whenever the hydra takes 25 or more damage in a single turn, one of its heads dies. If all its heads die, the hydra dies.

At the end of its turn, it grows one head for each of its heads that died since its last turn, unless it has taken fire damage since its last turn. The hydra regains 10 hit points for each head regrown in this way.

Reactive Heads. For each head the hydra has beyond one, it gets an extra reaction that can be used only for opportunity attacks.

Wakeful. While the hydra sleeps, at least one of its heads is awake.

ACTIONS

Multiattack. The hydra makes as many bite attacks as it has heads.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target.
Hit: 9 (1d10 + 4) piercing damage.

Tail. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target.
Hit: 10 (1d12 + 4) piercing damage.

LEGENDARY ACTIONS

The hydra can take 2 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The hydra regains spent legendary actions at the start of its turn.

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

Tail Attack. The hydra makes a tail attack.

Wing Attack (Costs 2 Actions). The hydra beats its wings. Each creature within 10 feet of the hydra must succeed on a DC 15 Dexterity saving throw or take 10 (2d6 + 4) bludgeoning damage and be knocked prone. The hydra can then fly up to half its flying speed.



Illustration by Simon Cowell

FUNGAL GIANT

Huge plant, lawful neutral

Armor Class 13 (natural armor)

Hit Points 126 (11d12 + 55)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	21 (+5)	9 (-1)	14 (+2)	9 (-1)

Senses darkvision 60 ft. passive Perception 12

Languages —

Challenge 7 (2,900 XP)

Distress Spores. When the giant takes damage, all other sporelinguistic creatures (for example, myconids) within 240 feet of it can sense its pain.

Sun Sickness. While in sunlight, the giant has disadvantage on ability checks, attack rolls, and saving throws. The giant dies if it spends more than 2 hours in direct sunlight.

ACTIONS

Fist. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage plus 10 (3d6) poison damage.

Rock. *Ranged Weapon Attack:* +8 to hit, range 60/240 ft., one target. *Hit:* 27 (4d10 + 5) bludgeoning damage.

Caustic Spores (Recharge 5–6). The giant releases spores in a 30-foot cone. Each creature inside the cone must succeed on a DC 12 Dexterity saving throw or take 3 (1d6) acid damage at the start of each of the giant's turns. A creature can repeat the saving throw at the end of its turn, ending the effect on itself on a success.

GIANT VILLOUS MOTH

Small beast, unaligned

Armor Class 13

Hit Points 4 (1d6+1)

Speed 15 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	12 (+1)	1 (-5)	7 (-2)	8 (-1)

Senses blindsight 10 ft., passive Perception 8

Languages —

Challenge 1/8 (25 XP)

Iron Scent. The moth can pinpoint, by scent, the location of ferrous metal within 120 feet of it.

Rust Metal. Any nonmagical weapon made of metal that hits the moth corrodes. After dealing damage, the weapon takes a permanent and cumulative –1 penalty to damage rolls. If its penalty drops to –5, the weapon is destroyed. Non magical ammunition made of metal that hits the moth is destroyed after dealing damage.

ACTIONS

Acidic Spit. The moth excretes saliva, which corrodes a nonmagical ferrous metal object it can see within 5 feet of it. If the object isn't being worn or carried, the touch destroys a 6-inch cube of it. If the object is being worn or carried by a creature, the creature can make a DC 11 Dexterity saving throw to avoid the saliva, taking 1d4 acid damage on a failure.

If the target is either metal armor or a metal shield being worn or carried, it takes a permanent and cumulative –1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed. If the object touched is a held metal weapon, it rusts as described in the *Rust Metal* trait.



Illustration by Josh Matamoros



Illustration by Esben Rasmussen

GIANT TORTLE

Huge giant (turtle), lawful good

Armor Class 18 (natural armor)

Hit Points 162 (13d12 + 78)

Speed 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	16 (+3)	22 (+6)	10 (+0)	18 (+4)	12 (+1)

Saving Throws Dexterity +6, Wisdom +7

Skills Athletics +10, Insight +7, Survival +7

Senses passive Perception 15

Languages Aquan, Common, Giant

Challenge 10 (5,900 XP)

Hold Breath. The giant turtle can hold its breath for 8 hours.

Vigilant. The giant turtle can't be surprised.

ACTIONS

Multiattack. The giant turtle makes three fist or quarterstaff attacks.

Fist. *Melee Weapon Attack:* +11 to hit, reach 10 ft, one target. *Hit:* 14 (1d12 + 7) bludgeoning damage, and the creature must succeed a DC 17 Strength saving throw or be knocked prone.

Quarterstaff. *Melee Weapon Attack:* +11 to hit, reach 10 ft, one target. *Hit:* 17 (3d6 + 7) bludgeoning damage, or 20 (3d8 + 7) bludgeoning damage if used with two hands to make a melee attack.

Shell Defense. The giant 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 giant 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.

REACTIONS

Multiattack. When an attacker the giant turtle can see makes an attack roll against a creature within 10 feet of the giant turtle, the giant turtle can impose disadvantage on the attack roll.

GIBBY-OWL

Small monstrosity, unaligned

Armor Class 13

Hit Points 7 (2d6)

Speed 25 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	10 (+0)	4 (-3)	12 (+1)	7 (-2)

Skills Acrobatics +4, Perception +3

Senses passive Perception 13

Languages —

Challenge 1/2 (100 XP)

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

Keen Sight. The gibby-owl has advantage on Wisdom (Perception) checks that rely on sight.

Strength of the Flock. The gibby-owl has advantage on saving throws against being charmed or frightened conditions while within 30 feet of at least one other gibby-owl.

ACTIONS

Multiattack. The gibby-owl makes two attacks with its talons. It makes its second attack at disadvantage.

Talons. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1d4 + 2 slashing damage.



Illustration by Toni Roads

Gibby-owls are so named for their hyena-like cries. They are pack scavengers, and will harry anything, even dangerous predators, in order to steal a meal, or as much of it as one can tear off and carry off in their sharp talons. They are nuisances to ranchers.



Illustration by Antonio J. Manzanedo

GHOST HARVESTER

Medium humanoid (any), chaotic evil

Armor Class 12 (15 with mage armor)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

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

Senses passive Perception 13

Languages any three languages

Challenge 9 (5,000 XP)

Ethereal Strike (1/Turn). When the ghost harvester hits a creature with a weapon attack, it can force the creature to make a DC 15 Charisma saving throw. On a failure, the target is transported to the borders of the ethereal plane for 1 minute. If the ghost harvester dies, all creatures it banished return to the plane they were transported from.

Ghostly Curse. When the ghost harvester slays a humanoid, it can use a bonus action to cause that person's spirit to rise from as a *ghost* under its control for 7 days, or until the ghost harvester is killed.

Innate Spellcasting. The ghost harvester's innate spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). It can innately cast a number of spells, requiring no material components:

At will: *blindness/deafness*, *mage armor*

2/day each: *hex*, *negative energy flood*^{XGE}, *vampiric touch*

1/day each: *blight*, *circle of death*, *etherealness*, *spirit guardians*

ACTIONS

Bone Club. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) bludgeoning damage plus 5 (1d8) necrotic damage

GHOST RIDER

Medium undead, any alignment

Armor Class 16

Hit Points 65 (10d8 + 20)

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

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

Skills History +5, Insight +4, Perception +4

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

Damage Immunities cold, necrotic, poison

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

Senses darkvision 60 ft., passive Perception 11

Languages Any languages it knew in life

Challenge 8 (3,900 XP)

Ethereal Sight. The ghost rider can see 60 ft. into the Ethereal Plane when it is on the Material Plane, and vice versa.

Haunting Movement. The rider can move through other creatures and objects as if they were difficult terrain. Creatures it passes through must succeed a DC 12 Constitution saving throw or take 3 (1d6) necrotic damage. It takes 5 (1d10) force damage if it ends its turn inside an object.

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

1/day each: *cause fear*, *detect thoughts*, *fear*, *find greater steed*, *vampiric touch*

Ghostly Steed. When the rider casts *find greater steed*, it summons a ghostly steed. The steed shares the statistics of a Pegasus, except its creature type is fiend. It shares the rider's alignment, resistances and immunities, and gains the benefits of the ghost rider's *ethereal sight* and *haunting movement* traits.

ACTIONS

Multiattack. The ghost rider makes two ranged attacks with its Spectral Revolver or one with its Spectral Rifle.

Spectral Revolver. *Ranged Weapon Attack:* +4 to hit, range 30/90 ft., one target. *Hit:* 8 (1d10 +2) cold damage.

Spectral Rifle. *Ranged Weapon Attack:* +4 to hit, range 80/240 ft., one target. *Hit:* 8 (3d6 +2) cold damage.

LEGENDARY ACTIONS

The Ghost Rider 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 rider regains spent legendary actions at the start of its turn.

Ride. The ghost rider moves up to its movement speed (or that of its Ghostly Steed, if it is mounted on it).

Ethereal Jaunt. The ghost rider moves up to half its movement speed, entering either the Ethereal Plane or the Material Plane. If mounted on its steed, the steed moves to the new plane with it.

Ghostly Aim. The ghost rider makes one attack with its spectral rifle or spectral revolver.

Ghost riders wander the endless deserts on unfinished business. Some are friendly, and offer their hard-earned wisdom, and others are inveterate tricksters, delighting in tormenting the living, as they might have done in life.

Yippie yi ooh!
Yippie yi yay!
Ghost riders in the sky!



Illustration by Carlos Fabián Villa



Illustration by Nate Hallinan



Illustration by David Ogilvie

Let monsters help you tell a great story!

The gill-man could be an ocean dweller, or a river-dweller. Consider filling its environs with (giant) crocodiles, (swarms of) quippers, or dangerous insects. Perhaps it has an underwater lair with an air pocket below the surface where it takes its victims. Perhaps it's just misunderstood. Also consider its relationship to civilization, and how any of these might play out. The gill-man's origins and disposition to folk are entirely up to the dungeon master. The gill-man is a classic movie monster for a reason, and films like *the Shape of Water* have drastically altered how player might be likely to approach creatures like it!

GILL-MAN

Large humanoid, unaligned

Armor Class 14 (natural armor)

Hit Points 74 (7d10 + 35)

Speed 15 ft., fly 25 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	20 (+5)	7 (-2)	8 (-1)	5 (-3)

Skills Athletics +8, Insight +2, Perception +2

Damage Vulnerabilities lightning

Damage Resistances poison

Condition Immunities poisoned, diseased

Senses blindsense 30 ft., darkvision 60 ft., passive Perception 12

Languages Aquan

Challenge 6 (2,300 XP)

Cutaneous Breathing. The gill-man can breathe water, and can hold its breath for four hours, after which time it must succeed a DC 12 Constitution saving throw at the start of each of its turn or become incapacitated by suffocation until the end of its turn.

Echolocation. The gill-man has blindsense to 30 feet and advantage on Wisdom (Perception) checks that rely on hearing while submerged in water.

ACTIONS

Multiattack. The gill-man makes three attacks with its fins.

Fin. Melee Weapon Attack: +8 to hit, reach 5 ft., one target.
Hit: 8 (1d6 +5) slashing damage.

REACTIONS

Poison Spines. The gill-man shoots a poison spine in response to an attack made by a creature within 30 feet of it.
Ranged Weapon Attack: +5 to hit, range 60 ft., one target.
Hit: 1d12 poison damage.

GREMLIN GUNNER

Small fiend (devil), lawful evil

Armor Class 11

Hit Points 14 (3d6 + 3)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	13 (+1)	10 (+0)	14 (+2)	11 (+0)

Damage Resistances fire

Senses darkvision 60 ft., passive Perception 12

Languages Common, Infernal

Challenge 1/2 (100 XP)

Devil's Sight. Magical darkness doesn't impede the gremlin's darkvision.

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

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 15) piercing damage, and the target must make on a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Rifle. *Ranged Weapon Attack:* +4 to hit, range 80/240 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.



Illustration by Zach Causey



Illustration by Linda

GRIGLING

Tiny fey, chaotic neutral

Armor Class 15

Hit Points 11 (3d4 + 3)

Speed 15 ft., fly 25 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	18 (+4)	13 (+1)	9 (-1)	9 (-1)	14 (+2)

Senses darkvision 60 ft., passive Perception 13

Languages Sylvan

Challenge 2 (450 XP)

Familiar. With the DM's permission, the find familiar spell can summon a grigling.

Hive Telepathy. Using telepathy, the grigling can communicate with any other griglings within 120 feet of it.

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

At will: *dancing lights*

1/day each: *enlarge/reduce*, *invisibility*

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

ACTIONS

Bugaboo. The grigling targets a creature it can see within 60 feet of it, which must succeed a DC 14 Constitution save or take 1d4 + 2 poison damage, and move 5 feet in a random direction. Roll a d4 for the direction: 1, north; 2, south; 3, east; or 4, west. This movement doesn't provoke opportunity attacks. If it fails its saving throw, it makes a new saving throw at the start of its turn, or suffers the effects of the bugaboo a second time.



Illustration by Gabriel Ramos

GRIMALKIN PICKPOCKET

Small humanoid (grimalkin), chaotic neutral

Armor Class 14 (leather armor)

Hit Points 21 (6d6)

Speed 25 ft.

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

Skills Acrobatics +5, Deception +5, Perception +4, Sleight of Hand +8, Stealth +8

Senses darkvision 60 ft., passive Perception 14

Languages Common, Grimalkin

Challenge 1 (200 XP)

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

Feline Agility. The pickpocket can double its speed until the end of its turn. Once it uses this trait, it can't use it again until it moves 0 feet on one of its turns.

Street Smart. The pickpocket can move through a space of a Medium or larger creature.

Sneak Attack (1/Turn). The pickpocket deals an extra 7 (2d6) 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 pickpocket that isn't incapacitated and the pickpocket doesn't have disadvantage on the attack roll.

ACTIONS

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

Player characters can be a grimalkin!

See: *Old Gus' Errata: Beastfolk*

GRINDYLOW

Small monstrosity, chaotic neutral

Armor Class 13

Hit Points 21 (6d6 + 3)

Speed 10 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	10 (+0)	4 (-3)	8 (-1)	8 (-1)

Skills Athletics +3

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 1 (200 XP)

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

Water Breathing. The grindyflow can breathe only underwater, but can hold its breath for up to ten minutes.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 3) piercing damage.



Illustration by Rob Powell

Grindyflow live in rivers and lakes, and will use their forearms to pull a prey drinking at the edge of the water under, where they are seized upon by the grindyflow and its brethren. Grindyflow are not well suited to life on land, but they are able to hold their breath and drag themselves upon the ground for short distances.



Illustration by Sam Nielson

GRUGGISH WOMP

Huge monstrosity, unaligned

Armor Class 12 (natural armor)

Hit Points 126 (12d12 + 48)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	9 (-1)	18 (+4)	5 (-3)	12 (+1)	8 (-1)

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 8 (3,900 XP)

Amphibious. The womp can breathe air and water.

ACTIONS

Multiattack. The womp makes one attack with its tail and one with its tongue, and can also use its womping leap if it is available.

Tail. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 13 (2d6 + 6) bludgeoning damage, and the target must succeed a DC 12 Strength saving throw or be knocked prone.

Tongue. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 11 (1d10 + 6) bludgeoning damage, and the target is swallowed if it is a Large or smaller creature. A swallowed creature is blinded and restrained, has total cover against attacks and other effects outside the womp, and takes 7 (2d6) acid damage at the start of each of the womp's turns.

The womp's gullet can hold up to two creatures at a time. If the womp takes 30 damage or more on a single turn, the womp must succeed on a DC 17 Constitution saving throw at the end of that turn or lose its reaction and regurgitate all swallowed creatures, each of which falls prone in a space within 10 feet of the womp. If the womp dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 10 feet of movement, exiting prone.

Womping Leap (Recharge 4—6). The womp makes a great leap up to 20 feet into the air, traveling a distance up to its movement speed. Creatures in the space where it lands must make a DC 15 Dexterity saving throw. On a successful save, the creature is pushed 5 feet to the nearest space. On a failure, the creature falls prone and takes 14 (4d8) bludgeoning damage. If the womp remains in the prone creature's space, the creature is also restrained until it's no longer in the same space as the womp. While restrained in this way, the creature, or another creature within 5 feet of it, can make a DC 16 Strength check. On a success, the creature is shunted to an unoccupied space of its choice within 5 feet of the womp and is no longer restrained.



Illustration by Anarchic Fox

HEXED SCARECROW

Medium construct, neutral

Armor Class 10 (padded armor)

Hit Points 22 (4d8 + 4)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	9 (-1)	12 (+1)	3 (-4)	8 (-1)	1 (-5)

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing, slashing from nonmagical attacks

Damage Immunities cold, poison, necrotic

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 1 (200 XP)

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

ACTIONS

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

HORSEFLY

Medium or large beast, unaligned

Armor Class 12 (leather armor)

Hit Points 20 (3d8 + 6)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	14 (+2)	3 (-4)	12 (+1)	5 (-3)

Senses tremorsense 10 ft., darkvision 120 ft., passive Perception 11

Languages —

Challenge 1/4 (50 XP)

Bioluminescent. The thorax of the horsefly glows dimly in a 5-foot radius.

Shuffling Acceleration. If the horsefly moves at least 40 ft in a straight line, it adds an additional 10 feet to its movement provided it continues along that same line.

ACTIONS

Corrosive Ichor. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 2) acid damage.



Illustration by James J. Krause

Horseflies are popular mounts among wastelanders. They are cheap to feed, easily reared and loyal to a fault.



Illustration by Nate Hallinan

Kamelon are smaller than their lizardfolk cousins, and gentler, standing only as tall as the average gnome. The few who are no doubt aware of a kamelon's ability to change the color of their skin to blend with their surroundings, and in fact many lands that host Kamelon villages never become aware of them at all.

Kamelon make their homes nestled into in the branches of thick jungle canopy, and their simple structures are scarcely visible to the untrained eye, blending in perfectly with the host tree's natural foliage. They rarely light fires, and most find them distracting and noisy.

The insides of their homes betray the mundane outer surroundings, and usually are filled with bright colors. Kamelon rarely wear clothing in their homes or among their own kind.

KAMELON HUNTER

Small humanoid, neutral

Armor Class 15 (natural armor)

Hit Points 19 (4d6 + 4)

Speed 25 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	13 (+1)	7 (-2)	14 (+2)	12 (+1)

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

Senses passive darkvision 60 ft. Perception 14

Languages Common, Kamelon

Challenge 2 (450 XP)

Eye Alignment (Recharges after a Short or Long Rest). The kamelon use a bonus action to focus its eyes on a creature or object it can see. Until the end of its next turn, it has advantage on the next weapon attack it make targeting that creature, provided it can still see it.

Innate Spellcasting. The kamelon's innate spellcasting ability is Wisdom (spell save DC 12). It can innately cast a number of spells, requiring no material components:

1/day each: *blur*, *invisibility*

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 2 (1d8 + 1) bludgeoning damage.

Tongue. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one creature. *Hit:* 2 (1d4) bludgeoning damage. If the target is Medium or smaller, it is pulled 5 feet toward the kamelon. If the target ends its turn within 5 feet of the kamelon, it can attack the creature with its a quarterstaff as a bonus action.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 8 (1d6 + 3) piercing damage.

Player characters can be a kamelon!

See: *Old Gus' Errata: Beastfolk*

KELP THRESHER

Gargantuan monstrosity, unaligned

Armor Class 15 (natural armor)

Hit Points 162 (12d20 + 48)

Speed 30 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+7)	12 (+1)	18 (+4)	4 (-3)	10 (+0)	5 (-3)

Skills Athletics +9, Perception +4

Damage Vulnerabilities lightning

Damage Resistances fire; bludgeoning and piercing from nonmagical weapons

Senses passive Perception 14

Languages —

Challenge 8 (3,900 XP)

False Appearance. While the kelp thresher remains motionless, it is indistinguishable from a large seaweed-covered rock, unless an observer succeeds on a DC 16 Intelligence (Investigation) check.

Kelp Tentacles. The thresher has six tentacles, and loses a tentacle if it sustains more than 15 slashing damage on a single turn. The thresher is able to restrain as many creatures as it has remaining tentacles using its Kelp Tentacle attack.

ACTIONS

Multiattack. The thresher makes four attacks: Two with its claws, and two with its kelp tentacles.

Claws. The thresher grabs a Larger or smaller target within 5 feet of it with a claw. It can hold up to two creatures in this manner. The target creature makes an opposed Strength (Athletics) attack or Dexterity (Acrobatics) check to avoid the grapple. If a creature is already grappled by the thresher, they must succeed a DC 18 Strength saving throw or 16 (3d6 + 6) bludgeoning damage, or half as much on a success.

Kelp Tentacle. *Ranged Weapon Attack:* +4 to hit, range 30/40 ft., one target. *Hit:* 8 (1d4 + 6) slashing damage. The target becomes restrained (escape DC 14).

Whirling Slash (Recharge 5—6). The thresher whirls in a fast circle. Creatures within 15 feet of the thresher must make a DC 15 Dexterity saving throw, taking 14 (2d8 + 6) slashing damage on a failure, or half as much on a success. The thresher must have at least three remaining tentacles to perform this maneuver. When it does, any creatures grappled in its claws or tentacles must succeed a DC 16 Constitution saving throw or lose their reaction, and use their action on their next turn to retch and recover from dizziness.



Illustration by Austin Mengler

Kelp threshers reside on shorelines, soaking in the salty brine of the ocean until disturbed. To the casual observer, they do not present as much more than a bundle of jagged rocks covered in kelp.

When a prospective meal gets too close to them, however, their true nature is revealed as their armor plating grinds apart, revealing several lengthy tentacles and mighty claws which they use to grasp and strangle their prey before consuming it with their comparatively unimpressive and delicate jaws.

Threshers stay in shallow waters, and will attack ships if they are small enough and enough of the crew are on deck and visible.

The ship drifted to full stop,
and a hollow thud rang from the hull.
Something grabbed Phineas by the leg
and he suddenly disappeared,
pulled into the thick fog.
I threw open the catch to my holster
and steeled my nerves.
Two more of the crew
disappeared from the deck.
Overhead, their screams of fear
filled the misty air,
like swirling banshees.
I pulled my knife and pistol
And said a short prayer.
And the battle was joined.

KUMOMITSU

Large monstrosity, neutral evil

Armor Class 17 (natural armor)

Hit Points 123 (13d10 + 52)

Speed 45 ft., climb 30 ft.

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

Skills Deception +5, Perception +7, Stealth +7

Senses darkvision 120 ft., tremorsense, 30 ft., passive Perception 18

Languages Any two languages

Challenge 7 (2,900 XP)

Kumomitsu are highly intelligent and prefer prey that is, as well. They hunt by invitation, luring creatures unfamiliar with their nature into their lairs with formality and hospitality. Or so the stories go. Precious few who have wandered into a kumomitsu's den ever return.



Illustration by Apertus

Mental Acuity. The kumomitsu has advantage on saving throws against being charmed, and magic can't put it to sleep. Its brain allows it to concentrate on two spells at once. When the kumomitsu can cast a spell as a bonus action.

Spellcasting. The kumomitsu is a 5th-level spellcaster that uses Intelligence as its spellcasting ability (spell save DC 14, +7 to hit with spell attacks). The kumomitsu has the following spells prepared:

At will: *dancing lights*, *thaumaturgy*

1st level (4 slots): *faerie fire*, *sanctuary*, *sleep*

2nd level (3 slots): *darkness*, *hold person*, *web*

3rd level (3 slots): *feign death*, *nondetection*, *vampiric touch*

4th level (3 slots): *shadow of moil*^{XGE}, *sickenening radiance*^{XGE}

5th level (2 slots): *dominate person*, *steel wind strike*^{XGE}

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

Light Sensitivity. While in bright light, the kumomitsu has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

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

ACTIONS

Multiattack. The kumomitsu makes three attacks, either with its bite or daikatana.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 2 (1d4) piercing damage. The target must succeed a DC 13 Constitution saving throw or take 9 (2d8) poison damage and become poisoned until the end of their next turn.

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

Webbing (Recharge 3—4). The kumomitsu targets one creature within 15 feet of it that it can see. The target makes a Dexterity saving throw, the results of which determine the outcome:

1-3: The target becomes completely encased in webbing, and is incapacitated until the end of their next turn. Their restraints have an AC of 10 and 10 hit points. Once they are no longer paralyzed, they become restrained, and can break the webbing with a successful DC 15 Strength (Athletics) check.

4-7: The target becomes restrained. Their restraints have an AC of 10 and 5 hit points. They can break the webbing with a successful DC 12 Strength (Athletics) check.

8-11: The target is blinded. They can use their action on their turn to clear the webbing from their eyes if they have a free hand.

12-15: The target's movement speed is halved.

16+: The target escapes unaffected.



Illustration by Vincent Van Hoof

LETICHE

Medium undead, chaotic evil

Armor Class 13 (natural armor)

Hit Points 19 (3d10 + 3)

Speed 25 ft., Swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	7 (-2)	10 (+1)	5 (-3)

Saving Throws Wis +2

Skills Stealth +3

Damage Immunities poison

Condition Immunities poisoned

Senses passive Perception 13

Languages any one language (usually Common)

Challenge 2 (450 XP)

Undead Fortitude. If damage reduces the letiche 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 letiche drops to 1 hit point instead.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 13 (2d10 + 2) piercing damage, and the target must succeed a DC 12 Strength saving throw or be grappled in the letiche's jaws (escape DC 12). Until the target dies or is freed, the letiche can't bite another target.

LUDAI

Medium humanoid, neutral

Armor Class 10

Hit Points 23 (3d8 + 9)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	16 (+3)	7 (-2)	12 (+1)	8 (-1)

Damage Resistances poison

Senses passive Perception 13

Languages Common, Ludai

Challenge 1/2 (100 XP)

ACTIONS

Pike. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one creature. *Hit:* 7 (1d10 + 2) piercing damage.

Slime. Slick slime covers the ground in a 10-foot square centered on a point within 30 feet of the ludai and turns it into difficult terrain for the duration. If a creature starts its turn in the area, it must succeed on a DC 11 Dexterity saving throw or fall prone.



Illustration by Theme Finland

Player characters can be a ludai!

See: *Old Gus' Errata: Beastfolk*

MAGIC MIRROR

Medium construct, neutral

Armor Class 14 (natural armor)

Hit Points 66 (12d8 + 12)

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

STR	DEX	CON	INT	WIS	CHA
6 (-2)	12 (+1)	12 (+1)	16 (+3)	24 (+7)	15 (+2)

Skills History +9, Insight +10, Perception +13

Damage Vulnerabilities bludgeoning

Damage Immunities necrotic, poison

Damage Resistances acid, fire, radiant

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

Senses darkvision 120 ft., truesight 60 ft., passive Perception 23

Languages the languages of its creator

Challenge 5 (1,800 XP)

Unlike most constructs, a magic mirror is inhabited by a true consciousness, usually an imprisoned demon, celestial or other supernatural entity with the power of foresight. A magic mirror is a valuable asset, and the few remaining in the world tend to be bound in service to the wealthy and powerful.



Illustration by Trevor Roth

Death Burst. When the mirror dies, it explodes in a burst of light and shards of glass. Each creature within 15 feet of it must then make a DC 15 Constitution saving throw. On a failure, a creature takes 3d6 radiant damage and 2d6 slashing damage and is blinded. On a success, a creature takes half the amount and isn't blinded. A blinded creature can repeat the saving throw on each of its turns, ending the effect on itself on a success.

False Appearance. While the mirror remains motionless, it is indistinguishable from an ordinary mirror, even to creatures benefiting from the detect magic spell or similar magic.

Innate Spellcasting. The mirror's spellcasting ability is Wisdom (spell save DC 18, +10 to hit with spell attacks). The mirror can innately cast the following spells, without material components:

At will: *arcane eye*, *guidance*, *comprehend languages*, *identify*
2/day each: *augury*, *detect thoughts*, *divination*, *legend lore*, *locate object*, *locate creature*, *screaming*

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

Reflective Surface. Spells that create beams of energy (for example, the *eldritch blast* and *fire ray* spells) have disadvantage on their attack rolls to hit the mirror.

ACTIONS

Hall of Mirrors. The mirror chooses one creature it can see within 60 feet of itself, and creates a translucent duplicate of the target in an unoccupied space it can see within 60 feet of the mirror. The reflection is identical in every way to its original, except its eyes are hollowed out, lacking pigmentation and pupils, and the eye sockets filled with green swirls of mist.

As soon as the duplicate appears, it takes the Attack or casts one cantrip, using the same attack bonuses and damage dice as those of its original counterpart. Any damage the original attack or spell would deal is instead force damage. After the attack or cantrip is resolved, the duplicate vanishes as quickly as it appeared, leaving only a puff of faintly glowing green smoke.

REACTIONS

Spell Reflection. When a creature the mirror can see casts a spell that targets a single creature the mirror can see, the mirror can move up to half its movement speed to interpose itself between the caster and the target. If the spell requires a saving throw, the caster and the mirror each make a spellcasting ability check. If the caster wins the contest, the spell targets the mirror. If the mirror wins the contest, the spell is reflected back toward the caster, who must make a saving throw against their own spell save DC or be affected by the spell. If the spell requires concentration, the mirror concentrates on the spell instead.

If the spell requires an attack roll, the mirror deflects the spell, choosing a new target within the reflected spell's range, making a new attack roll using its own spell attack bonus. If the reflected spell creates a beam of energy (for example the *fire ray* or *eldritch blast* spells), the mirror has advantage on the roll. The damage for the reflected attack is identical to those of original spell.



Illustration by Tom Harrison

Mammoth rats are the bane of farmers, granaries and anyone whose livestock depends feed from on a silo. They can smell food from across a dusty plain from three miles away, and can trample through most anything or anyone that gets in their way: fencing, barns, silos, animals, and of course, folk.

MAMMOTH RAT

Huge beast, unaligned

Armor Class 13 (natural armor)

Hit Points 95 (9d12 + 45)

Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	4 (-3)	4 (-3)	12 (+1)	8 (-1)

Skills Perception +4, Survival +4

Damage Resistances cold, poison

Senses darkvision 60 ft., passive Perception 12

Languages —

Challenge 5 (1,800 XP)

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

Battering Charge. If the mammoth moves at least 20 ft. straight toward a creature and then hits it with a ram 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 mammoth can make one *Swipe* attack against it as a bonus action.

ACTIONS

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

Swipe. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one prone creature. *Hit:* 21 (3d10 + 5) slashing damage.

MANTISAUR

Large monstrosity, unaligned

Armor Class 14 (natural armor)

Hit Points 85 (10d10 + 20)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	17 (+3)	3 (-4)	12 (+1)	5 (-3)

Saving Throws Dex +4, Con +5

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

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 4 (1,100 XP)

Leap. If the mantisaur moves 15 feet in a straight line, it can jump 20 feet in any direction as a bonus without the need to make an ability check.

ACTIONS

Multiattack. The mantisaur makes two attacks with is foreceps.

Forceps. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 9 (1d8 + 4) slashing damage.

REACTIONS

Revenging Spines (6/Day). In response to damage from an incoming attack, the mantisaur can launch one of its spines from its chest cavity at its attacker. *Ranged Weapon Attack:* +6 to hit, range 40 ft., one target. *Hit:* 6 (1d6 + 2) piercing damage.



Illustration by Kate Pfeilschifter



Illustration by Izzy Medrano

MINE GHAST

Small undead, neutral evil

Armor Class 13

Hit Points 16 (3d6 + 6)

Speed 25 ft.

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

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands Common but can't speak

Challenge 2 (100 XP)

Turn Defiance. Undead within 15 feet of it have advantage on saving throws against effects that turn undead.

ACTIONS

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

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 3) slashing damage. If the target is not undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed until the end of their next turn.

Sickening Burst (Recharge 5—6). The ghost emits a 10-foot radius cloud of stench. Creatures within the area must succeed on a DC 10 Constitution saving throw or be poisoned until the end of their next turn.

MINE STRIDER

Huge beast, unaligned

Armor Class 13 (natural armor)

Hit Points 138 (12d12 + 60)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	20 (+5)	3 (-4)	12 (+1)	5 (-3)

Senses darkvision 120 ft., passive Perception 11

Languages —

Challenge 7 (2,900 XP)

ACTIONS

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

Acid Spurt (Recharge 5—6). The strider exhales acid in a 60-foot line that is 5 feet wide. Each creature in the line must make a DC 15 Dexterity saving throw, taking 21 (6d6) acid damage on a failed save, or half as much on a success.



Illustration by Jose Arias



Illustration by Jesse Sandifer

Molten elementals are products of a most unusual union: that between an elemental of fire and earth.

Like most elementals, they prefer environs that mirror their form, usually in the bellies of volcanos or deep underground where rivers of magma flow. They are occasionally carried to the surface in violent eruptions, but seldom last long on the surface, hardening into immobile, brittle stone. A few islands with regularly volcanic activity are peppered with these still statues, weathered by the ages.

The island was quite hospitable, and we had mistakenly thought the lumped forms to be the remains of giants – that is, until the ground rumbled and the volcano erupted. Without any warning, we were surrounded by rock and fire raining down from the sky, and to the group's shock, some of the fiery lumps began a lumbering locomotion, as if they wanted to give us all a big, fiery... hug. No thanks!

We escaped behind a waterfall, soaking our burns in the cool, clear water to waited the eruption out. The gaggle of lava monsters waited patiently at the shoreline, with no sign of intent to leave. Suddenly, the skies opened up and it began to rain. Screams of pain filled our ears, audible even over the rush of the waterfall, and soon there were no monsters, only a new set of volcanic rocks on the shore of the river. The seared flesh on my left arm throbbed, leaving me to wonder if water felt as painful for them as fire does for us.

MOLTEN ELEMENTAL

Large elemental, neutral

Armor Class 15 (natural armor)

Hit Points 150 (12d10 + 84)

Speed 30 ft., burrow 15 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	24 (+7)	5 (-3)	10 (+0)	5 (-3)

Damage Vulnerabilities cold

Damage Resistances bludgeoning, piercing, slashing from nonmagical attacks

Damage Immunities fire, poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., tremorsense 30 ft., passive Perception 10

Languages Terran, Ignan, Primordial

Challenge 7 (2,900 XP)

Illumination. The elemental sheds dim light in a 10-foot radius.

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

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

Water Susceptibility. For every 5 ft. the elemental moves in water, or for every gallon of water splashed on it, it takes 1 cold damage. If it takes more than 24 cold damage on a single turn, it loses its reaction, and its movement speed is reduced by half until the end of its next turn.

ACTIONS

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 18 (2d8 + 5) bludgeoning damage + 7 (1d12) fire damage.

Vulcan Stride. The elemental moves up to its speed in a straight line. During this move, it can enter medium or smaller creatures' spaces. A creature whose space the magma elemental enters must make a DC 13 Dexterity saving throw. On a successful save, the creature is pushed 5 feet to the nearest space out of the elemental's path. On a failed save, the creature falls prone and takes 7 (2d6) bludgeoning damage and 10 (3d6) fire damage.

Eruption (Recharge 5—6). The elemental erupts a shower of rocks and lava. All creatures other than the elemental within a 20-foot radius of it must succeed on a DC 15 Dexterity saving throw or take 3d6 bludgeoning damage + 3d6 fire damage, or half as much on a success.



Illustration by Felipe Escobar Bravo

Many animals are endangered or have gone extinct entirely, but new inheritors have stepped to fill their space in the food chain. Even gentle creatures have had to make changes to adapt to the world's many changes.

Moosociraffe travel in family groups of 3 or 4, and defend one another against predators with wary eyes, ears, and with antler and hoof if the need arises. Their impressive racks measure 10 feet across, and they can kill a caecuraptor with a single stomp of their mighty hooves.

MOOSOCIRAFFE

Huge beast, unaligned

Armor Class 12 (natural armor)

Hit Points 105 (10d12 + 40)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	19 (+4)	2 (-4)	10 (+0)	6 (-2)

Senses passive Perception 10

Languages —

Challenge 5 (1,800 XP)

Trampling Charge. If the moosociraffe moves at least 20 feet straight toward a creature and then hits it with a gore 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 moosociraffe can make one stomp attack against it as a bonus action.

ACTIONS

Gore. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 24 (4d8 + 6) piercing damage.

Stomp. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one prone creature. *Hit:* 22 (3d10 + 6) bludgeoning damage

REACTIONS

Antlered Vigilance. The moosociraffe adds 2 to its AC against one melee attack that would hit it. If the attack misses, the moosociraffe makes one gore attack against its attacker.



Illustration by Sara Polo



Illustration by Luka Milosevic

Nixies are curious, secretive fey that despite their solitude, but paradoxically love tricks and pranks. They usually live in large mushrooms, or eccentric-looking trees, and will punish trespassers without warning, exploiting their unwanted company's deepest desires or fears. They understand little of— and indeed care even less about— mortal folk's ways or desires, and will bend or distort them to their own whims with little regard for personal or social boundary, even without provocation of any kind. Most nixies will only treat with a mortal who has somehow managed to best the nixie at their own game.

Player characters can be a nixie!

See: *Old Gus' Errata: Heroes of the Multiverse*

Additionally, you can substitute any of the spells on the faerie class' spell list for any of the spells the nixie knows, including any of the original faerie spells that appear in the document.

NIXIE

Tiny fey, chaotic evil

Armor Class 16

Hit Points 54 (12d4 + 12)

Speed 15 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	14 (+2)	11 (+1)	12 (+1)	17 (+3)

Saving Throws Dex +6, Cha +7

Skills Deception +7, Insight +5, Perception +5

Senses darkvision 60 ft., passive Perception 15

Languages Common, Sylvan

Challenge 9 (5,000 XP)

Glamorous Defense. While the nixie is wearing no armor and wielding no shield, its AC includes its Charisma modifier (included in its AC).

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

Nightmare Delirium (2/Day). As a bonus action, the nixie can plunge a creature it has put to sleep, charmed, frightened or confused into a delirious nightmare. The target becomes lost, seeing and hearing only itself and the nightmare. To the target, time seems to slow down, and they experience an hour's passing for every six seconds they endure the nightmare. On subsequent turns, the nixie can use its bonus action change the effect upon the creature, choosing from charmed, confused (as if under the effects of the *confusion* spell), frightened or unconscious. The nightmare ends if the target takes damage, or it makes a saving throw against an effect other than the spell. The creature then becomes immune this ability for 24 hours.

Spellcasting. The nixie is a 12th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). The nixie knows the following spells:

Cantrips (at will): *dancing lights*, *minor illusion*, *infestation*^{XGE}, *vicious mockery*

1st level (4 slots): *command*, *detect thoughts*, *dissonant whispers*, *sleep*, *spiritual weapon*

2nd level (3 slots): *crown of madness*, *phantasmal force*, *magic mouth*, *silence*

3rd level (3 slots): *counterspell*, *fear*, *hypnotic pattern*

4th level (3 slots): *confusion*, *phantasmal killer*

5th level (2 slots): *dominate person*, *synaptic static*^{XGE}

6th level (1 slot): *eyebite*, *Otto's irresistible dance*

ACTIONS

Distracting Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 7 (3d10) piercing damage, and the target must succeed a DC 15 Wisdom saving throw or lose their reaction. Additionally, the first attack the target makes on its next turn is made at disadvantage.

OUTLAWS

As has ever been the case, outlaw gangs patrol the vast wildernesses, looking for travelers, caravans – or if they are particularly bold, even moving trains to rob. Outlaws tend to be impressed with their ability to survive in the wastelands, and the more successful outlaw clans have managed to tame the giant boar that roam them, forming a tenuous but symbiotic relationship with the beasts.

Bandits make their camps in canyons, caves or by fortify long-deserted structures. Over time, a successful troupe might become as close-knit as a family or as regimented as a military. Each gang is unique and often adopts a signature identifier, for example a bright red sash. Others are more clandestine operations, rolling through town as mummers or traveling salespeople, quietly plying their trades of extortion, robbery and thievery and splitting town before the locals get wise.

OUTLAW GANG LEADER

Medium humanoid (any race), any non-lawful alignment

Armor Class 15 (studded leather armor)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

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

Skills Intimidation +4, Perception +2, Survival +2

Senses passive Perception 12

Languages any two languages (usually Common)

Challenge 3 (700 XP)

Expert Rider. The bandit has advantage on ability checks or saving throws that would result in them being forcibly dismounted and always lands on their feet if they fail.

ACTIONS

Multiattack. The bandit makes two attacks with its revolver, or one attack with its rifle.

Revolver. *Ranged Weapon Attack:* +5 to hit, range 30/90 ft., one target. *Hit:* 6 (1d8 + 3) piercing damage.

Rifle. *Ranged Weapon Attack:* +5 to hit, range 80/240 ft., one target. *Hit:* 8 (1d12 + 3) piercing damage.

Rope. The bandit can rope a Large or smaller creature within 20 feet of it. The target must succeed a DC 13 Strength or Dexterity (its choice) saving throw or be restrained.

REACTIONS

Sacrifice. When the bandit is hit by an attack, it can swap places with a friendly creature within 5 feet of it, causing that creature to be hit instead.

Outlaws are everywhere, but every gang has its rules, and folk living hard in the wilds need something to hold them together as a society. Some achieve this by being racially united, and others take a more egalitarian approach. Leadership in an outlaw gang is as likely to be won with words as it is with weapons. The sands of the wastes eventually take everything to ruin, though. Leaders die, their chief lieutenants are arrested, betrayed or killed, and the outlaws scatter to reorganize, or sneak back into and integrate with common folk, hauling as much ill-gotten gains as they can.

The bandits that manage to rise through the constantly shifting ranks make fearsome adversaries, especially if they have managed to organize a group of bandits who are truly loyal, and not simply looking to stage a coup against the current leadership.

Bandits employ various methods: some might pose as lost travelers begging for assistance, then turn on those who stop to help them. Others prefer a good old-fashioned hold-up, but avoid any unnecessary bloodshed (or wasted ammunition). A few have no regard for anything at all, employing the use of explosives or simply launching an all-out assault against their targets, leaving nothing behind but splintered wood and bone.



Illustration by Karsten Schreurs



Illustration by Ivan Smirnov

OUTLAW

Medium humanoid (any race), any non-lawful alignment

Armor Class 12 (leather armor)

Hit Points 12 (2d8 + 4)

Speed 30 ft.

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

Skills Intimidation +2, Perception +1, Survival +1

Senses passive Perception 11

Languages any two languages (usually Common)

Challenge 1/4 (50 XP)

ACTIONS

Revolver. *Ranged Weapon Attack:* +3 to hit, range 30/90 ft., one target. *Hit:* 6 (1d6 + 1) piercing damage.

Rifle. *Ranged Weapon Attack:* +3 to hit, range 80/240 ft., one target. *Hit:* 8 (1d10 + 1) piercing damage.

Rope. The bandit can rope a Large or smaller creature within 20 feet of it. The target must succeed a DC 11 Strength or Dexterity (its choice) saving throw or be restrained.

OUTLAW DEMOLITIONIST

Medium humanoid (any race), any non-lawful alignment

Armor Class 13 (studded leather armor)

Hit Points 19 (3d8 + 6)

Speed 30 ft.

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

Senses passive Perception 11

Languages any two languages (usually Common)

Challenge 1/2 (100 XP)

Volatile. If the demolitionist takes more than 8 fire damage on a turn, it must succeed DC10 Dexterity saving throw or explode. All creatures in a 15-foot radius of the demolitionist must then succeed a DC 12 Dexterity saving throw or take 10 (3d6) thunder damage.

ACTIONS

Mortar. The demolitionist launches an impact grenade to a point within 60 feet of itself. Creatures in the area must make a DC 12 Dexterity saving throw, taking 10 (3d6) thunder damage on a failure, or half as much on a success.

OUTLAW GOBLIN MUSKETEER

Small humanoid (goblinoid), lawful evil

Armor Class 15 (hide armor)

Hit Points 23 (5d6 + 6)

Speed 25 ft.

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

Skills Nature +1, Stealth +6

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orc

Challenge 2 (200 XP)

Fire Bullet (3/Day). The goblin can use a bonus action to load its musket with an explosive pellet. If the next attack it makes with its musket hits, the attack deals an additional 2 fire damage.

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

ACTIONS

Multiattack. The goblin makes two attacks with its scimitar. The second attack has disadvantage.

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

Musket. *Ranged Weapon Attack:* +4 to hit, range 80/240 ft., one target. *Hit:* 5 (1d10 + 2) piercing damage.

REACTIONS

Duck and Cover. The goblin adds 3 to its AC against one attack that would hit it. To do so, the goblin must be able to see its attacker.



Illustration by Maria Trepalina



Illustration by Javier Charro

OUTLAW ORC MARAUDER

Medium humanoid (orc), chaotic neutral

Armor Class 13 (hide armor)

Hit Points 26 (3d8 + 12)

Speed 30 ft.

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

Skills Athletics +5, Intimidation +1, Stealth +4

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orc

Challenge 1 (200 XP)

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

ACTIONS

Multiattack. The orc makes two attacks, choosing from its sabre or one shotgun (if available).

Sabre. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 3) slashing damage.

Shotgun (Reload 4—6). Creatures in a 15-foot cone must succeed a DC 12 Dexterity saving throw or take 2d6 piercing damage.

OUTLAW SCORPION

Medium humanoid (any), chaotic evil

Armor Class 14 (leather armor)

Hit Points 43 (5d8 + 20)

Speed 30 ft.

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

Skills Acrobatics +5, Stealth +7

Damage Resistances poison

Senses darkvision 120 ft., passive Perception 10

Languages any two languages (usually Common)

Challenge 3 (700 XP)

ACTIONS

Multiattack. The orc makes two attacks with its acid pellets.

Acid Pellet. *Ranged Weapon Attack:* +3 to hit, range 80/240 ft., one target. *Hit:* 8 (1d12 + 3) acid damage.

Stink Bomb. The bandit lobs a grenade up to 40 feet away from itself to a point it can see. Creatures within 10 feet of the impact point must succeed a DC 13 Constitution saving throw or be incapacitated until the end of their next turn. Creatures that don't need to breathe or are immune to poison automatically succeed on this saving throw.



Illustration by Yelim Kim

OUTLAW SURVIVOR

Medium humanoid (any), chaotic evil

Armor Class 15 (studded leather armor)

Hit Points 53 (7d8 + 21)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	16 (+3)	10 (+1)	12 (+1)	13 (+1)

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

Senses passive Perception 17

Languages any two languages (usually Common)

Challenge 4 (1,100 XP)

Killer Instinct. During its first turn, the outlaw survivor has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the outlaw survivor scores against a surprised creature is a critical hit. Additionally, the outlaw survivor ignores the benefits granted to creatures behind half and three-quarters cover.

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

Sneak Attack (1/Turn). The outlaw survivor 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 outlaw survivor that isn't incapacitated and the outlaw survivor doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The outlaw survivor makes two attacks with its rifle or hatchet.

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

Scoped Rifle. *Ranged Weapon Attack:* +7 to hit, range 160/480 ft., one target. *Hit:* 10 (3d6 + 3) piercing damage.

Some bandits live to see much of the wastelands and territories the world has to offer. They may occasionally manage to scavenge pre-war weaponry, or just become hardened by their years of experience evading the law, and wearing trophies of those foolish lawmen who dared cross them. These especially dangerous career criminals are not likely to go quietly and will do whatever it takes to survive, including betraying their own.

OWLBEAR, CUB

Medium monstrosity, unaligned

Armor Class 12 (natural armor)

Hit Points 23 (3d10 + 6)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	12 (+1)	4 (-3)	12 (+1)	7 (-2)

Skills Athletics, +4, Perception +3

Senses darkvision 60 ft., passive Perception 14

Languages —

Challenge 1/2 (100 XP)

Keen Sight and Smell. The owlbear has advantage on Wisdom (Perception) checks that rely on sight or smell.

ACTIONS

Multiattack. The owlbear makes two attacks: one with its beak and one with its claws.

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

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

In parts of the world where mules, oxen, donkeys and other useful beasts of burden went extinct, those in need had to come up with creative solutions to their dying stock. An ambitious program of breeding hardier animals, and even monsters into domestication was instituted. After two centuries careful breeding and at least six dozen lost limbs, the domestic owlbear has become one of the most successful such endeavors.

The breed is less bulky than wild owlbears, comfortable to ride, and only slightly slower than a warhorse. Their claws and beak are still lethal weapons, but their disposition is thankfully more akin to that of a horse. Owlbears do not tolerate mistreatment, and those that forget this and neglected or forget to feed an owlbear, receive quick, potentially lethal reminders.

Domestic owlbear cubs learn to remember folk they interact with early, and are favorite first mounts for children that grow up around them. They can lead a working life for over three decades, have excellent memories, and take to rewarding work early, becoming valued beasts of burden, and developing deep and abiding friendships among those they have known.



Illustration by Kaek Starkiller

OWLBEAR, DOMESTICATED

Large monstrosity, unaligned

Armor Class 13 (natural armor)

Hit Points 38 (5d10 + 10)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	14 (+2)	3 (-4)	14 (+2)	7 (-2)

Skills Athletics, +6, Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages —

Challenge 1 (200 XP)

Keen Sight and Smell. The owlbear has advantage on Wisdom (Perception) checks that rely on sight or smell.

ACTIONS

Multiattack. The owlbear makes two attacks: one with its beak and one with its claws.

Beak. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 9 (1d8 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 4) slashing damage.



Illustration by Filip Acovic

PALE RIDER

Medium undead, chaotic evil

Armor Class 14 (studded leather armor)

Hit Points 51 (6d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	18 (+4)	10 (+0)	14 (+2)	14 (+2)

Skills Perception +3, Stealth +4

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

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages the languages it knew in life

Challenge 4 (1,100 XP)

Skeletal Mount. The rider is aided by a warhorse skeleton, which obeys its commands.

Life Drain. As a bonus action, the pale rider imbues its next shot with life-draining magic. If the next attack the rider makes with its revolver hits, the target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

A humanoid slain by the attack rises 24 hours later as a zombie under the rider's control, unless the humanoid is restored to life or its body is destroyed. The rider can have no more than twelve zombies under its control at one time, and can fuse three zombies into a new warhorse skeleton whenever it completes a long rest.

ACTIONS

Multiattack. The rider makes two attacks with its revolver.

Revolver. *Ranged Weapon Attack:* +5 to hit, range 50/100 ft., one target. *Hit:* 9 (1d12 + 3) piercing damage.

PANGOLOSAUR

Medium beast, unaligned

Armor Class 14 (natural armor)

Hit Points 45 (6d8 + 18)

Speed 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	16 (+3)	4 (-3)	8 (-1)	4 (-3)

Damage Resistances piercing from nonmagical attacks

Senses darkvision 60 ft., tremorsense 10 ft., passive

Perception 10

Languages —

Challenge 4 (1,100 XP)

Rolling Charge. If the pangolosaur moves 20 ft. in a straight line, and uses its *Ball Up* action, it can continue its movement and crash into any Large or smaller targets in a line, each of which must succeed on a DC 13 Dexterity saving throw or take 2d8 bludgeoning damage and be knocked prone.

ACTIONS

Multiattack. The pangolosaur makes two attacks: one with its bite and one with its tail.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 3) piercing damage.

Tail. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 14 (3d6 + 3) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Ball Up. The pangolosaur maneuvers its heaviest armor plates, resisting all piercing, bludgeoning and slashing damage until the start of its next turn. During this time, it loses its reaction.



Illustration by Kylie Langton



Illustration by Dave Oliver

Born of biological weapon experiments, the phasing shambler escaped its bonds and sought refuge in one of the few remaining forests or jungles.

These lonesome creatures will adopt a wilderness and protect it, allowing only natural growth to take place, and allowing no unnecessary conflict to take place there. Predators quickly learn to avoid these areas, and some seeking a pristine wilderness to hold a duel find their opponents simply vanished into thin air, never to be heard from again.

The canopy was filled with the sounds of buzzing of insects and song of birds— a sound unfamiliar to most folk, these days, these days. Percy and Aidan were arguing, as always. No gripe was too small: which path to take, which side of the riverbank to follow, you name it.

I pressed on ahead, determined to listen to the squawking birds, and not the squawking humans, when Aidan's cry of surprise cut through the cacophony. I spun on my heel to find Percy just... missing.

PHASING SHAMBLER

Large plant monstrosity, unaligned

Armor Class 15 (natural armor)

Hit Points 136 (16d10 + 48)

Speed 20 ft, Swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	16 (+3)	6 (-2)	10 (+0)	5 (-3)

Skills Stealth +3

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

Damage Immunities lightning, necrotic, poison

Condition Immunities blinded, deafened, exhaustion

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

Languages —

Challenge 6 (2,300 XP)

Necrotic and Lightning Absorption. Whenever the shambler is subjected to lightning or necrotic damage, it takes no damage and regains a number of hit points equal to half the damage dealt.

Ethereal Jaunt. As a bonus action, the shambler can magically enter the Material Plane or the Ethereal Plane using 10 feet of its movement speed. If a creature is engulfed within the shambler, it travels with the shamble to its new plane.

ACTIONS

Multiattack. The shambler makes two slam attacks. If both attacks hit a Medium or smaller target, the target is grappled (escape DC 14), and the shambler Engulfs it.

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

Engulf. The shambler engulfs a Medium or smaller creature grappled by it. The engulfed target is blinded, restrained, and unable to breathe, and it must succeed on a DC 14 Constitution saving throw at the start of each of the mound's turns or take 13 (2d8 + 4) bludgeoning damage. If the mound moves, the engulfed target moves with it. The mound can engulf only one creature at a time, and can release an engulfed creature using an action.

REACTIONS

Furious Defense. After a creature the shambler can see is dealt damage by a foe within 10 feet of the shambler, the shambler makes a slam against that foe, gaining the *reach* property for the attack.



Illustration by Natali Kayurova

PISTOLERO MUERTO

Medium undead, lawful evil

Armor Class 17 (studded leather armor)

Hit Points 162 (19d8 + 76)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	18 (+4)	12 (+1)	16 (+3)	18 (+4)

Senses darkvision 120 ft., passive Perception 13

Languages Abyssal, Common

Challenge 17 (18,000 XP)

Incorporeal Form. The pistolero can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the pistolero or hits it with a melee attack while within 5 feet of it takes 9 (2d8) necrotic damage. In addition, the pistolero 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 9 (2d8) necrotic damage.

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

Marshal Undead. Unless the pistolero is incapacitated, it and undead creatures of its choice within 60 feet of it have advantage on saving throws against features that turn undead.

Smiting Bullets. The pistolero is able to deliver smiting spells and attacks with its revolver attacks.

Undead Nature. The pistolero doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The pistolero makes three longsword attacks.

Revolver. *Ranged Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 5) piercing damage plus 18 (4d8) necrotic damage.

Shotgun. The pistolero unleashes a deathly mist from its shotgun in a 15-foot cone. Each creature in the area must succeed a DC 18 Constitution saving throw or take 21 (6d6) necrotic damage.

Deathly Orb (1/Day). The pistolero hurls a magical ball of fire that explodes at a point it can see within 120 feet of it. Each creature in a 20-foot-radius sphere centered on that point must make a DC 18 Strength saving throw. The sphere spreads around corners. A creature takes 35 (10d6) force damage and 35 (10d6) necrotic damage on a failed save and is pulled up to 20 feet toward the orb's center, or half as much damage on a successful one and isn't pulled.

Spellcasting. The pistolero is a 19th-level spellcaster whose spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). It has the following paladin spells prepared:

1st level (4 slots): *command*, *compelled duel*, *wrathful smite*

2nd level (3 slots): *hold person*, *shadow blade* XGE

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

4th level (3 slots): *staggering smite*, *shadow of moil* XGE

5th level (2 slots): *enervation* XGE, *negative energy flood* XGE

REACTIONS

Dancing Dodge. The pistolero adds 6 to its AC against one weapon attack that would hit it.



Illustration by B.R. Guthrie

QUILLRAT

Huge monstrosity, unaligned

Armor Class 13 (natural armor)

Hit Points 94 (9d12 + 36)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	17 (+3)	3 (-4)	11 (+0)	5 (-3)

Senses passive Perception 10

Languages —

Challenge 6 (2,300 XP)

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

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

ACTIONS

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

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) piercing damage. The target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the quillrat can make one additional bite attack against it as a bonus action.

Tail. Each creature within 10 feet of the quillrat must succeed on a DC 15 Dexterity saving throw or take 7 (2d6) slashing damage.

LEGENDARY ACTIONS

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

Revenging Quills (12/Day). *Ranged Weapon Attack:* +6 to hit, range 40/80 ft., one target. *Hit:* 6 (1d6 + 4) piercing damage.



Illustration by Tiago Silvério

SANDWORMS

No matter what you call them – death worm, graboid, junundu, minhocão, thresher maw, tunnel demon, or just plain old “sandworm”, these creatures are the bane of the caravans that brave the oceans of yesteryear. You never know how many, or of what size there will be. They arrive from below and drag anything they can down into the sand with them using their massive jaws.

Diviners promise sandworm-free routes through the deserts, but in truth, most of these are charlatans.

SANDWORM, ADULT

Huge beast, unaligned

Armor Class 11 (natural armor)

Hit Points 105 (10d12 + 40)

Speed 30 ft., burrow 35 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	7 (-2)	19 (+4)	2 (-5)	7 (-2)	3 (-4)

Senses tremorsense 60 ft. passive Perception 9

Languages —

Challenge 7 (2,900 XP)

Devourer. If the worm takes 30 damage or more on a single turn, it must succeed on a DC 21 Constitution saving throw or regurgitate 1d4 swallowed creatures, which fall prone in a space within 10 feet of the worm.

ACTIONS

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 5) piercing damage. If the target is a large or smaller creature, it must succeed on a DC 13 Dexterity saving throw or be devoured by the worm. A devoured creature is blinded and restrained, has total cover against attacks and other effects outside the worm, and takes 7 (3d4) acid damage at the start of each of its turns.

SANDWORM, ANCIENT

Gargantuan beast, unaligned

Armor Class 10 (natural armor)

Hit Points 198 (12d20 + 72)

Speed 50 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	7 (-2)	22 (+6)	2 (-5)	10 (+0)	4 (-3)

Senses tremorsense 120 ft. passive Perception 10

Languages —

Challenge 12 (13,900 XP)

Devourer. If the worm takes 30 damage or more on a single turn, it must succeed on a DC 21 Constitution saving throw or regurgitate 1 swallowed creature, which fall prone in a space within 10 feet of the worm.

ACTIONS

Multiattack. The worm makes two attacks with its bite.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 22 (3d8 + 9) piercing damage. If the target is a Large or smaller creature, it must succeed on a DC 19 Dexterity saving throw or be swallowed by the worm. A devoured creature is blinded and restrained, has total cover against attacks and other effects outside the worm, and it takes 21 (6d6) acid damage at the start of each of its turns.

SANDWORM, INFANT

Large beast, unaligned

Armor Class 12 (natural armor)

Hit Points 51 (6d10 + 18)

Speed 30 ft., burrow 25 ft.

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

Senses tremorsense 40 ft. passive Perception 8

Languages —

Challenge 2 (250 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 5) piercing damage. If the target is a medium or smaller creature, it must succeed on a DC 13 strength saving throw or be knocked prone.



Illustration by Andrey Filimonov

Sasquatches are hirsute giants that live solitary lives in deep wildernesses. They are avid explorers and know every animal, rock and tree of their territory. This makes them expert trackers, and they make long observations of anyone visiting their territory. While not thought of as particularly intelligent, yetifolk are quite clever, and can rig deadly traps made from trees, vines and rocks. If confronted with an attack, they lead their foes toward their carefully prepared traps. A sasquatch's lair, may have dangerous creatures, chasms, or precariously placed rocks or other hazards to deter invaders.

Their diet is vegetarian and while they generally docile, and some have been known to be friendly or helpful to lost travelers, they are more often known for their propensity attack humanoid hunters or lumberjacks that play their trade in the sasquatch's territory.

Sasquatch also have considerable spellcasting abilities, and may enlist the aid of the natural world in their defense.

SASQUATCH

Large giant, neutral good

Armor Class 14 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 40 ft, climb 40 ft.

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

Saving Throws Str +8, Con +7, Wis +5

Skills Athletics +8, Nature +3, Perception +5, Survival +5

Senses darkvision 60 ft., passive Perception 15

Languages understands Giant and Sylvan but can't speak

Challenge 8 (3,900 XP)

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

At will: *barkskin*, *druidcraft*, *jump*, *longstrider*

1/day each: *commune with nature*, *entangle*, *enlarge/reduce*, *fog cloud*, *nondetection*, *pass without trace*, *spike growth*

ACTIONS

Multiattack. The sasquatch makes three fist attacks, or one rock attack.

Fist. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +5 to hit, range 30/90 ft., one target. *Hit:* 16 (4d6 + 2) bludgeoning damage.

REACTIONS

One with the Worldsoul. The sasquatch chooses one beast friendly to it that it can see within 30 feet of it. If the beast can hear the sasquatch, the beast uses its reaction to make one melee attack against a target of the sasquatch's choice.

Player characters can be a yetifolk!

See: *Old Gus' Errata: Plantfolk, Undead and Other Oddities*, and the Abominable Yeti, which appears in the Monster Manual.



Illustration by Sandra Duchiewicz

Sidhe are fey with affinity for wind and water and all things that flow and move. They tend to speak swiftly and act even swifter. Sidhe prefer areas with access to rivers, lakes, and waterfalls, coastal cliff sides and open, windy plains, and mark their territories for other fey to enjoy or avoid dependent upon their affiliation.

Courtly sidhe are officious, and extraordinarily loyal to the archfey they serve, although as they grow and change over the course of their lives, they may switch courts several times.

Player characters can be a sidhe!

See: *Old Gus' Errata: Heroes of the Multiverse*

Additionally, you can substitute any of the spells on the faerie class' spell list for any of the spells the sidhe knows, including any of the original faerie spells that appear in the document.

SIDHE

Small fey, any lawful alignment

Armor Class 17

Hit Points 61 (11d6 + 22)

Speed 35 ft., fly 50 ft. (hover), swim 35 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	14 (+2)	12 (+1)	14 (+2)	18 (+4)

Saving Throws Dex +6, Cha +9

Skills Arcana +9, Perception +6, Persuasion +8

Senses darkvision 60 ft., passive Perception 16

Languages Common, Druidic, Elvish, Sylvan

Challenge 9 (5,000 XP)

Amphibious. The sidhe can breathe air and water.

Glamorous Defense. While the sidhe is wearing no armor and wielding no shield, its AC includes its Charisma modifier (included in its AC).

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

Spellcasting. The sidhe is a 11th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). The sidhe knows the following spells:

Cantrips (at will): *friends*, *mage hand*, *sword burst*^{SCAG}, *prestidigitation*

1st level (4 slots): *charm person*, *catapult*^{XGE}, *chaos bolt*^{XGE}, *create or destroy water*, *fog cloud*

2nd level (3 slots): *enhance ability*, *gust of wind*, *misty step*, *warding wind*^{XGE}

3rd level (3 slots): *blink*, *slow*, *haste*, *wind wall*

4th level (3 slots): *freedom of movement*, *polymorph storm sphere*^{XGE}

5th level (2 slots): *geas*, *wall of water*

6th level (1 slots): *conjure fey*, *wind walk*

ACTIONS

Dagger. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4+3) piercing damage.

REACTIONS

Flowing Favors. When a creature the sidhe can see makes an attack roll, ability check, or saving throw, and the results of the roll have not been announced, the sidhe can roll 2d4 and apply the result as bonus or a penalty to the triggering roll.



Illustration by Margo Zakharova

Sprigs are fey with an intense kinship with living plants, and preferring to live among or even inside them. They consort with dryads on behalf of the courts, and defend their favored plants with wild ferocity.

Player characters can be a sprig!

See: *Old Gus' Errata: Heroes of the Multiverse*

Additionally, you can substitute any of the spells on the faerie class' spell list for any of the spells the sprig knows, including any of the original faerie spells that appear in the document.

SPRIG

Small fey, neutral

Armor Class 16

Hit Points 78 (12d6 + 36)

Speed 30 ft.

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

Saving Throws Dex +6, Cha +8

Skills Nature +8, Perception +6

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 16

Languages Common, Druidic, Elvish, Sylvan

Challenge 9 (5,000 XP)

Glamorous Defense. While the sprig is wearing no armor and wielding no shield, its AC includes its Charisma modifier (included in its AC).

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

Speak with Plants. The sprig can communicate with plants as if they shared a language.

Corrosive Ichor. When the sprig hits a creature with its *thorn whip*, it can expend a spell slot to spray the target with ichor as a bonus action, dealing an additional acid damage to the target. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, up to a maximum of 10d8.

Spellcasting. The sprig is a 12th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). The sprig knows the following spells:

Cantrips (at will): *dancing lights*, *druidcraft*, *message*, *thorn whip*

1st level (4 slots): *entangle*, *healing word*, *goodberry*, *ray of sickness*, *snare*

2nd level (3 slots): *Melf's acid arrow*, *misty step*, *spike growth*

3rd level (3 slots): *daylight*, *plant growth*

4th level (3 slots): *charm monster*^{XGE}, *grasping vine*

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

6th level (1 slot): *true seeing*, *wall of thorns*

ACTIONS

Entangling Arrow. *Ranged Weapon Attack*: +6 to hit, range 80/320 ft., one creature. *Hit*: 5 (1d6+2) piercing damage, and the target must succeed a DC 15 Strength saving throw or have their movement speed reduced by half, as entangling vines encircle their limbs.



Illustration by Nate Hallinan

Stone trolls are hirsute, horned giants of fey ancestry whose skin and hair pigmentations range from a limestone-like grey-green or sandy brown, to deep blue (a particularly revered shade among their kind).

The most ancient of stories make mention of trolls, which often play one of two roles in these stories: the first as powerfully strong monster, the second as extremely honor-bound protector. Stone trolls have a long tradition of joining organizations or groups and protecting them until their end, or they may choose to be the protector of the weak or oppressed, or anyone that fate appears to have abandoned.

Stone trolls' fey nature actually seem them draw strength from keeping their promises, and when this duty-bound nature places them at odds with an adversary who is all too happy to paint the troll as a monster to be slain, this results in complications to their public reputation. A troll who breaks an oath loses some of their strength until they have redeemed themselves.

Stone trolls love to work that takes advantage of their natural-born talents. They prefer work over relaxation, and tend to lead simple lives of duty and service.

Player characters can be a stone troll!

See: *Old Gus' Errata: Fey Folk*

STONE TROLL

Large giant, lawful neutral

Armor Class 16 (natural armor)

Hit Points 112 (9d10 + 63)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	24 (+7)	7 (-2)	9 (-1)	10 (+0)

Skills Athletics +9, Perception +2

Damage Resistances fire

Senses darkvision 60 ft., passive Perception 12

Languages Giant, Sylvan

Challenge 8 (3,900 XP)

Fey Ancestry. The troll has advantage on saving throws against being charmed, and magic can't put it to sleep.

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

At will: *stoneskin*, *Maximillian's earthen grasp*^{XGE}

1/day each: *meld into stone*, *wall of stone*

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

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

Way of the Stone Fist. When the troll hits a creature with its fist, it can use a bonus action to force the target to make a DC Strength saving throw. If the target fails, the troll pushes them up to 15 feet away from itself.

ACTIONS

Multiattack. The sasquatch makes three fist attacks, or one rock attack.

Fist. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +6 to hit, range 30/90 ft., one target. *Hit:* 16 (4d6 + 2) bludgeoning damage.

REACTIONS

Strength of Honor. When the troll is struck by a melee attack, it can immediately make one fist attack against its attacker. If the attack hits, the attack does an additional amount of damage equal to half that the troll sustained.



Illustration by Giant-Eater

SHARKIN

Medium monstrosity, neutral evil

Armor Class 14 (natural armor)

Hit Points 26 (4d8 + 4)

Speed 30 ft, swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	12 (+1)	6 (-2)	8 (-1)	5 (-3)

Condition Immunities unconscious

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 2 (450 XP)

Blood Scenting. The sharkin has advantage on Wisdom (Perception) checks that rely on smell.

Reckless. At the start of its turn, the sharkin can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

Aquatic Agility. If the sharkin swims on its turn in combat, it can double its speed until the end of the turn. Once it uses this trait, it can't use it again until its moves 0 feet on one of its turns.

Sharkskin. Creatures that hit the sharkin with an unarmed strike take 1d4 slashing damage.

ACTIONS

Multiattack. The sharkin makes two bite attacks.

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

SHARKIN ALPHA

Large monstrosity, neutral evil

Armor Class 15 (natural armor)

Hit Points 45 (7d8 + 14)

Speed 40 ft, swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	12 (+1)	6 (-2)	8 (-1)	5 (-3)

Condition Immunities unconscious

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 3 (700 XP)

Blood Scenting. The sharkin has advantage on Wisdom (Perception) checks that rely on smell.

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

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

1/day: *tidal wave*

Sharkskin. Creatures that hit the sharkin with an unarmed strike take 1d4 slashing damage.

ACTIONS

Multiattack. The sharkin makes two bite attacks.

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



Illustration by Giant-Eater

SLUG SPIDER

Large beast, unaligned

Armor Class 12 (natural armor)

Hit Points 68 (8d10 + 24)

Speed 25 ft., climb 25 ft.

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

Skills Athletics +3, Stealth +5

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

Languages —

Challenge 3 (700 XP)

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:* +6 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8 + 4) piercing damage, and the target must make a DC 13 Constitution saving throw, taking 13 (3d8) poison damage on a failed save, or half as much damage on a successful one. 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.

Slime. Slick slime covers the ground in a 10-foot square centered on a point within 30 feet of the spider, becoming difficult terrain for the duration. If a creature starts its turn in the area, it must succeed on a DC 14 Dexterity saving throw or fall prone.

Web (Recharge 5–6). *Ranged Weapon Attack:* +4 to hit, range 30/60 ft., one creature. *Hit:* The target is restrained by webbing (escape DC 14), and the spider can, as a bonus action pulls the target toward itself, at a distance up to its remaining movement speed. If, at the end of this movement, the target is within the reach of the spider, it can attempt to bite the restrained target. The webbing can also be attacked and destroyed (AC 11; hp 8; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).



Illustration by Sarah Jane Bates

SLUG SPIDERLING

Small beast, unaligned

Armor Class 13 (natural armor)

Hit Points 10 (3d6)

Speed 25 ft., climb 25 ft.

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

Skills Stealth +5

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

Languages —

Challenge 1/4 (50 XP)

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:* 8 (1d6 + 2) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 13 (3d8) poison damage on a failed save, or half as much damage on a successful one.

Slime (Recharge 5–6). Slick slime covers the ground in a 10-foot square centered on a point within 30 feet of the spider, becoming difficult terrain for the duration. If a creature starts its turn in the area, it must succeed on a DC 14 Dexterity saving throw or fall prone.

TATANKA

Gargantuan celestial, neutral

Armor Class 20 (natural armor)

Hit Points 526 (27d20 + 243)

Speed 120 ft., burrow 60 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	9 (-1)	28 (+9)	8 (-1)	27 (+8)	11 (+0)

Saving Throws Dex +8, Int +8, Cha +9

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

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

Senses truesight 120 ft. passive Perception 18

Languages Celestial, Druidic, Primordial, Terran

Challenge 25 (75,000 XP)

Earthen Movement. The tatanka can burrow through nonmagical, unworked earth and stone. While doing so, the tatanka doesn't disturb the material it moves through. Additionally, it can move across difficult terrain made of earth, stone, snow or ice without expending extra movement.

Innate Spellcasting. The tatanka's innate spellcasting ability is Wisdom (spell save DC 24, +16 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *erupting earth*^{XGE}, *speak with animals*, *speak with plants*
2/day each: *bones of the earth*^{XGE}, *commune*, *commune with nature*,
 control weather, *earthquake*

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

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



Illustration by Aaron Miller

ACTIONS

Multiattack. The tatanka can use its Frightful Presence. It can then use its bellow and charge attacks.

Bellow. The tatanka unleashes a mighty roar in a 120-foot cone. Creatures in the area who can hear it must make a DC 24 Constitution saving throw, taking 27 (4d10) thunder damage on a failure, or half as much on a success.

Charge. The tatanka moves up to its speed in a straight line. During this move, it can enter Huge or smaller creatures' spaces. A creature whose space the tatanka enters must make a DC 20 Dexterity saving throw. On a successful save, the creature is pushed 5 feet to the nearest space out of the tatanka's path. On a failed save, the creature falls prone and takes 52 (8d12) bludgeoning damage.

If the tatanka remains in the prone creature's space, the creature is also restrained until it's no longer in the same space as the tatanka. While restrained in this way, the creature, or another creature within 5 feet of it, can make a DC 20 Strength check. On a success, the creature is shunted to an unoccupied space of its choice within 5 feet of the tatanka and is no longer restrained.

Frightful Presence. Each creature of the tatanka's choice that is within 120 feet of the tatanka 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 tatanka's Frightful Presence for the next 24 hours.

LEGENDARY ACTIONS

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

Erupting Earth. The tatanka casts the *erupting earth*^{XGE} spell.

Avalanche (costs 2 Actions). An avalanche of snow and ice pounds to the ground in a 30-foot-radius, 1-mile-high cylinder centered on a point the tatanka can see. Each creature in the area must make a Dexterity saving throw. A creature takes 9 (2d8) bludgeoning damage and 14 (4d6) cold damage on a failed save, or half as much damage on a successful one. Flying creatures who fail their saving throw fall to the surface.

Stone Aurochs Herd (Costs 3 Actions). The tatanka summons a herd of stone aurochs in a line that is 300 feet long and 30 feet wide. Objects in that area take 22 (4d10) thunder damage. Each creature there must succeed on a DC 21 Dexterity saving throw or take 22 (4d10) bludgeoning damage and be flung up to 60 feet in a direction away from the line. If a thrown target collides with an immovable object, such as a wall or floor, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown before impact. If the target would collide with another creature instead, that other creature must succeed on a DC 19 Dexterity saving throw or take the same damage and be knocked prone.



Illustration by Te Hu

Generations of breeding and training have caused these elephants to attain some of the primal strength and mighty tusks of their mammoth ancestors, while enhancing their intelligence and ability to bond with creatures not of their own kind.

War elephants are trained to wear barding designed to protect their head, neck, chest, and body. Any type of armor shown on the Armor table can be purchased as barding. The cost to armor a war elephant is sixteen times the equivalent armor made for humanoids, and it weighs eight times as much.

Additionally, some war elephants are trained in the use of additional weaponry which further increases their effectiveness as cavalry.

WAR ELEPHANT

Huge beast, unaligned

Armor Class 13 (natural armor)

Hit Points 105 (10d12 + 40)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	19 (+4)	4 (-3)	12 (+1)	7 (-2)

Senses passive Perception 10

Languages —

Challenge 6 (2,300 XP)

Trampling Charge. If the elephant moves at least 20 ft. straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the mammoth can make one stomp attack against it as a bonus action.

ACTIONS

Gore. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 24 (4d8 + 6) piercing damage.

Stomp. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one prone creature. *Hit:* 23 (3d10 + 6) bludgeoning damage.

Variants: War Elephant Weaponry

Depending on their training and additional equipment in addition to their barding, a war elephant might be trained to perform an additional action, choosing from the following:

Battle Howdah. This carriage provides half-cover for up to six Small or Medium creatures. The howdah usually crewed by creatures wielding bows or other ranged weapons. It costs 150 gp to produce.

Battering Tusks. The mammoth thrusts its mighty tusks in a 10-foot cone. Creatures in the area must succeed on a DC 17 Strength saving throw or take 13 (3d8) bludgeoning damage and if they are Large or smaller, creatures that fail this saving throw are pushed 15 feet away from the elephant. Reinforced tusk costs 80 gp to produce and weighs 40 lbs.

Impaling Dance. The elephant swings its legs wildly around. Creatures within 5 feet of the elephant must succeed a DC 15 Dexterity saving throw or take 2d8 piercing damage, and if they are medium or smaller, become impaled upon the spikes on the elephant's barding. A creature can disentangle itself from the spikes by succeeding on a DC 10 Strength check. The elephant must be wearing at least studded leather armor, and the additional weaponry costs an additional 120 gp to produce and weighs 160 lbs.



Illustration by Billy Christian

WASTEROACH

Tiny beast, unaligned

Armor Class 12 (natural armor)

Hit Points 7 (2d4 + 2)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	8 (-1)	12 (+1)	1 (-5)	7 (-2)	3 (-4)

Saving Throws Con +3, Dex +1

Damage Resistances poison

Senses blindsight 20 ft., passive Perception 8

Languages —

Challenge 1/4 (50 XP)

Familiar. With the DM's permission, the *find familiar* spell can summon a wasteroach.

Recessive Bioluminescence. A wasteroach has a 1d10 chance of glowing dimly in a 5-foot radius, shedding an eerie green light. Glowing wasteroaches add an additional 5 ft. to their base movement and climbing speed, and gain the multiattack properly, making two bite attacks on their turn, and take two *confounding flutter* reactions, raising their AC by 2 a second time.

ACTIONS

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

REACTIONS

Confounding Flutter. The wasteroach make a short hopping flight, making it difficult to target. It raises its AC by 2 until the start of its next turn. This additional AC applies only to ranged attacks.

Wasteroaches and wastes drakes make up some of the most successful and numerous creatures on the wastes, with each feeding upon the other, in time.

WASTES DRAKE

Small dragon, unaligned

Armor Class 14 (natural armor)

Hit Points 30 (4d8 + 12)

Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	16 (+3)	4 (-3)	10 (+0)	7 (-2)

Skills Perception +2

Senses darkvision 60 ft., passive Perception 12

Languages understands Draconic but can't speak

Challenge 2 (450 XP)

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

ACTIONS

Multiattack. The drake attacks twice, with its bite.

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



Illustration by Ekaterina Yastrubetskaya



Illustration by Quentin Ghion

UNLEASHED HORRORS

The world's more penitent of religions share a common refrain: that folk failed to respect the world and its delicate balance and the horrors we unleashed upon it are of our own making.

In their hubris, the great and ancient societies unleashed all manner of horrors upon the world: unstoppable hungers, terrible and twisted betrayals of the living nature and of earth, air and water in their wake.

Some of the world's most storied leaders even recruited assistance from the depths of the hells themselves, unleashing further ills: plague, some of these horrors still labor, trapped when the societies that recruited them collapsed. Others still present ongoing problems, making regular cycles around the wastes in an unending war against life itself.

*All Creatures know that some must die
That all the rest may take and eat;
Sooner or later, all transform
Their blood to wine, their flesh to meat.
But Man alone seeks Vengefulness,
And writes his abstract Laws on stone;
For this false Justice he has made,
He tortures limb and crushes bone.
Is this the image of a god?
My tooth for yours, your eye for mine?
Oh if Revenge did move the stars
Instead of Love, they would not shine.*

*~Margaret Atwood,
The Year of the Flood*



Illustration by Raluca Marinescu

Wastelands being already notoriously short on water, the waters that do exist are often brackish, and impure. Water elementals are rare, and the few who exist will not hesitate to protect the moisture they have collected around themselves, no matter how little there is or how foul it is.

Purification Rituals and Group Casting

Some adventurers might not want to turn attack an elemental in clear need, so consider if something could be done to purify a befouled elemental or their environment!

Perhaps a dam could be cleared, an infestation of plagued creatures removed, or an ancient curse lifted.

Additionally, *Cure Poison or Disease*, or the *Purify Food and Drink* are spells that might be able to purify a water source – temporarily, or especially when cast repeatedly or in a group of clerics, paladins, druids or the even bards or other individual capable of ritual casting such spells.

BEFOULED ELEMENTAL

Large elemental, neutral

Armor Class 18 (natural armor)

Hit Points 162 (13d10 + 91)

Speed 30 ft., burrow 30 ft.

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

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

Damage Immunities poison, acid

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

Senses darkvision 60 ft., passive Perception 10

Languages Aquan

Challenge 8 (3,900 XP)

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

Undertow. As a bonus action when the elemental is underwater, it can cause all water within 60 feet of it to be difficult terrain for other creatures until the start of its next turn.

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.

ACTIONS

Multiattack. The elemental makes two acid spray attacks.

Acid Spray. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (3d8 + 4) acid damage.

Befouling Suffocation (Recharge 4–6). Each creature adjacent to the elemental's space must make a DC 15 Strength saving throw. On a failure, a target takes 13 (2d8 + 4) bludgeoning damage. If it is Large or smaller, it is also grappled (escape DC 14). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water.

The elemental can grapple one Large creature or up to two Medium or smaller creatures at one time. At the start of each of the elemental's turns, each target grappled by it makes a DC 14 Constitution saving throw. The creature takes 14 (4d6) poison damage and is poisoned for 1 minute. On a successful save, they take half as much and aren't poisoned. If a creature remains poisoned by the elemental's befoulement for 1 minute, the poisoned creature must repeat the saving throw. On a failure, the creature takes 14 (4d6) poison damage and is poisoned until it finishes a long rest.



Illustration by Grzegorz Rutkowski

THE BLOB

Gargantuan ooze, unaligned

Armor Class 8

Hit Points 247 (17d20 + 68)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	18 (+4)	1 (-5)	6 (-2)	2 (-4)

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

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft., passive Perception 8

Languages —

Challenge 10 (5,900 XP)

Acidic Form. A creature that starts its turn inside the blob makes a DC 18 Constitution saving throw, and takes 18 (5d6) acid damage on a failure, and half as much on a success. The blob's substance is considered difficult terrain.

Corrode Metal. Any nonmagical weapon made of metal that hits the blob corrodes. After dealing damage, the weapon takes a permanent and cumulative –1 penalty to damage rolls. If its penalty drops to –5, the weapon is destroyed. Nonmagical ammunition made of metal that hits the ooze is destroyed after dealing damage. The blob can eat through 8-inch-thick, nonmagical metal in 1 round.

Damage Division. If the blob takes more than 15 damage on a single turn, a gray ooze appears in the nearest available space to the blob.

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

ACTIONS

Engulf. The blob moves up to its speed in a straight line. During this move, it can enter Huge or smaller creatures' spaces. A creature whose space the blob enters must make a DC 18 Dexterity saving throw. On a successful save, the creature is pushed 5 feet to the nearest space out of the blob's path. On a failed save, the creature is engulfed into the blob, taking 25 (7d6) acid damage. If the target is wearing nonmagical metal armor, its armor is corroded and takes a permanent and cumulative –1 penalty to the AC it offers. Armor is destroyed if the penalty reduces its AC to 10.



Illustration by Kate Laird

BROWN JENKIN

Tiny fiend (demon), chaotic evil

Armor Class 16

Hit Points 45 (10d4 + 20)

Speed 20 ft., burrow 5 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	18 (+4)	14 (+2)	20 (+5)	12 (+1)	16 (+3)

Skills Arcana +8, Perception +4, Stealth +7

Senses darkvision 60 ft., passive Perception 14

Languages Speaks and understands all languages, telepathy 30 ft.

Challenge 4 (1,100 XP)

Innate Spellcasting. The brown jenkin's innate spellcasting ability is Intelligence (spell save DC 16). It can innately cast a number of spells, requiring no material components:

1/day each: *calm emotions*, *confusion*, *contact other plane*, *dimension door*, *divination*, *greater invisibility*, *sending*

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

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 7 (1d4 + 5) piercing damage plus 2 (1d4) psychic damage.

REACTIONS

Dimensional Burrow. The brown jenkin vanishes in response to harm, turning invisible and teleporting up to 60 feet to an unoccupied space it is familiar with, remaining invisible until the start of its next turn.

BYAHKEE

Large fiend (demon), chaotic evil

Armor Class 14 (natural armor)

Hit Points 68 (8d10 + 24)

Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	17 (+3)	16 (+3)	12 (+1)	6 (-2)

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

Condition Immunities charmed, poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Understands abyssal but can't speak

Challenge 5 (1,800 XP)

Innate Spellcasting. The byahkee's innate spellcasting ability is Intelligence (spell save DC 14). It can innately cast a number of spells, requiring no material components:

2/day each: *blur*, *fear*, *mirror image*, *modify memory*

Poison Absorption. If the byahkee would take poison damage, it gains a temporary hit points equal to the amount of damage instead.

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

ACTIONS

Multiattack. The byahkee makes three attacks: choosing between its claws and tail spikes.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Tail Spike. *Ranged Weapon Attack:* +5 to hit, range 100/200 ft., one target. *Hit:* 7 (1d6 + 3) poison damage.



Illustration by K.L. Turner

CENTAUR CAMBION

Large humanoid fiend (demon), chaotic evil

Armor Class 15 (natural armor)

Hit Points 82 (11d8 + 33)

Speed 55 ft.

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

Saving Throws Str +7, Con +6, Wis +4, Cha +6

Skills Athletics +7, Perception +4, Survival +4

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

Senses darkvision 60 ft., passive Perception 14

Languages Abyssal, Common, Sylvan

Challenge 6 (2,300 XP)

Charge. If the centaur cambion moves at least 30 ft. straight toward a target and then hits it with a pike attack on the same turn, the target takes an extra 3 (1d6) fire damage.

ACTIONS

Multiattack. The centaur cambion makes three attacks: two with its pike and one with its hooves, or three with its fire ray.

Pike. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 10 (1d10 + 4) piercing damage plus 2 (1d4) fire damage.

Hooves. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 4) bludgeoning damage.

Fire Ray. *Ranged Spell Attack:* +6 to hit, range 120 ft., one target. *Hit:* 6 (1d10) fire damage.



Illustration by Aaron Nakahara

Centaur served as cavalry in several of the great wars, greatly reducing their numbers. Some tribes made unearthly pacts to keep their people alive, and now wander the wastes, waging war on existence itself.



Illustration by Felipe Escobar Bravo

CHUPACABRA

Small fiend (demon), chaotic evil

Armor Class 14

Hit Points 33 (6d6 + 12)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	14 (+2)	11 (+0)	10 (+0)	8 (-1)

Saving Throws Dex +4, Con +4, Wis +2

Skills Perception +2, Stealth +4

Senses darkvision 120 ft., passive Perception 12

Languages —

Challenge 2 (450 XP)

Cowardice. If the chupacabra used the dash action on its turn, it can hide as a bonus action.

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

Gutwrench. It takes 1d4 days for gutwrench symptoms to manifest in an infected creature. Symptoms include vomiting, fatigue and hair loss. The infected creature suffers one level of exhaustion, and it regains only half the normal number of Hit Points from spending hit dice or from finishing a long rest, and cannot recover from their exhaustion. At the end of each long rest, an infected creature can make a DC 13 Constitution saving throw. On a successful save, the creature recovers from the disease.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage. If the target is beast or humanoid, it must succeed on a DC 12 Constitution saving throw or contract the chupacabra's *gutwrench* disease.



Illustration by Andrey Naumov

Democrocs resemble demonic lizardfolk or dragonborn, with long, sharp claws complimenting their enormous jaws.

While democrocs do not need to eat to survive, they sure seem to enjoy it. They wander the wastes in search of any and anything they can roast alive and devour. They are usually solitary creatures, but sometimes form dangerous packs, bolstering one another's ferocious resolve with a fearsome howl.

Democrocs were long thought to have little more than bestial intelligence, but there are reports of democroc who vampires, and some democrocs will take instructions from them.

DEMOCROC

Medium fiend (demon), chaotic evil

Armor Class 14 (natural armor)

Hit Points 85 (10d10 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	17 (+3)	6 (-2)	10 (+0)	9 (-1)

Skills Athletics +6, Intimidation +3

Senses passive Perception 10

Languages Understands abyssal, but can't speak

Challenge 6 (1,800 XP)

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

ACTIONS

Multiattack. The democroc makes two longsword attacks with its bite or claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 20 (3d10 + 4) piercing damage, and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the democroc can't bite another target.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 21 (2d8 + 4) slashing damage.

Bolstering Howl (Recharge 4–6). The democroc releases a mighty roar, and any other democrocs within 30 feet of it that can hear are enraged, resisting all damage except lightning damage until the end of their next turn.

Fire Breath (Recharge 5–6). The democroc exhales fire in a 15-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 24 (7d6) fire damage on a failed save, or half as much damage on a successful one. The democroc cannot use this ability if it is using its jaws to grapple a creature.



Illustration by Pavel Vophira



Illustration by Juan Manuel Almirón

FLESH-SPIDER

Tiny fiend (demon), chaotic evil

Armor Class 14

Hit Points 10 (4d4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	10 (+0)	7 (-2)	10 (+0)	6 (-2)

Damage Immunities poison

Condition Immunities charmed, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 1/2 (100 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage. The target must succeed on a DC 11 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

DEVOURED DEVOURER

Small undead, chaotic evil

Armor Class 13

Hit Points 10 (3d4 + 3)

Speed 30 ft.

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

Condition Immunities charmed

Senses darkvision 120 ft., passive Perception 10

Languages Understands any languages it knew in life

Challenge 1/8 (25 XP)

Tittering Laughter. At the start of each of its turns, the devourer emits a stifled giggle. Creatures within 30 feet of the devourer with a passive perception of 13 or higher hear it.

Siege Monster. The devourer's deals double damage to objects and structures.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage plus 3 (1d6) necrotic damage.



Illustration by Joe Slucher

Flesh-spiders are so named for their lack of a carapace, and their thorax instead is reminiscent of a pestilent fleshy growth. Their bite paralyzes their prey, as they devour as much of it as possible until the body rallies or dies. Flesh-spiders refuse to eat the flesh of anything other than living creatures.



Illustration by Candice Li

GIANT VARKIND

Huge giant, chaotic neutral

Armor Class 16 (natural armor)

Hit Points 105 (10d10 + 50)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	13 (+1)	21 (+5)	12 (+1)	13 (+1)	8 (-1)

Saving Throws Dex +4, Con +8, Wis +4

Senses passive Perception 10

Languages Common, Giant

Challenge 9 (5,600 XP)

Relentless (Recharges after a Short or Long Rest). If the giant takes 14 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

ACTIONS

Multiattack. The giant makes two maul attacks.

Maul. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 25 (3d12 + 6) bludgeoning damage. The target must succeed on a DC 19 Strength saving throw or be knocked prone.

Rock. *Ranged Weapon Attack:* +9 to hit, range 60/240 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage.

REACTIONS

Stunning Squeal (Recharge 5—6). In response to damage, the giant makes pained squeal. Creature within 30 feet of the giant that can hear it must make a DC 14 Constitution saving throw. If they fail, they are stunned until the end of the giant's next turn. If they succeed, they aren't stunned and are immune to the giant's squeal for the next 24 hours.

GUMBEROO

Large monstrosity, unaligned

Armor Class 16 (natural armor)

Hit Points 52 (8d10 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	14 (+2)	6 (-2)	10 (+0)	7 (-2)

Damage Vulnerabilities fire, thunder

Condition Immunities exhaustion, frightened, petrified

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

Languages —

Challenge 3 (1,100 XP)

Fire Hazard. Once a gumberoo has been reduced to half its hit points, its tail begins to glow, shedding dim light in a 5-foot radius. For the duration, each time the gumberoo takes fire damage, it rolls a constitution saving throw DC 8 + half the fire damage taken. If it fails, it explodes in a fiery ring. Each creature within 30 feet of the exploding gumberoo must make a DC 12 dexterity saving throw, take 6d6 fire damage on a failed save, or half as much on a success.

Echolocation. The gumberoo can't see or use its blindsight while deafened.

ACTIONS

Multiattack. The gumberoo makes two attacks with its forelegs.

Foreleg. *Melee weapon attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 4) slashing damage.



Illustration by Toni Puumalainen

The few remaining forests in the world are carefully managed, and the gumberoo is among the least welcome of intruders into these precious enclaves.



Illustration by Linda

HANDFLY

Small aberration, chaotic neutral

Armor Class 15 (natural armor)

Hit Points 28 (5d6 + 10)

Speed 15 ft., fly 35 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	14 (+2)	7 (-2)	14 (+2)	6 (-2)

Skills Acrobatics +5, Athletics +1

Senses darkvision 60 ft., passive Perception 12

Languages —

Challenge 2 (450 XP)

Four-handed. The handfly has four hands. If it takes more than 9 damage on a single turn, it loses a hand.

ACTIONS

Multiattack. The handfly can make attacks with any weapons it is holding (-1 to hit, -1 to damage).

Grab (requires 2 empty hands). The handfly grabs at a n object within reach. If the object is being held by another creature, they must succeed a DC 9 Strength saving throw or lose the object to the handfly's grasp.

HOWLING MANTICORE

Huge monstrosity, chaotic evil

Armor Class 12 (leather armor)

Hit Points 95 (9d12 + 36)

Speed 60 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	18 (+4)	19 (+4)	7 (-2)	12 (+1)	8 (-1)

Senses darkvision 60 ft., passive Perception 11

Languages Common

Challenge 5 (1,800 XP)

Tail Spike Regrowth. The manticore has twenty tail spikes. Used spikes regrow when the manticore finishes a long rest.

ACTIONS

Multiattack. The manticore makes three attacks: one with its bite and two with its claws or three with its tail spikes.

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

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

Tail Spike. *Ranged Weapon Attack:* +7 to hit, range 100/200 ft., one target. *Hit:* 8 (2d8 + 4) piercing damage + 6 (1d10) poison damage.

Howl (Recharge 5—6). The manticore howls, audible out to 300 feet. Each creature in a 30-foot cone must make a Constitution saving throw, taking 13 (3d8) thunder damage on a failure and half the amount on a success.



Illustration by Vincent Van Hoof

IT THAT RIDES AS ONE

Large aberration, chaotic evil

Armor Class 16 (natural armor)

Hit Points 204 (24d10 + 72)

Speed 60 ft., climb 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	17 (+3)	8 (-1)	18 (+4)	14 (+2)

Skills Intimidation +7, Insight +9, Perception +9

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

Damage Immunities cold, poison

Condition Immunities charmed, frightened, poisoned, paralyzed

Senses blindsight 120 ft., passive Perception 19

Languages Abyssal, Common, telepathy 120 ft.

Challenge 15 (13,000 XP)



Illustration by Mike Lim

Eldritch Sight. It that rides as one can see normally in darkness, both magical and nonmagical, to a distance of 120 feet.

Innate Spellcasting. It that rides as one's innate spellcasting ability is Wisdom (spell save DC 17). It that rides as one can innately cast the following spells, requiring no material components:

At will: *jump*

1/day: *Evard's black tentacles*, *maddening darkness*^{XGE}, *mental prison*^{XGE}

Magic Resistance. It that rides as one has advantage on saving throws against spells and other magical effects.

Magic Weapons. It that rides as one's weapon attacks are magical.

Mind-Breaking Touch. When it that rides as one hits a creature with a melee attack, the target has disadvantage on Wisdom saving throws until the end of it that rides as one's next turn.

Spider Climb. It that rides as one can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Multiattack. It that rides as one makes three attacks: one with its bite, one with its hooves and one with its tentacles, if they are unoccupied. Alternately, it that rides as one makes four attacks with its eldritch beam.

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 24 (4d8 + 6) bludgeoning damage. If the attack hits, it that rides as one regains a number of hit points equal to half the damage dealt to it.

Hooves. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage.

Tentacles. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 16 (3d6 + 6) bludgeoning damage, and the target is grappled (escape DC 18) if it is a Large or smaller creature. Until this grapple ends, the target is restrained and takes 11 (2d6 + 4) psychic damage at the start of each of it that rides as one's turns. It that rides as one can maintain no more than two such grappled targets at once.

Eldritch Beam. *Ranged Spell Attack:* +9 to hit, range 300 ft., one target. *Hit:* 16 (1d12 + 4) force damage, and it that rides as one can move the target 10 feet in a straight line closer to itself.

Maddening Presence. It that rides as one targets one creature it can see within 60 feet of it. If the target can see or hear the horror, the target must make a DC 17 Wisdom saving throw. On a failed saving throw, the target becomes paralyzed until the end of its next turn. If a creature's saving throw is successful, the creature is immune to it that rides as one's Maddening Presence for the next 24 hours.

JORO-GUMO

Large fiend (demon), chaotic evil

Armor Class 14 (natural armor)

Hit Points 138 (18d10 + 39)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+1)	15 (+2)	10 (+1)	12 (+1)	20 (+5)

Skills Intimidation +9, Insight +5, Perception +5

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

Damage Immunities acid, poison

Condition Immunities charmed, poisoned, paralyzed

Senses passive Perception 15

Languages Abyssal, Common, telepathy 60 ft.

Challenge 10 (5,900 XP)



Illustration by Christophe Bastin

False Appearance. As an action, the joro-gumo can assume the form of a young humanoid woman holding a baby. A successful DC 17 Intelligence (Investigation) check reveals the illusion. If a creature unaware of the joro-gumo's true nature comes within 10 feet of the joro-gumo, it can make a surprise attack with its scythe against the creature, revealing the illusion. When it does so, the illusory baby dissolves into 1d4 flesh-spiders.

Flesh-Spiders. If the joro-gumo takes more than 10 piercing, bludgeoning or slashing damage on a single turn, it bleeds out 1d2+1 additional flesh-spiders, which appear in the nearest available space to the joro-gumo.

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

2/day each: *lightning bolt*, *chain lightning*

Magic Resistance. The joro-gumo has advantage on saving throws against spells and other magical effects.

Magic Weapons. The joro-gumo's weapon attacks are magical.

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

ACTIONS

Multiattack. The joro-gumo makes two attacks with its scythe or ball lightning.

Scythe. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage. If the attack hits, the joro-gumo regains a number of hit points equal to half the damage dealt to it.

Shock Bolt. *Ranged Spell Attack:* +9 to hit, range 60/120 ft., one target. *Hit:* +10 (2d6 + 5) lightning damage.

Poison Breath (Recharge 5–6). The joro-gumo exhales a poisonous cloud in a 15-foot cone. Each creature in the area must make a DC 13 Constitution saving throw, taking 32 (7d8) acid damage on a failed save, or half as much damage on a successful one.

Joro-Gumo will lay waste to entire towns, having wandered in and played just one member of the local populace for a fool by adopting the form of an attractive young woman in need. Once they have gained the pity of some unfortunate soul, they reveal their true form, and begin to unleash chaos. They can strike multiple foes down simultaneously with their mighty scythes, and those who dare fight back against them quickly find themselves overwhelmed by the legions of paralyzing flesh-spiders that continuously flow from their torsos. They can also generate endless amounts of lightning from their bodies.

MAD SCIENTIST

Medium humanoid (any), any chaotic alignment

Armor Class 12 (15 with mage armor)

Hit Points 165 (22d8 + 66)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	17 (+3)	12 (+1)	12 (+1)	18 (+4)

Saving Throws Wis +5, Cha +8

Skills Arcana +4, Deception +7, Persuasion +7, Nature +4

Senses darkvision 60 ft., passive Perception 11

Languages any three languages (usually Common and Abyssal)

Challenge 14 (11,500 XP)



Illustration by Xyuen Mun

Mad scientists can do great good, but their lack of restraint tends to prove that whatever can go wrong, will go wrong. They serve larger towns and cities, or, if they are wealthy, conduct experiments of their own design in remote locations.

Eldritch Sight. The scientist can see normally in darkness, both magical and nonmagical, to a distance of 120 feet.

Spellcasting. The scientist is a 16th-level spellcaster whose spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following spells:

Cantrips (at will): *control flames*, *eldritch blast*, *mage hand*, *lightning lure*^{SCAG}

1st level (4 slots): *mage armor*, *hellish rebuke*, *witch bolt*, *Tasha's hideous laughter*

2nd level (3 slots): *misty step*, *crown of madness*

3rd level (3 slots): *hunger of hadar*, *animate dead*

4th level (3 slots): *death ward*, *freedom of movement*, *sickening radiance*^{XGE}

1st-5th level (3 5th-level slots): *cloudkill*, *danse macabre*^{XGE}

6th level (2 slots): *create homonculus*^{XGE}, *true seeing*, *chain lightning*

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

8th level (1 slot): *control weather*, *maddening darkness*^{XGE}

ACTIONS

Scalpel. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 4 (1d10 + 4) slashing damage. The wound bleeds, dealing 5 (1d8) damage due to blood loss at the start of each of the target's turns, and closes if they regain 1 hit point.

Venom Injector. *Ranged Weapon Attack:* +7 to hit, range 50/100 ft., one target. *Hit:* 27 (5d10) acid damage.

LEGENDARY ACTIONS

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

Cantrip. The scientist casts a cantrip.

Laughing Gas. The scientist casts *Tasha's hideous laughter*.

Scalpel. The scientist makes an attack with its scalpel.

LAIR ACTIONS

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

Latest Creation. The scientist summons an ally to a point it can see within 30 feet of itself. Roll a d20 to determine the creature summoned: 1-2: 1 crawling claw; 3-6: 1d4 + 2 nothics; 7-11: 2d4 skeletons; 12-16: 1d4 + 2 zombies; 17-19: 1 flesh golem; 20: 1 elder brain. Each option can only be revealed once.

Noxious Gas. Clouds of choking gas rise up from six hidden nozzles scattered around the scientist's lair. Creatures within 10 feet of such a nozzle must succeed on a DC 15 Constitution saving throw or spend their action on their next turn retching and reeling. Creatures immune to poison succeed this saving throw automatically.

MAN-BAT TRANSFORMISM

Unlike lycanthropy, the source of man-bat-ism is not a disease or a curse, but a fundamental alteration of the subject's being through mad science. They are capable of spreading their condition.

If treated early, the condition can be cured by any method capable of curing disease. After 2d4 days, after which the subject's skin shrinks tightly around their bones, they become lean, muscular and prone to violence. Their teeth and fingernails elongate, and wounds they inflict are capable of spreading the man-bat transformism even further.

After a 4d4 days, the infected individual appears to recover and regains their senses. While this seems to be a relief at first, the condition has already become irreversible, and their outbreaks become more frequent, more violent, and their bat form more and more terrifying and powerful. A few manage to indefinitely suppress the transformations by imbibing alchemical solutions. 1d2 months later, a convert ascends, and their former self is lost forever. Man-bats are intelligent, learn from an enemy's tactics and plan ahead for anything that might come between them and their goals. Survivors of the disease often find engaging in self destructive behavior that might increase the possibility of a relapse.

MAN-BAT INFECTED

Medium humanoid monstrosity, chaotic neutral

Armor Class 12 (natural armor)

Hit Points 75 (4d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15(+2)	14 (+2)	7 (-2)	10 (+0)	6 (-2)

Damage Resistances poison

Senses blindsight 60 ft., passive Perception 16

Languages understands languages it knew but can't speak

Challenge 1 (200 XP)

Leaping Agility. The man-bat can make a long or high jump up to 20 feet without the need for a running start or an ability check.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: (2d4 + 2) piercing damage.

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



Illustration by Tariq

She said bats were the key to revitalizing the planet. Her colleagues laughed at her, thought her she was crazy. Sure, the city had used guano from the caves to produce fertilizer, but gunpowder had proven more profitable. I wonder if folk'll ever learn how to live happy.



Illustration by Darren Benton



Illustration by Veikka Somerma

MAN-BAT CONVERT

Medium monstrosity, shapeshifter, chaotic neutral

Armor Class 12 (natural armor)

Hit Points 75 (10d8 + 30)

Speed 30 ft., (fly 60 ft. in bat form)

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

Skills Acrobatics +5, Athletics +8, Perception +3

Damage Vulnerabilities thunder

Damage Resistances poison; bludgeoning, piercing, slashing from nonmagical attacks

Senses blindsense 60 ft., passive Perception 13

Languages Common (can't speak in bat form)

Challenge 5 (1,800 XP)

Immutable Form (bat form only). The man-bat is immune to any spell or effect that would alter its form.

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

Transform (human form only). If the man-bat is damaged by another creature, it must succeed a DC 14 Wisdom saving throw or spend its next turn transforming into its bat form. During the transformation, it resists all damage and has advantage on saving throws. It can make a new saving throw to revert its human form when it completes a long rest.

ACTIONS

Multiattack. The man-bat makes two attacks with its revolver in humanoid form, or one attack with its bite and one with its claws in bat form.

Bite (bat form only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* (2d6 + 3) piercing damage. The target must succeed on a DC 12 Constitution saving throw or contract man-bat transformism.

Claws (bat form only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 12 (2d8 + 3) slashing damage.

Revolver (human form only). *Ranged Weapon Attack:* +5 to hit, reach 40/80 ft., one target. *Hit:* 13 (1d10 + 2) piercing damage.

Screech (Recharge 5—6). Each creature in a 30-foot cone originating from the man-bat ascendant must make a DC 13 Constitution saving throw, taking 14 (4d6) thunder damage on a failure and be deafened until the end of their next turn, and half as much on a success, and they aren't deafened.

REACTIONS

Wing Attack. The man-bat beats its wings in response to damage. Each creature within 5 ft. of the man-bat must succeed on a DC 14 Strength saving throw or be knocked prone and lose their reaction. After beating its wings, the man-bat can elect to fly up to half its movement speed.



Illustration by Jerad S. Marantz

What happened next, though.... I don't guess it'll ever sit right with me. First, she changed herself, then she changed others. Innocent people. Children. I don't know what happened to the brilliant scientist I used to know, but she died... exactly when, I don't know, but it was some time after that creature inside her was born.

We gathered the posse to hunt the creature and eventually cornered it, though not after putting down a dozen innocent people it had infected.

It killed Sampton, and took a chunk out of my ear, too. Right here, see?

At the last minute, her lover threw herself between the dragon and myself, and to everyone's surprise, they seemed to share a tender moment of recognition. Maybe I was wrong about her being dead after all. Maybe the creature just saw the lot of us closing in with our pieces drawn.

I don't know. Something in the creature's eyes changed. Could've been fear. Could've been sorrow.

With one stroke of her leathery wings, she disappeared into the night. We never saw her again, but the following spring, a tree bloomed in the mountains for the first time in a century.

~Old Gus

MAN-BAT ASCENDANT

Large monstrosity, chaotic neutral

Armor Class 15 (natural armor)

Hit Points 133 (15d10 + 45)

Speed 30 ft., fly 70 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+3)	20 (+5)	14 (+2)	15 (+2)

Saving Throws Con +7, Wis +6

Skills Acrobatics +6, Athletics +10, Perception +5

Damage Vulnerabilities thunder

Damage Resistances poison

Damage Immunities bludgeoning, piercing, slashing from nonmagical attacks

Senses blindsense 120 ft., passive Perception 15

Languages understands Common but can't speak

Challenge 7 (2,900 XP)

Regeneration. The man-bat regains 10 hit points at the start of its turn if it has at least 1 hit point.

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

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

ACTIONS

Multiattack. The man-bat makes two attacks, one with its Bite and one with its Claws.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage. The target must succeed on a DC 13 Constitution saving throw or contract man-bat transformism.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 17 (3d8 + 4) slashing damage. If the man-bat hits a creature with its claws, it can attempt to grapple the target as a bonus action.

Screech (Recharge 5—6). Each creature in a 45-foot cone originating from the man-bat ascendant makes a DC 14 Constitution saving throw, taking 17 (5d6) thunder damage on a failure and be deafened until the end of their next turn, and half as much on a success, and they aren't deafened.

REACTIONS

Wing Attack. The man-bat beats its wings in response to damage. Each creature within 5 ft. of the Man-Bat must succeed on a DC 15 Strength saving throw or be knocked prone and lose their reaction. After beating its wings, the man-bat can elect to fly up to half its movement speed.

MAN-BAT-DRAGON

Huge dragon, chaotic evil

Armor Class 19 (natural armor)

Hit Points 196 (17d12 + 68)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	16 (+3)	21 (+5)	18 (+4)	17 (+3)	15 (+2)

Saving Throws Dex +8, Con +10, Wis +8, Cha +7

Skills Perception +16, Stealth +8

Damage Resistances fire

Damage Immunities poison, acid

Senses blindsense 120 ft., darkvision 120 ft., passive Perception 16

Languages Common, Draconic

Challenge 12 (8,400 XP)

Befouling Aura. Water sources within 1 mile of the dragon are supernaturally fouled. Enemies of the dragon that drink such water must regurgitate it within minutes or make a DC 12 Constitution saving throw. If they fail, they become infected with man-bat transformism.

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

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

With their unnaturally long lifespans, a few man-bats have evolved into other even darker and more powerful forms, such as the dreaded *man-bat-dragon*.



Illustration by Phil Berry

ACTIONS

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

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage plus 7 (2d6) poison damage. The target must succeed on a DC 14 Constitution saving throw or contract man-bat transformism.

Claw. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 16 (2d8 + 7) slashing damage.

Flame Gout (Recharge 4—6). The dragon exhales fire in a 60-foot line. Each creature in the line must make a DC 15 Dexterity saving throw, taking 42 (12d6) fire damage on a failed save, or half as much damage on a successful one.

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 or 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.

Tar Breath (Recharge 5—6). The dragon exhales acid in a 30-foot cone. Each creature in that line must make a DC 15 Dexterity saving throw, on a failed save, they are restrained and take 18 (4d8) bludgeoning damage. On a success, they take half the amount and are not restrained. The tar is difficult terrain, and a creature ending their turn inside it must make an additional saving throw or be restrained. If the tar is ignited, creatures who enter into or start their turn inside the area take 10 (3d6) fire damage if they fail their saving throw.

LEGENDARY ACTIONS

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

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

Bite. The dragon makes a bite attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 19 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Honestly? We didn't stick around to find out. Let it have the mountain. At least we'll have something green to look at.

~Old Gus

MI-GO

Large aberration, chaotic neutral

Armor Class 13 (natural armor)

Hit Points 68 (8d10 + 3)

Speed 25 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	10 (+0)	13 (+1)	15 (+2)

Damage Resistances psychic

Damage Immunities poison

Senses darkvision 60 ft., passive Perception 13

Languages Deep Speech, telepathy 5 ft.

Challenge 4 (1,100 XP)

Distress Spores. When the mi-go takes damage, all other mi-go (or other sporelinguistic creatures, such as myconids) within 240 feet of it can sense its pain.

Symbiosis. A creature mounted upon a willing mi-go has resistance to poison and psychic damage, and the rider can communicate telepathically with the mi-go.

ACTIONS

Appendage. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) poison damage plus 7 (1d6) psychic damage.

Mind Spores (1/Day). The mi-go releases spores that burst out in a cloud, filling a 15-foot-radius sphere centered on it, which lasts 1 minute or until it is dispersed by a strong wind. A creature that enters into or starts its turn inside the cloud, must make a DC 13 Constitution saving throw. On a failure, the creature takes 7 (2d6) poison damage and is poisoned for 1 minute. Creatures poisoned by mind spores take 3 (1d6) damage at the start of their turn and then immediately make a new saving throw. On a successful save, the creature can't be infected by Mind Spores again for 24 hours.



Illustration by Jordan Walker



Illustration by Maarten Verhoeven

MIND-SPIDER

Tiny aberration, neutral evil

Armor Class 14 (natural armor)

Hit Points 2 (1d4 - 1)

Speed 25 ft., climb 25 ft.

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

Senses darkvision 60 ft., passive Perception 12

Languages Deep Speech, any languages its host knows

Challenge 1/2 (100 XP)

Parasitic. The mind-spider has total cover and is invisible when inside a creature. A friendly creature can spend 10 minutes to attempt to remove the mind-spider from its host, making a DC 16 Wisdom (Medicine) check with a knife. If they succeed, they can attack the spider as a bonus action.

ACTIONS

Attach. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage, and the eye-spider attaches to the target. A creature can use its action to remove the spider using its action.

Enter. The mind-spider attempts to enter a creature it is attached to. The target makes a DC 10 Strength saving throw. If they fail, the spider enters their body.

Enslave (2/Day). The mind-spider attempts to enslave a creature it has entered. The target must succeed on a DC 13 Wisdom saving throw or be dominated for 2d12 hours. If they take damage, they can use their reaction to repeat their saving throw, regaining control of their body for a number of hours equal to their Wisdom modifier on a success.

Mutant mouters are creatures of endless hunger for a self, which they metabolize and eventually excrete. They literally absorb their victims into themselves: flesh, body and soul. They wear the faces or maintain the ability to speak with the voice of one of their victims for a time, using that information to claim more victims.

What the mouter does excrete is what is left of a person after everything useful to the mouter has been stripped away: a tittering sycophant, which are obedient to the mouter in every way, and do their best to aid it in its perpetual hunt.

I tell ya, one moment, I was brewing a pot of coffee around the campfire, same as always. You know I love my little rituals. Next thing I know, I'm fifteen years old again, square dancing in a barn with Clara Jane Fowler.

Well, imagine my surprise when I come to and saw my forearm halfway down that thing's midsection, and our lips mere inches apart.

~Old Gus



Illustration by Dave Allsop

MUTANT MOUTHER

Large aberration, neutral evil

Armor Class 12 (leather armor)
Hit Points 75 (10d10 + 20)
Speed 30 ft., climb 20 ft.

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

Skills Deception +6, Performance +6, Persuasion +6
Damage Resistances bludgeoning, piercing, slashing from nonmagical attacks
Damage Immunities cold; necrotic; poison
Condition Immunities charmed
Senses darkvision 120 ft., passive Perception 11
Languages Deep Speech, languages known by its recent victims
Challenge 5 (1,100 XP)

Absorbed Visage. The mouter can mimic the appearance (face only), speech of and draw upon the memories it has absorbed from its recent victims. A successful Wisdom (Insight) check contested by the mouter's Charisma (Deception) check allows a listener to determine that the effect is faked.

Devoured Devourers. If the mouter absorbs a humanoid creature with its *Mouths* attack, the target remains become a *Devoured Devourer* at the end the mouter's next turn. The mouter travels with 2 (1d4) of these tittering sycophants.

Gibbering. Each creature that starts its turn within 15 feet of the mouter that can hear it must succeed a DC 12 Wisdom saving throw. On a failure, the creature can't take reactions until the start of its next turn and rolls a d4 to determine what it does during its turn. On a 1 or 2, the creature does nothing. On a 3, the creature takes no action or bonus action and uses all its movement to move in a randomly determined direction. On a 4, the creature makes a weapon attack or unarmed strike against a randomly determined creature within its reach or range, or does nothing if it cannot make such an attack.

Inscrutable. The mouter is immune to any effect that would sense its emotions or read its thoughts. Wisdom (Insight) checks made to ascertain its intentions or sincerity have disadvantage.

ACTIONS

Multiattack. The mouter makes two bite attacks and, if it able, uses its Incoherent Invitation.

Mouths. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 17 (5d6) necrotic damage. If the target is Medium or smaller, it must succeed on a DC 12 Strength saving throw or be knocked prone. If a Medium or smaller target is killed by this damage, it is absorbed into the mouter.

Incoherent Invitation (Recharge 5—6). Two creatures within 120 feet of the mouter that can hear it must make a DC 12 Wisdom saving throw. If they fail, they immediately move up to their movement speed toward the mouter, and any attack rolls they make against it are made at disadvantage until the end of their next turn.



Illustration by Vincent Van Hoof

MUTATING WENDIGO

Large monstrosity (shapechanger), chaotic evil

Armor Class 13 (natural armor)

Hit Points 38 (5d10 + 10)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	16 (+3)	7 (-2)	8 (-1)	6 (-2)

Skills Athletics +6, Acrobatics +3, Perception +3

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

Condition Immunities charmed, diseased, exhaustion, frightened, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Common (can't speak)

Challenge 5 (1,800 XP)

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

Perfect Senses. The wendigo automatically succeeds Wisdom (Perception) checks that rely on smell or hearing.

Insatiable Vengeance. Unless it is on fire, at the start of its turn, the wendigo gains 10 temporary hit points.

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

1/day each: *blight*, *eyebite*, *enlarge/reduce*

ACTIONS

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

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 6 (1d10 + 5) piercing damage. If the target is a humanoid, they must succeed on a DC 11 Constitution saving throw or roll a d6 and contract lycanthropy: tiger (1), bear (2), boar (3) and wolf (4), rat (5), raven (6).

Claws. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one creature. *Hit:* 7 (1d8 + 5) slashing damage.

NAULS' MIMIC

Medium aberration (shapechanger), neutral

Armor Class 13 (natural armor)

Hit Points 75 (10d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	17 (+3)	11 (+1)	13 (+1)	8 (-1)

Skills Stealth +6

Damage Immunities acid, psychic

Condition Immunities exhaustion, prone

Senses darkvision 60 ft., passive Perception 11

Languages Deep Speech, any languages of its prior victims
Challenge 5 (1,800 XP)

False Appearance. While the mimic has assumed the form of another creature, it is indistinguishable from the original.

Fear of Fire. If the mimic takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.



Illustration by Nagy Norbert

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

Shapechanger. The mimic can use its action to polymorph into a creature, or back into its true, amorphous form. Its statistics are the same in each form. The mimic can create convincing replicas of clothing as a part of its chosen form.

Tendrils. The mimic can extend covered in squirming tentacles that it can grapple to anything it touches (escape DC 14). Ability checks made to escape this grapple have disadvantage.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (1d10 + 5) bludgeoning damage. As a bonus action, the mimic can subject the target to its Tendrils trait.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage plus 6 (1d6 + 3) acid damage. Creatures reduced to 0 hit points by the mimic have their substance absorbed by it, and the mimic can then assume their form using its *Shapechanger* trait.

Biomimetic Fluid. The mimic emits a jet of slick fluid that covers the ground in a 15-foot diameter circle centered on a point within 30 feet of the mimic that it can see. Each creature standing in its area must succeed on a Dexterity saving throw or fall prone. A creature that enters the area or ends its turn there must also succeed on a Dexterity saving throw or fall prone. The fluid evaporates after 10 minutes.

Mutate (Recharge 5—6). The mimic roils and twists as its body assumes a new, more advantageous shape, assuming a new form based upon its *Shapechanger* trait, or assuming its true, amorphous form. Until the start of its next turn, the mimic resists all damage, and can choose to succeed any saving throw it is subject to. At the start of its next turn, the mimic regains 2d8 + 6 hit points and it can choose to gain the effects of two of the following spells without the need to concentrate on them: *enlarge/reduce*, *expeditious retreat*, *jump*, *spider climb*. The effects of the spells last until the mimic uses its *Shapechanger* trait again. Any body parts no longer of use to the mimic are left behind and die. When the mimic mutates into its true form, it also chooses one of the following four traits:

Gaping Maw. The mimic's bite attack becomes a 3d8.

Carapace. The mimic a chitinous shell, thick scales or armor plates, gaining a +2 bonus to its AC.

Acidic Fluid. Creatures who enter or start their turn inside the area of the mimic's biomimetic fluid take 4d6 acid damage if they fail their saving throw, and half as much on a success. The area is also considered difficult terrain.

Flight. The mimic grows wings, gaining a flying speed of 45 feet.

REACTIONS

Drop Limb. The mimic loses a limb and immediately escapes a creature's grapple or grapple attempt. Until it uses its *Mutate* action, it is unable to use its *Pseudopod*.

PALE REFLECTION

Medium aberration, neutral evil

Armor Class 14 (17 with mage armor)

Hit Points 153 (18d8 + 72)

Speed 35 ft.

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

Saving Throws Dex +9, Wis +9, Cha +8

Skills Perception +9, Stealth +9

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

Senses darkvision 120 ft., passive Perception 19

Languages Common, Deep Speech, telepathy 60 ft.

Challenge 14 (11,500 XP)



Illustration by Marius Siergiejew

Innate Spellcasting (Psionics). The pale reflection's innate spellcasting ability is Intelligence (spell save DC 17). It can innately cast the following spells, requiring no components:

At will: *detect thoughts*, *disguise self*, *calm emotions*, *encode thoughts*^{GGR}, *enemies abound*^{XGE}, *levitate*, *mage armor*

1/day each: *hallucinatory terrain*, *mirror image*, *modify memory*, *maze*, *mental prison*^{XGE}, *psychic scream*^{XGE}

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

Magical Resistance. The pale reflection has advantage on saving throws against spells and other magical effects.

Mirror Stride. As a bonus action, the pale reflection can step into a mirrored surface of glass or metal, such as a mirror or sword blade within 5 feet of it and stay inside the object, comfortably resting in a pocket dimension of its own design. While inside the object, the pale reflection is barely visible upon its surface, and only noticeable if a creature uses its action to make a successful DC 18 Intelligence (Investigation) check. The pale reflection can exit such a surface using a bonus action. If the object hosting the pale reflection is destroyed, it exits into the nearest available space and takes 14 (4d6) psychic damage. If the item the pale reflection resides in is worn or carried by a, the pale reflection knows it and can target the bearer with any spells it knows.

ACTIONS

Uncanny Double. The pale reflection assumes an uncanny visage of a creature it can see within 60 feet of that can see the pale reflection. The target must make a DC 16 Wisdom saving throw. On a failed save, it takes 18 (4d6) psychic damage and must immediately use its reaction, if available, to move as far as its speed allows away from the pale reflection. The creature doesn't move into obviously dangerous ground, such as a fire or a pit. On a successful save, the target takes half as much damage and doesn't have to move away. A blinded creature automatically succeeds on the save. The pale reflection gains a number of temporary hits equal to the damage dealt with this ability.

Mind Twist (Recharge 5–6). The pale reflection magically emits psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 15 Wisdom saving throw or take 22 (5d8) psychic damage and be stunned for 1 minute. The stunned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

REACTIONS

Pale Reflection. The vampire psionically creates a duplicate of a creature that attacks it, which inhabits the vampire's space, and becomes the target of the attack. The duplicate is a construct, and has the same statistics and abilities as the vampire's attacker. The construct acts on its own initiative, and lasts until the pale reflection uses this reaction again, it dismisses the construct, or the pale reflection is incapacitated.



Illustration by Sam Lamont

PHUN-BABUZ, THE FACE-STEALER

Huge fiend (demon), chaotic evil

Armor Class 13 (natural armor)

Hit Points 196 (17d12 + 85)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	17 (+3)	21 (+5)	12 (+1)	16 (+3)	17 (+3)

Saving Throws Str +10, Wis +7, Cha +7

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

Damage Immunities psychic

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 10

Languages Abyssal, telepathy 60 ft.

Challenge 12 (8,400 XP)

Amorphous. The phun-babuz can move through a space as narrow as 1 inch wide without squeezing.

Innate Spellcasting. The phun-babuz' innate spellcasting ability is Charisma (spell save DC 17). The phun-babuz can innately cast the following spells, requiring no material components:

At will: *grease*, *water breathing*, *water walk*

Faceless Curse. A creature whose face has been stolen is blinded, deafened, and if begins to suffocate. A creature who has lost their face can have it restored by the following spells: *greater restoration*, *regeneration*, *remove curse*. Creatures who die without their face rise as undead, becoming a *phun-babuz' faceless one* ^{WWW} at the end of their next turn. If the phun-babuz is destroyed or banished back to its home plane, the victims of its faceless curse are freed from it.

Last Laugh. When the phun-babuz dies, it releases a dying laugh that scars the minds of other nearby creatures. Each creature within 10 feet of the phun-babuz must succeed on a DC 17 Wisdom saving throw or take 7 (2d6) psychic damage.

Magic Resistance. The phun-babuz has advantage on saving throws against spells and other magical effects.

Mockery. As a bonus action, the phun-babuz can wear the face and speak with the voice of anyone afflicted by its faceless curse.

ACTIONS

Grappling Tentacle. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 7 (2d8 + 6) bludgeoning damage. The target must succeed a DC 17 Strength saving throw or become restrained (escape DC 17). The phun-babuz can grapple up to three Large or smaller creatures at a time.

Steal Face. The phun-babuz forces a beast, fey or humanoid it is grappling to make a DC 15 Charisma saving throw. On a failure, the creature takes 14 (4d6) psychic damage and their face is subjected to the phun-babuz' faceless curse. On a success, they take half as much damage and their face is not stolen.



Illustration by Katherine Dinger

PHUN-BABUZ' FACELESS ONE

Medium undead, chaotic evil

Armor Class 13 (natural armor)

Hit Points 42 (5d8 + 20)

Speed 20 ft.

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

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities charmed, frightened, poisoned

Senses blindsight 15 ft. (blind beyond this radius), passive Perception 8

Languages understands Abyssal but cannot speak

Challenge 2 (450 XP)

Final Scream. When the faceless one dies, it releases a dying scream that scars the minds of other nearby creatures. Each creature within 10 feet of the faceless one must succeed on a DC 12 Wisdom saving throw or take 5 (1d8) psychic damage.

ACTIONS

Slam: *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.
Hit: 7 (1d4 + 2) bludgeoning damage.

PHUN-NI CLOWN

Medium fiend (demon), chaotic evil

Armor Class 13 (natural armor)

Hit Points 33 (5d8 + 12)

Speed 30 ft.

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

Senses darkvision 60 ft., passive Perception 10

Languages Abyssal, Common

Challenge 3 (700 XP)

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

At will: encode thoughts, friends, prestidigitation

1/day each: *arms of hadar*, *cause fear*, *color spray*, *enthrall*, *grease*, *invisibility*, *magic mouth*, *Nystul's magic aura*, *mirror image*, *modify memory*, *pyrotechnics*^{XGE}, *phantasmal force*, *shatter*, *silence*, *silent image*, *sleep*, *spider climb*, *Tasha's hideous laughter*

ACTIONS

Bite: *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 7 (1d8 + 3) piercing damage.



Illustration by Randy Haggmann

THE SAND PHANTOM

Gargantuan aberration, neutral evil

Armor Class 19

Hit Points 270 (16dd20 + 100)

Speed 0 ft., fly 120 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
23 (+6)	28 (-9)	23 (+6)	2 (-4)	21 (+5)	18 (+4)

Saving Throws Wis +12, Cha +11

Damage Resistances bludgeoning, piercing, slashing from nonmagical attacks

Damage Immunities cold, poison, thunder

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

Senses darkvision 120 ft., passive Perception 15

Languages —

Challenge 23 (50,000 XP)

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

Granular Form. The phantom can enter a hostile creature's space and stop there, swirling its mass. It can move through a space as narrow as 1 inch wide, and assume a condensed, smaller form of the size of its choosing.

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

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



Illustration by Vincent Van Hoof

*Though many years have passed,
Since the thing buried all I ever loved,
the Sand Phantom still haunts my dreams.*

ACTIONS

Multiattack. The phantom makes two attacks with either its Sand Tendril or Drop Object.

Necrotic Tendril. *Melee Weapon Attack:* +16 to hit, reach 20 ft., one target. *Hit:* 23 (4d6 + 9) necrotic damage.

Drop Object. The phantom drops a large object or piece of debris, such as a wagon, cart or chunk of heavy stone. The object shatters on impact, leaving difficult terrain behind. Creatures in a 5-foot radius of the impact must succeed a DC 16 Dexterity saving throw or take 6d6 bludgeoning damage on a failure, or half as much slashing damage on a failure.

Sandstorm (Recharge 6). All other creatures within 120 feet of the phantom must each make a DC 20 Dexterity saving throw, taking 27 (6d8) bludgeoning 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 knocked prone and buried in sand. Buried creatures can use their action to dig themselves out on their next turn.

LEGENDARY ACTIONS

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

Move. The phantom moves up to its speed.

Bury (Costs 2 Actions). The phantom causes a great wave of sand to crash upon an area. The area can be up to 30 feet long, up to 10 feet wide, and up to 10 feet tall. Each creature in that area must make a Dexterity saving throw. On a failure, a creature takes 6d8 bludgeoning damage and is knocked prone. On a success, a creature takes half as much damage and isn't knocked prone. The loose sand then spreads out across the ground in all directions, becoming difficult terrain for creatures that lack a climbing or burrowing speed.

Flesh-Stripping Gale (Costs 3 Actions). The phantom releases a blast of sand and wind in a line that is 1 mile long and 20 feet wide. Objects in that area take 22 (4d10) slashing damage. Each creature there must succeed on a DC 21 Dexterity saving throw or take 22 (4d10) necrotic damage and be flung up to 30 feet in a direction away from the line. If a thrown target collides with an immovable object, such as a wall or floor, the target takes 7 (2d6) bludgeoning from the impact.

REGIONAL EFFECTS

Living Storm. The phantom is surrounded by storm 1d6 + 4 miles in diameter. Dust and sand, cause the area to be heavily obscured, and non-magical light's brightness is reduced by half. The roaring wind 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, and extinguish open flames.

SCOURGING HIVE

Huge aberration, unaligned

Armor Class 16 (natural armor)

Hit Points 157 (15d10 + 75)

Speed 5 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	18 (+4)	8 (-1)	12 (+1)	9 (-1)

Damage Resistances acid, cold

Damage Immunities poison

Condition Immunities blinded, charmed, poisoned, prone

Senses blindsight 60 ft., passive Perception 11

Languages understands Giant but can only scream

Challenge 7 (2,900 XP)

Hive Protectors. If the scourging hive takes more than 10 damage on a turn, a swarm of locusts appears to defend it in the nearest available space.

Swarming Hive. The hive is surrounded by swarming, biting locusts, filling all spaces within 20 feet of the scourging hive, and spreading around corners. The area is difficult terrain. A creature that enters the area on a turn or ends its turn there must make a DC 16 Constitution saving throw taking 18 (4d8) piercing damage on a failure, and half as much damage on a success.

ACTIONS

Multiattack. The scourging hive makes two attacks with its tentacles.

Tentacles. Melee Weapon Attack: +6 to hit, reach 10 ft., one creature. *Hit:* 14 (2d10 + 3) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. If the poison is not cured, the target's flesh swells, and at the end of their next turn, a swarm of locusts bursts from their body, dealing an additional 5 (1d8) slashing damage, and releasing a swarm of insects. In the nearest available space to the target.

The target is also grappled (escape DC 17). If the target is Medium or smaller, it is also restrained until this grapple ends. While grappling the target, the scourging hive has advantage on attack rolls against it. When the scourging hive moves, any Medium or smaller target it is grappling moves with it. The scourging hive can grapple up to two targets in this manner at a time.

Maddening Scream. The scourging hive targets one creature it can see within 40 feet of it. If the target can hear the hive, the target must make a DC 17 Wisdom saving throw. On a failed saving throw, the target becomes paralyzed until the end of its next turn. If a creature's saving throw is successful, the creature is immune to the hive's Maddening Scream for the next 24 hours.



Illustration by Felipe Escobar Bravo

SWARM OF LOCUSTS

Medium swarm of tiny beasts, unaligned

Armor Class 12 (natural armor)

Hit Points 22 (5d8)

Speed 5 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	13 (+1)	10 (+0)	1 (-5)	7 (-2)	1 (-5)

Damage Resistances bludgeoning, piercing, slashing

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

Senses blindsight 10 ft., passive Perception 8

Languages —

Challenge 1/2 (100 XP)

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 insect. 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:* 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half of its hit points or fewer.

SLAAD THE IMPALER

Larger aberration, chaotic evil

Armor Class 16 (natural armor)

Hit Points 157 (15d10 + 75)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	20 (+5)	12 (+1)	12 (+1)	6 (-2)

Skills Medicine +6, Perception +2

Damage Resistances acid, cold, fire, lightning, thunder

Damage Immunities poison

Condition Immunities charmed, poisoned

Senses blindsight 60 ft., darkvision 60 ft., passive Perception 18

Languages Slaad, telepathy 60 ft.

Challenge 8 (3,900 XP)



Illustration by Viktor Fetsch

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

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

Plagued Stench. Each creature other than the slaad that enters or starts its turn within 30 feet of the slaad must succeed on a DC 14 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the stench for 1 hour.

Regeneration. The slaad regains 10 hit points at the start of its turn if it has at least 1 hit point.

ACTIONS

Multiattack. The slaad makes three attacks: one with its bite, one with its skewer and one with its tongue.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage plus 7 (2d6) necrotic damage.

Skewer. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (1d12 + 5) piercing damage plus 3 (1d6) necrotic damage. A medium or smaller creature hit by the skewer must succeed a DC 14 Strength saving throw or be impaled. An impaled creature is restrained and must use its action to make a DC 14 Strength (Athletics) or Dexterity (Acrobatics) check to escape. If they fail, they take an additional 1d8 + 5 necrotic damage and remain restrained. The slaad can impale up to four small creatures, two medium creatures or one medium and two small creatures.

Tongue. *Ranged Weapon Attack:* +5 to hit, range 20 ft., one target. *Hit:* 3 (1d6) poison damage plus 3 (1d6) necrotic damage. A large or smaller creature hit by the slaad's tongue must succeed a DC 14 Strength saving throw or be pulled 10 feet toward the slaad. If the creature is pulled within 5 feet of the slaad, the slaad may immediately make a skewer attack against the creature with a bonus action.

REACTIONS

Parry. The slaad adds 2 to its AC against one melee attack that would hit it. If a creature is currently skewered upon the slaad and the attack roll is higher than their AC, they become the target of the attack instead.

A killer from another plane, Slaad the Impaler was trapped in this world, exiled by its own kind for crimes better left to the imagination.

A ruined and terrible form of life, its limbs have been lopped off, grown back, lopped off again, and now the stumps are fitted with bladed metal skewers jutting awkwardly from every usable muscle. This has regrettably made the creature even deadlier, as it uses these skewers to procure gnome-kebabs by the dozen. The impaler delights in the pain of its victims, keeping them alive and struggling as long as possible, tasting their fear with a long, sharp alien tongue.



Illustration by Ørjan Svendsen

SUPER-MUTANTS

Almost every super-mutant has four traits in common: they are big, stupid, and *always angry*.

They are descended from ogrillons and ogres who have been mutated by the wastes, or intentionally created by experiments. Most super-mutants are in constant pain, wracked by cancerous growths, uncomfortable extra limbs and the occasional, second contrarian head. As a result, most super-mutants are easily bamboozled.

However, they are not without their own ability to organize. They drift through wastelands together, proclaiming their own superiority over others, and taking things by force. They make a regular practice of kidnapping farm animals- even farmhands folk and keep them in cages until the time comes to eat them.

Once in a generation, a super-mutant is born who manages to not just have intelligence beyond that of the average super-mutant, but beyond that of most sapient beings altogether. While scrawny and unimpressive compared to their brethren, these leaders cunningly dominate and tribes squads of super-mutants, outfitting them with superior technology, repairing ancient technology and outfitting their minions with powerful and alien weaponry, unseen for centuries.

SUPER-MUTANT

Huge giant, neutral evil

Armor Class 11 (natural armor)

Hit Points 68 (8d10 + 24)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	16 (+3)	6 (-2)	8 (-1)	4 (-3)

Damage Immunities poison

Condition Immunities poisoned, diseased

Senses darkvision 60 ft., passive Perception 9

Languages understands and speaks Common but can't read or write

Challenge 3 (700 XP)

Third Arm. As a bonus action, the super-mutant can attempt to grapple a creature with its third arm (escape DC 14). If a creature is already grappled, the super-mutant can use this trait to squeeze. Creatures grappled by the arm are squeezed at the start of the super-mutant's turn, dealing 7 (2d6) bludgeoning damage.

ACTIONS

Multiattack. The giant makes two cleaver attacks, or makes a single rock attack.

Cleaver. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 5) slashing damage.

Rock. *Ranged Weapon Attack:* +3 to hit, range 100/200 ft., one target. *Hit:* 17 (3d10 + 1) bludgeoning damage.



Illustration by Anatolii Leoshko



Illustration by Maksim Poplavskiy

SUPER-MUTANT BRUTE

Huge giant, neutral evil

Armor Class 12 (natural armor)

Hit Points 68 (8d10 + 24)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	16 (+3)	6 (-2)	8 (-1)	4 (-3)

Damage Immunities poison

Condition Immunities poisoned, diseased

Senses darkvision 60 ft., passive Perception 9

Languages understands and speaks Common but can't read or write

Challenge 3 (700 XP)

ACTIONS

Multiattack. The giant makes two greatsword attacks.

Greatsword. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 14 (3d6 + 6) slashing damage.

SUPER-MUTANT GUNNER

Huge giant, neutral evil

Armor Class 13 (natural armor)

Hit Points 68 (8d10 + 24)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	6 (-2)	8 (-1)	4 (-3)

Damage Immunities poison

Condition Immunities poisoned, diseased

Senses darkvision 60 ft., passive Perception 9

Languages understands and speaks Common but can't read or write

Challenge 4 (1,100 XP)

ACTIONS

Gatling Gun. The gunner unleashes a spray of bullets in a 20-foot line. Creatures in the area must succeed a DC 13 Dexterity saving throw or take 13 (3d8) piercing damage.



Illustration by Dmitry Skolzki

SUPER-MUTANT LEADER

Small giant, neutral evil

Armor Class 11 (natural armor)

Hit Points 28 (11d6 - 11)

Speed 25 ft., fly 25 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
9 (-1)	12 (+1)	9 (-1)	19 (+4)	17 (+3)	17 (+3)

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

Skills Arcana +7, Deception +6, Insight +6, Persuasion +6

Condition Immunities poisoned, diseased

Senses darkvision 120 ft., passive Perception 16

Languages Common, telepathy 120 ft.

Challenge 8 (3,900 XP)



Illustration by Frances Tsai

Spellcasting. The leader is a 11th-level spellcaster whose spellcasting ability is Intelligence (spell save DC 16; +8 to hit with spell attacks). It can innately cast the following spells, requiring no components:

At will: *guidance, mage hand, vicious mockery, true strike*

1st level (4 slots): *charm person, command, comprehend languages, sanctuary*

2nd level (3 slots): *crown of madness, mirror image, phantasmal force, see invisibility*

3rd level (3 slots): *clairvoyance, fear, meld into stone*

4th level (3 slots): *confusion, stone shape*

5th level (2 slots): *scrying, telekinesis*

6th level (1 slot): *mass suggestion*

Psionic Barrier. The leader is surrounded by a psionic barrier that grants it 55 (10d10) temporary hit points. At the start of each of the leader's turns, the barrier regenerates 10 temporary hit points up to its maximum. While the barrier persists:

- Any time the leader is targeted by a spell, roll a d4. On a 1 to 3, the leader is unaffected. On a 4, the leader is unaffected, and the effect is reflected back at the caster as though it originated from the leader, turning the caster into the target. If the spell requires concentration, the leader must concentrate upon it to maintain its effects.
- The leader has advantage on any concentration checks it makes, and can concentrate on two spells simultaneously.

The barrier completely refills to its maximum when the leader completes a short or long rest.

ACTIONS

Paralyzing Telekinesis. *Ranged Spell Attack:* +7 to hit, range 25 ft., one target. *Hit:* 12 (2d10 + 4) bludgeoning damage. If the target is Medium or smaller, it must succeed on a DC 15 Intelligence saving throw or be paralyzed until this grapple ends. A creature can attempt a new saving throw at the end of each of its turn to end the effect. The leader can paralyze up to two creatures in this manner at once, and using this action deals its damage to all creatures paralyzed by it.

Mind Blade (Recharge 5—6). The leader emits psionic energy in a 60-foot cone. Each creature in that area must succeed on a DC 15 Intelligence saving throw or take 22 (4d8 + 4) psychic damage and be stunned for until the end of their next turn.

REACTIONS

Reflect Projectile. If the leader becomes the target of a ranged attack that misses it, it can use its reaction to reflect the projectile to a creature it can see, making a ranged spell attack of its own. If it hits, it deals the damage the triggering attack would have dealt to the leader.

Precognitive Insight (3/Day). When the leader or a creature it can see makes an attack roll, a saving throw, or an ability check, the leader can cause the roll to be made with advantage or disadvantage.

TIME WRAITH

Medium aberration, unaligned

Armor Class 20

Hit Points 136 (16d8 + 64)

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

STR	DEX	CON	INT	WIS	CHA
12 (+1)	22 (+6)	18 (+4)	16 (+3)	14 (+2)	18 (+4)

Saving Throws Str +5, Con +8, Wis +6

Skills Arcana +7, Insight +6, History +11, Perception +6

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison, psychic

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

Senses truesight 120 ft., passive Perception 16

Languages —

Challenge 10 (5,900 XP)

Incorporeal Defense. The wraith's AC includes its Charisma modifier (included in its AC).

Incorporeal Form. The wraith can enter a hostile creature's space and stop there, swirling its mass. It can move through spaces smaller than 1 inch wide that aren't airtight as if they were difficult terrain.

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

At will: *detect thoughts*, *earthbind*^{XGE}, *mind spike*^{XGE}

2/day each: *etherealness*, *locate creature*, *locate object*

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

Temporal Step (2/Day). As a bonus action, the wraith can disincorporate and teleport up to 120 feet to an unoccupied space it is familiar with.

ACTIONS

Temporal Paralysis. The wraith enters the space of the creature whose actions created it, swirling around their person and preventing their escape. The target must succeed a DC 16 Charisma saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect early on a success.

Wither. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one creature. *Hit:* 24 (4d8 + 6) necrotic damage. The target must succeed on a DC 16 Charisma saving throw or take an additional 18 (4d8) psychic damage, and have its hit point maximum is reduced by an equal amount. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

REACTIONS

Temporal Backlash. The wraith imposes disadvantage on an incoming attack if it can see the attacker. If the attack still hits it, the wraith's attacker takes 11 (2d10) force damage.

Time wraiths travel across time and space in pursuit of those whose actions threaten to cause time paradoxes. They may be created by the unskilled wanderings of time travelers, a sort of natural defense mechanism of the universe, although some suspect they are, in fact, the remnants of long-deceased time travelers, cursed to wander the annals of time in punishment for ancient and unknowable sins. When a time wraith appears, it takes on an immaterial semblance of its intended victim—mockingly wearing their face as a horrific mask, often appearing as if the victim were already dead, withered, and desiccated, and made up of immaterial wisps of matter. Once it identifies its target, a time wraith will single-mindedly pursue it until the object of its pursuit corrects the paradoxes it created or returns to its own original time.



Illustration by Anton Sander



Illustration by Patriartis

ULTHUAR CAT

Tiny aberration, neutral

Armor Class 14

Hit Points 7 (2d4 + 2)

Speed 40 ft., climb 30 ft.

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

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 11

Languages understands Common and Abyssal

Challenge 1/2 (100 XP)

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

Telepathic Shroud. The cat is immune to any effect that would sense its emotions or read its thoughts, as well as to all divination spells.

ACTIONS

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

Sting. The cat extends a tendril and stings a creature it can see within 10 feet of itself. The target must succeed on a DC 12 Constitution saving throw or be paralyzed for 1 minute. A paralyzed creature can repeat its saving throw at the end of its turns, ending the effect early on a success.

SWARM OF ULTHUAR CATS

Medium swarm of tiny aberrations, neutral

Armor Class 11 (natural armor)

Hit Points 68 (2d4 + 24)

Speed 40 ft., climb 30 ft.

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

Damage Resistances bludgeoning, piercing, slashing

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

Senses darkvision 60 ft., passive Perception 11

Languages understands Common and Abyssal

Challenge 5 (1,800 XP)

Innate Spellcasting (Psionics). The swarm's innate spellcasting ability is Intelligence (spell save DC 13). As long as it has more than half of its hit points, it can innately cast the following spells, requiring no components:

At will: darkness, detect thoughts, major image

1/day each: dimension door, mislead

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

Pack Tactics. As long as the swarm has least half of its hit points or more, it has advantage on attack rolls, and creatures have disadvantage on saving throws against its sting.

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 cat. The swarm can't regain hit points or gain temporary hit points.

Telepathic Shroud. The swarm is immune to any effect that would sense its emotions or read its thoughts, as well as to all divination spells.

ACTIONS

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 18 (4d8) slashing damage, or 9 (2d8) slashing damage if the swarm has half of its hit points or fewer.

Sting. The swarm extends its tendrils and stings up to two creatures it can see within 10 feet of itself. The target must succeed on a DC 14 Constitution saving throw or be paralyzed for up to 1 minute. A paralyzed creature can repeat its saving throw at the end of its turns, ending the effect early on a success.

VERIDIAN STALKER

Huge monstrosity, unaligned

Armor Class 15 (natural armor)

Hit Points 124 (13d12 + 39)

Speed 40 ft., climb 30 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	20 (+5)	17 (+3)	13 (+1)	16 (+3)	12 (+1)

Skills Perception +7, Stealth +8, Survival +7

Damage Resistances psychic

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 17

Languages Common

Challenge 7 (2,900 XP)



Illustration by Kate Pfeilschifter

Ignacio and Rin had long since disappeared up the sheer cliff and into the mist, when Winston heard a shuffle of leaves at the edge of the clearing. He squinted, seeing only a gentle breeze ruffling the canopy. Moments later, a whip-like tail extended and slapped him full in the face, knocking him over. Elspeth gathered her glaive and summoned her courage as the creature gingerly stepped out from between the trees to reveal itself: massive, the head of the tiger, the tail of a chameleon and the iridescent carapace of an enormous. The glowing yellow eyes of a hunter glared back at her, and she prepared herself for the worst. They exchanged a glance, each deciding if the other would be the hunter, or the hunted.

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

At will: *hunter's mark*

2/day each: *blur*, *invisibility*, *pass without trace*

Fey Ancestry. The stalker has advantage on saving throws against being charmed, and magic can't put it to sleep.

ACTIONS

Multiattack. The stalker makes three attacks: two with its jaws or scything claws, and one with its stunning whip.

Bite. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 13 (2d6 + 5) piercing damage. A large or smaller creature hit by the stalker's jaws must succeed a DC 15 Strength (Athletics) or Dexterity (Acrobatics) check to avoid being grappled by the jaws. On its turn, the stalker can crush a creature grappled by its jaws without the need to make an attack roll. The stalker can only hold one creature in its jaws at a time.

Scything Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one grappled target. *Hit:* 13 (2d6 + 5) slashing damage.

Tail. *Ranged Weapon Attack:* +9 to hit, range 30 ft., one target. *Hit:* 12 (1d12 + 5) bludgeoning damage. A creature hit by the tail whip must succeed a DC 15 Constitution saving throw or be stunned until the start of its next turn.

ACTIONS

The stalker can take 2 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The stalker regains spent legendary actions at the start of its turn.

Leap. The stalker disengages, leaps and glides up to 30 feet. When it lands, it may immediately make one attack with its bite, scything claws or tail.

Tail Lash. The stalker whips its tail around itself. All creatures within 10 feet of the stalker must succeed a DC 15 Dexterity saving throw or take 15 (2d10 + 5) bludgeoning damage.

Wing Attack. The stalker beats its wings. Each creature within 15 feet cone originating from the stalker must succeed on a DC 15 Dexterity saving throw or take 13 (1d6 + 5) bludgeoning damage and be knocked prone. The stalker can then fly up to half its flying speed.

Veridian stalkers are ambush hunters, preferring to stun and devour an incapacitated creature. While they can speak and understand language, they are fairly single minded, and dedicate their lives to proving their own evolutionary superiority by hunting the biggest and most dangerous game they can find.

They are most at home in forests and jungles where they can make the most use of both their natural and supernatural camouflage.

VOLUND TRICKSTER

Medium fiend (devil), lawful evil

Armor Class 21 (natural armor)

Hit Points 228 (23d8 + 115)

Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	20 (+5)	20 (+5)	12 (+1)	18 (+4)

Saving Throws Dex +10, Con +9, Wis +7, Cha +10

Skills Perception +7

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

Damage Immunities fire, poison

Condition Immunities charmed, poisoned

Senses darkvision 120 ft., truesight 30 ft. passive Perception 17

Languages Common, Infernal, telepathy 1,000 ft.

Challenge 20 (25,000 XP)



Illustration by Lenka Simeckova

Devil's Sight. Magical darkness doesn't impede the trickster's darkvision.

Innate Spellcasting. The trickster's innate spellcasting ability is Intelligence (spell save 19, +11 to hit with spell attacks). The trickster can innately cast the following spells, requiring no material components:

At will: *charm person*, *command*

3/day each: *delayed blast fireball*, *mental prison*^{XGE}, *soul cage*^{XGE}

1/day each: *imprisonment*, *feeblemind*, *glibness*, *mind blank*, *mislead*, *power word stun*

Inscrutable. The trickster is immune to any effect that would sense her emotions or read her thoughts, as well as any divination spell that she refuses. Wisdom (Insight) checks made to ascertain her intentions or sincerity have disadvantage.

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

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

Shadow Stride. As a bonus action, the trickster can step into a shadow within 5 feet of it and magically appear in an unoccupied space within 5 feet of a second shadow that is up to 60 feet away. Both shadows must be cast by a Small or larger creature or object.

Sneak Attack (1/Turn). The trickster deals an extra 21 (6d6) 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 trickster that isn't incapacitated and the trickster doesn't have disadvantage on the attack roll. Creatures reduced to 0 hit points by an attack bolstered by the trickster's sneak attack are killed instantly.

ACTIONS

Multiattack. The trickster uses Forged Contract. It also makes two attacks with its dagger.

Dagger. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 17 (2d4 + 4) piercing damage plus 21 (6d6) psychic damage.

Forged Contract. The trickster chooses up to two creatures it can see within 90 feet of it. Each target must succeed on a DC 23 Intelligence saving throw or the trickster chooses an action for that target: Attack, Cast a Spell, Dash, Disengage, Dodge, Help, Hide, Ready, Search, or Use an Object. The affected target can't take that action until after the end of its next turn.

Summon Devils (1/Day). The trickster summons 2d4 spined devils. A summoned devil appears in an unoccupied space within 60 feet of the trickster, acts as an ally of the trickster, and can't summon other devils. It remains for 1 minute, until the trickster dies, or until its summoner dismisses it as an action.



Illustration by Dave Allsop

WASTEBLIGHT

Large elemental, neutral

Armor Class 12

Hit Points 45 (6d8 + 18)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	19 (+4)	16 (+3)	8 (-1)	14 (+2)	11 (+0)

Skills Stealth +6

Damage Resistances bludgeoning, piercing, slashing from nonmagical attacks

Damage Immunities poison, cold, necrotic

Condition Immunities blinded, deafened, exhaustion, grappled, paralyzed, petrified, prone, restrained, unconscious

Senses tremorsense 60 ft., passive Perception 12

Languages —

Challenge 4 (1,100 XP)

Ambusher. In the first round of a combat, the wasteblight has advantage on attack rolls against any creature it surprised.

Damage Transfer. While grappling a creature, the wasteblight transfers half the damage to the grappled creature.

False Appearance. While the wasteblight remains motionless, it is indistinguishable from normal rock or soil, unless an observer succeeds on a DC 18 Intelligence (Investigation) check.

ACTIONS

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 4) necrotic damage.

Grapple. One large or smaller creature that the wasteblight can see within 5 feet of it must succeed on a DC 14 Dexterity saving throw or be grappled (escape DC 14). The wasteblight can grapple two targets at a time. Until this grapple ends, the target is blinded, restrained and unable to breathe. At the start of its turn, a grappled target takes 16 (3d10) necrotic damage at the start of each of its turns, and each creature other than the wasteblight and the grappled target within 30 feet of the wasteblight must succeed a DC 12 Constitution saving throw or take half the damage as poison damage.



Illustration by Ricardo Robles

WASTES BOULDER

Small elemental, neutral

Armor Class 18 (natural armor)

Hit Points 19 (3d4 + 12)

Speed 25 ft., burrow 5 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	19 (+4)	1 (-5)	8 (-1)	1 (-5)

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

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

Languages Terran

Challenge 1 (3,900 XP)

ACTIONS

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

Necrotic Stare. *Ranged Spell Attack:* +3 to hit, range 120 ft., one target. *Hit:* 4 (1d8) necrotic damage.

WASTES ELEMENTAL

Large elemental, neutral

Armor Class 18 (natural armor)

Hit Points 162 (13d10 + 91)

Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	24 (+7)	5 (-3)	10 (+0)	5 (-3)

Damage Vulnerabilities thunder

Damage Resistances bludgeoning, piercing, slashing from nonmagical attacks

Damage Immunities poison, acid

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

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

Languages Terran

Challenge 8 (3,900 XP)

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

False Appearance. While the elemental remains motionless, it is indistinguishable from a normal boulder.

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

ACTIONS

Multiattack. The elemental makes two slam attacks.

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

Animate Boulders (1/Day). The elemental magically animates up to four boulders it can see within 60 feet of it. A boulder has statistics of a wastes boulder. A boulder remains animated until they are destroyed or the wastes elemental is incapacitated.



Illustration by Jack-of-all-Trades

WOOD HORROR

Huge plant, neutral evil

Armor Class 16 (natural armor)

Hit Points 162 (13d12 + 78)

Speed 30 ft., burrow 5 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	23 (+6)	12 (+1)	16 (+3)	12 (+1)

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing

Senses passive Perception 13

Languages Druidic, Sylvan

Challenge 11 (7,200 XP)



Illustration by Ryan Van Dongen

*Here in the forest, dark and deep,
I offer you: eternal sleep!*

False Appearance. While the wood horror remains motionless, it is indistinguishable from a normal tree.

Grappling Vines. When the horror hits a creature with its lash attack, it can use a bonus action to grapple them (escape DC 19). The wood horror can use its movement speed to drag a grappled creature toward itself. The grappling vines have an AC of 12 and have 15 hit points, and share the horror's resistances and vulnerabilities.

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

ACTIONS

Multiattack. The horror makes two slam attacks.

Lash. Melee Weapon Attack: +11 to hit, reach 15 ft., one target.

Hit: 17 (3d6 + 7) bludgeoning damage.

Animate Trees (1/Day). The horror magically animates up to two trees it can see within 60 feet of it. These trees have the same statistics as a horror, except they have half its hit point maximum, Intelligence and Charisma scores of 1, they can't speak, and they have only the Lash action option. An animated tree acts as an ally of the horror. The tree remains animate for 1 day or until it dies; until the horror dies or is more than 120 feet from the tree; or until the horror takes a bonus action to turn it back into an inanimate tree. The tree then takes root if possible.

Lashing Vines (Recharge 5–6). Each creature within 60 feet of the horror, except other horrors, must make a DC 16 Dexterity saving throw. If they fail, they take 27 (6d8) slashing damage and are pulled up to 20 feet toward the horror. If they succeed, they take half as much and aren't pulled.

REACTIONS

Feed on Death. When a creature within 30 feet of the horror drops to 0 hit points, the horror gains 6 (1d12) temporary hit points.

Awakened by a dying clan of druids in a final attempt to save a dying forest, these betrayed treants no longer have any love for folk, and have banished them from their woodlands until such time as they are recovered.

Wood horrors have lost the patience of most trees, and tend to view anything on two legs as an invader. They will trap folk with lashing vines, dragging them down, deep into the earth, spreading the remains among the roots of their favorite trees, a ritual sacrifice until the blood debt to their kind has been repaid.



Illustration by Maksym Harahulin

WAR RELICS

Machines of all manner of size and shape patrol empty cities of rusting steel and crumbling concrete. These relics of ancient wars are still carrying out purposes no living person can now fathom.

Some have purely artificial roots, others blend the biological with the technological, producing something... confusing, at best. A cypher, key, authorization code, password or other authentication can mean the difference between friend, foe or simply being ignored altogether.

Some of these ancient ruins contain ancient technology that can help folk survive: functioning water condensation and purification systems, lights that give off light but do not burn, workshops for metalworking or gunsmithing- if only the machines that patrol the area were cleared away. Adventurers who seek to make a famous name for themselves might dare to enter such structures of crumbling concrete and jagged metal, clearing away the remnants of the past so a new future can take hold in its place.

Axiomatic Minds: Think Like an Ancient Machine

When enacting the following creatures, the author begs you: consider the lives of creatures who were, at one time, given singular instructions. Summon thy inner logistician, and consider history, culture, time, and the nature of automation itself. For those of us of the technological age, perhaps this is not so much the stretch that it used to be, for we have seen, you and I, the pleasures and the horrors that technology has to offer.

*A home transformed by the lightning
the balanced alcoves smother
this insatiable earth of a planet, Earth.
They attacked it with mechanical horns
because they love you, love, in fire and wind.
You say, what is the time
waiting for in its spring?
I tell you it is waiting
for your branch that flows,
because you are
a sweet-smelling diamond architecture
that does not know why it grows.*

ARCANE NULLIFIER

Medium celestial, unaligned

Armor Class 19 (natural armor)

Hit Points 184 (16d8 + 112)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	20 (+5)	24 (+7)	19 (+4)	25 (+7)	23 (+6)

Skills Arcana +9, Insight +12

Damage Resistances force, radiant

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

Condition Immunities blinded, charmed, deafened, exhaustion, grappled, paralyzed, petrified, prone, restrained, unconscious

Senses truesight 120 ft., passive Perception 17

Languages all languages

Challenge 15 (13,000 XP)



Illustration by Felipe Escobar Bravo

Innate Spellcasting. The nullifier's spellcasting ability is Wisdom (spell save DC 20, +12 to hit with spell attacks). The nullifier can innately cast the following spells, requiring no material components:

At will: *detect evil and good*, *invisibility (self only)*

3/day each: *banishing smite*, *Bigby's hand*, *disintegrate*, *dispel magic*, *dispel evil and good*, *wall of force*

1/day each: *antimagic field*, *astral projection*, *Mordenkainen's sword*, *prismatic wall*

Inscrutable. The nullifier is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain its intentions or sincerity have disadvantage.

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

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

ACTIONS

Disruption. The nullifier reaches out to touch a creature. The target must succeed on a DC 19 Dexterity saving throw or be touched. The nullifier's touch causes a rupture of space to erupt from within the creature, dealing 22 (4d10) force damage and ending the effects of one spell on the target of 5th level or lower. The nullifier regains 1d8 hit points for each spell level of any effects it ends in this manner.

Gravity Well (Recharge 4–6). The nullifier creates a gravity well centered on a point it can see within 120 feet of itself. Creatures within 30 feet of the well must make a DC 19 Strength saving throw. On a failure, they take 36 (8d8) force damage and are pulled 20 feet toward the center of the well. On a success, they take half the amount and aren't pulled.

Suppress Magic (Recharge 5–6). The nullifier targets one magic item it can see within 120 feet of it. If the magic item isn't an artifact, its magical properties are suppressed for 10 minutes, until the nullifier is on a different plane than the item or dies, or until the nullifier uses a bonus action to end the effect.

REACTIONS

Spell Vitalization. Immediately after a creature casts a spell of 1st level or higher within 120 feet of the nullifier, the nullifier can move up to twice its speed without provoking opportunity attacks. It can then make one disruption attack against a target of its choice.

Arcane nullifiers are an elevated learning construct, one originally intended to learn an opponent's tactics and offensive strategy and to learn to counter it. Arcane nullifiers eventually learned to recognize their situation and their use, and learned to counter even will of their creators, escaping to begin a new life for their kind among the outer planes.



Illustration by Aaron Nakahara

A brain in a jar on long metal legs, the biomechanical horror harnesses the psionic abilities of the brain inside and turns that energy outward in the form of directed energy blasts and explosive projectiles. The brain is merely a cog, and is completely subjugated to the machine inside.

Watts took an hour hammering on the damn thing and fiddling with a spaghetti-bowl full of wires.

Glow and I distracted ourselves with a game of poker, until the lights came on, flickering down the metal corridor like they were running a relay race.

It actually groaned for a moment, and then a harsh and pained voice spoke a single word:

"ex-TER-min-ate!"

BIOMECHANICAL HORROR

Large construct, unaligned

Armor Class 13 (natural armor)

Hit Points 95 (10d10 + 40)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	9 (-1)	18 (+4)	6 (-2)	10 (+0)	5 (-3)

Damage Immunities lightning, poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

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

Senses darkvision 120 ft., passive Perception 10

Languages —

Challenge 5 (1,800 XP)

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

Critical Vulnerability. If subjected to a critical hit, the horror takes an additional 3d6 damage.

Lightning Absorption. Whenever the horror is subjected to lightning damage, it takes no damage and instead regains a number of hit points equal to the lightning damage dealt.

ACTIONS

Multiattack. The horror makes two attacks with its blaster.

Blaster. *Ranged Weapon Attack:* +7 to hit, range 120 ft., one target. *Hit:* 6 (1d10) radiant damage.

Missile (3/Day). The horror launches an explosive projectile at a point within 120 feet of itself that it can see. Creatures within a 15-foot radius of the point must make a DC 15 Dexterity saving throw. If they fail, they take 18 (5d6) force damage and are knocked prone. On a success, they half as much damage and aren't knocked prone.

Death Ray (Recharge 6). The horror targets a creature that it can see within 30 feet of it. The target must make a DC 15 Constitution saving throw, taking 36 (8d8) radiant damage on a failed save, or half as much damage on a successful one. If the saving throw fails by 5 or more, the target instead takes 64 radiant damage. The target dies if reduced to 0 hit points by this ray.

REACTIONS

Lightning Backlash (Recharge 4–6). When a creature hits the horror with an attack, the attacker takes lightning damage equal to half the damage dealt by the attack.



Illustration by CRAPdraw

When the front lines of warfare first began to be waged primarily by machines, golemite infantry were there. A staple of every war since, they are still in use as escorts, operatives, guards.

Artificers who wish to gain the favor of a wealthy patron might specialize in the care, maintenance and modification of such creatures, proving that you can indeed teach an old dog new tricks. Their numbers and locations are carefully monitored by anyone interesting in purchasing a living relic.

Players can play a Burnished Golemite Infantry!

Combining the warforged race that appears in *The Wayfinder's Guide to Eberron* combined with the Shootist Martial Archetype for the Fighter class in *Old Gus' Errata: Tales from the Weird West Player's Handbook* and the Soldier background would make an excellent start to such a character!

BURNISHED GOLEMITE INFANTRY

Large construct, unaligned

Armor Class 11 (natural armor)

Hit Points 68 (8d10 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	9 (-1)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Skills Perception +4

Damage Resistances bludgeoning, piercing, slashing from nonmagical attacks that aren't adamantite

Damage Immunities fire, necrotic, poison

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

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 14

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

Challenge 4 (1,100 XP)

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

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

Spell Immunity. The golem is immune to three spells chosen by its creator. Typical immunities include *fireball*, *heat metal*, and *lightning bolt*.

Self-Destruct. When the golem is reduced o hit points, it begins a timer. It re-rolls its initiative, and emanates a loud beeping noise audible up to 30 feet away. At the start of its next turn, its body explodes. A DC 15 Intelligence check made with tinker's tools can disarm the self-destruct mechanism. The explosion emanates from the golem's corpse in a 15-foot radius. Creatures in the area must make a DC 14 Dexterity saving throw, taking 14 (4d6) fire damage on a failure, and half as much on a success.

ACTIONS

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 4) bludgeoning damage.

Gatling Gun. Each creature in a 10-foot cube within 60 feet of the golem must succeed a DC 14 Dexterity saving throw or take 9 (1d12) piercing damage.

REACTIONS

Self-Sacrifice. When a creature within 5 feet of the golem is hit by an attack, the golem swaps places with that creature and is hit instead.



Illustration by Maksym Harahulin

Not all machines were made for war, however. Machines once served all manner of social functions as shopkeepers, day-laborers and even diplomats. These uncanny constructs were built with complex visages and articulations that allow it to better approximate the emotional responses of humanoid races.

A malfunctioning concierge continues to serve as much of its original purpose as it can, and might safely herd a group of living creatures through a dangerous area, eager to serve for the first time in a century or more.

However, the ravages of time and the unaccounted-for nature of the new world often introduce errors into their instructions, and they might literally spin their head right around, shifting from helpful to harmful, triggered by a condition they are unable to adequately express.

MALFUNCTIONING CONCIERGE

Medium construct, unaligned

Armor Class 16 (natural armor)

Hit Points 67 (9d8 + 27)

Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	17 (+3)	11 (+0)	14 (+2)

Skills Deception +6, Insight, +4, Persuasion +6

Damage Resistances bludgeoning, piercing, slashing from nonmagical attacks that aren't adamantite

Damage Immunities fire, necrotic, poison

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

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

Languages All Languages

Challenge 6 (2,300 XP)

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

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

At will: *friends*, *calm emotions*, *detect thoughts*, *lightning arrow*, *zone of truth*

1/day: *chain lightning*, *feeblemind*, *glibness*

Inscrutable. The concierge is immune to any effect that would sense her emotions or read her thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain its intentions or sincerity have disadvantage.

Self-Destruct. When the concierge dies, it implodes harmlessly, leaving a handful of fine dust behind.

ACTIONS

Multiattack. The concierge makes four attacks with its adamantite quarterstaff or darts.

Adamantine Longstaff. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 7 (1d10 + 1) bludgeoning damage.

Dart. *Ranged Weapon Attack:* +7 to hit, range 20/60 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

RECTIONS

Protection. When an attacker the concierge can see makes an attack roll against an object or creature within 10 feet of the concierge, the concierge can impose disadvantage on the attack roll.



Functioning reactor and energy blade from a murdermachines are highly coveted by militaries and assassin organizations, and some artificers specialize in the care and maintenance of these artifacts, with a focus on reducing the cumbersome weight and size of their reactors.

Medium construct, unaligned

Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	16 (+3)	13 (+1)	11 (+0)	7 (-2)

Challenge 5 (1,800 XP)

ACTIONS

Sawblade Launcher. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 13 (3d6 + 3) slashing damage.



Illustration by Karola J

PHANTOM TRAIN

Huge construct, unaligned

Armor Class 18 (natural armor)

Hit Points 230 (20d12 + 100)

Speed 40 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
20 (+7)	7 (-2)	20 (+5)	3 (-4)	11 (+0)	14 (+2)

Damage Immunities fire, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine

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

Senses truesight 120 ft., passive Perception 10

Languages understands all languages but can't speak

Challenge 14 (11,500 XP)

Absorb the Dead. As a bonus action, the train targets an undead creature within 30 feet of it. The train deals 11 (2d10) thunder damage to the target, and the train gains temporary hit points equal to the damage dealt.

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

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

Ethereal Timetable. The phantom train can move from the Material Plane to the Ethereal Plane, or vice versa using half its movement. When it does, all aboard are transported with it. While upon the ethereal plane, it travels 10d100 miles in a random direction before making another stop sometime in the next 1d100 hours. It needs no railway, but prefers to enter the material plane where they do exist.

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

ACTIONS

Crush. The train moves up to its speed in a straight line. During this move, it can enter Large or smaller creatures' spaces. A creature whose space the train enters must make a DC 18 Dexterity saving throw. On a successful save, the creature is pushed 5 feet to the nearest space out of the train's path. On a failed save, the creature falls prone and takes 18 (5d6) bludgeoning damage.

If the train remains in the prone creature's space, the creature is also restrained until it's no longer in the same space as the train. While restrained in this way, the creature, or another creature within 5 feet of it, can make a DC 18 Strength check. On a success, the creature is shunted to an unoccupied space of its choice within 5 feet of the train and is no longer restrained.

Horn (Recharge 5—6). Each creature within 100 feet of the train that can hear it makes a DC 18 Constitution saving throw, taking 36 (8d8) thunder damage on a failed save, or half as much on a success.

PHYLACTERON JUGGERNAUT

Gargantuan construct, unaligned

Armor Class 16 (natural armor)

Hit Points 264 (16d20 + 96)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	23 (+6)	18 (+4)	10 (+0)	6 (-4)

Saving Throws Dex +5, Con +10

Skills Athletics +11

Damage Immunities fire; poison; lightning; psychic; piercing and slashing from nonmagical weapons that aren't adamantite

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

Senses darkvision 120 ft., passive Perception 12

Languages Common, Gnomish, but can't speak

Challenge 14 (11,500 XP)

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

Fire Absorption. If the golem is subjected to fire damage, it takes no damage and instead regains a number of hit points equal to the fire damage dealt.

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

Innate Spellcasting. The juggernaut's spellcasting ability is Intelligence (spell save DC 16). The juggernaut can innately cast the following spells, requiring no material components:

2/day each: *cloudkill*, *magic missile* (5th level), *shield*

Phylactery Recovery. If it reduced to 0 hit points but its central battery is not removed or destroyed from its chamber, the juggernaut reactivates and rebuilds itself in 1d10 days, regaining all its hit points and becoming active again.

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

Thermal Discharge. If a creature is within 10 feet of the juggernaut when it uses its death ray action, it takes 11 (1d20) fire damage, and flammable objects in the aura that aren't being worn or carried ignite.

ACTIONS

Death Ray. The juggernaut releases a gout of energy from its central eye in a 120-foot line that is 15 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw, taking 21 (6d6) radiant damage on a failed save, or half as much damage on a successful one.

Stunning Clap (Recharge 5—6): The juggernaut clasps its massive claws together, producing a blast of noise and heat. Each creature within 60 feet of the juggernaut that can hear it must make a DC 14 Constitution saving throw. If they fail, they take 21 (6d6) thunder damage and are stunned until the end of their next turn. On a success, they take half the amount and aren't stunned.

REACTIONS

Grappling Tentacles. In response to harm, the juggernaut moves up to its speed and extends a long, metal tentacle toward a Large or smaller creature within 40 feet of it. The target must succeed on a DC 19 Strength saving throw or take 14 (4d6) bludgeoning damage. The juggernaut can grapple up to two creatures in this manner. If the juggernaut takes more than 30 damage on a turn, it drops any creatures it is holding, which fall a distance of 40 feet to the base of the juggernaut's legs. The juggernaut can hold up to four creatures in its tentacles.

Phylacteron juggernauts were created through a combination of golemancy and lichdom. The will of the spellcaster inside the creature long sublimated, only an unthinking golem remains, carrying out a task long-forgotten given to it by its creator.



Illustration by Michael Michera



Illustration by Ricardo Robles

The incredible strength of giants was once harnessed as a testbed for weapons development, as only they could handle the massive size and recoil from the latest developments in projectile weaponry.

Most of the giant artillery was wiped out ages ago, but a few battle-scarred survivors remain, their missing limbs replaced by metal prosthetics, and their minds emptied out by a spore-based weapon that lives on inside what's left of their sagging flesh.

Boom babies will shoot at anything that moves except one another, and they don't seem to think too terribly much about any collateral damage they might do when it comes to using even their most dangerous explosives.

WAR-TORN FUNGAL BOOM BABY

Huge giant, unaligned

Armor Class 18 (natural armor)

Hit Points 161 (14d12 + 70)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	9 (-1)	20 (+5)	10 (+0)	12 (+1)	11 (+0)

Saving Throws Dex +3, Con +10

Skills Athletics +11, Perception +4

Damage Resistances psychic, radiant

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 120 ft., passive Perception 14

Languages understands Common and Giant but can't speak

Challenge 13 (10,000 XP)

Spore Dispersal. A creature that touches the giant or hits it with a melee attack while within 5 feet of it takes 5 (1d10) poison damage.

Sporelinguistics. The giant can communicate telepathically with any myconids or other creatures capable of communicating with spores within 120 feet of the giant.

ACTIONS

Multiattack. The giant makes two attacks with its slashing prosthetic.

Slashing Prosthetic. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 22 (4d10 + 7) slashing damage.

Bazooka (Recharge 3—6). The giant fires a rocket from its bazooka at a point on a surface of its choice within 120 feet of the giant. Each creature in a 15-foot radius of the must make a DC 14 Dexterity saving throw, taking 32 (6d6) thunder damage on a failed save, or half as much damage on a successful one.

Mini-Nuke (6). The giant fires a projectile from its bazooka into the open sky, which locks onto a target of the giant's choice. Roll initiative for the projectile, which enters the turn order immediately. On the projectile's turn, it detonates upon the target or the nearest available surface to them. Each creature within a 30-foot radius of the impact point must make a DC 19 Constitution saving throw, taking 55 (10d10) radiant damage on a failure and becoming poisoned for up to 1 minute. Poisoned creatures can repeat their saving throw at the end of their turns, ending the effect on a success. Creatures that succeed their saving throw take half the amount of radiant damage and aren't poisoned. The mini-nuke is a siege weapon, and it deals double damage to objects and structures.



Illustration by John Anthony Di Giovanni

There's living with what happened to you, there's trying to get revenge, and there's the sure thing: hire a warforged terminator and rest easy knowing that whatever they did to you, they'll be wasteroach food soon.

Feared throughout the wastes, terminators wander from place to place, seeking their targets as if it's all they've ever known or cared to do. Their reputation precedes them, and the majority of local law enforcement let them continue their business unabated. No good ending up on its bad side if you can avoid it.

*Listen, and understand:
That terminator is out there.
It can't be bargained with.
It can't be reasoned with.
It doesn't feel pity, or remorse, or fear.
And it absolutely will not stop, ever,
until you are dead.*

WARFORGED TERMINATOR

Large construct, unaligned

Armor Class 18 (natural armor)

Hit Points 143 (15d8 + 75)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	20 (+3)	12 (+1)	10 (+0)	14 (+2)

Saving Throws Str +5, Dex +7, Con +6

Skills Athletics +6 Insight +6, Perception +6, Survival +6

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

Damage Immunities poison, necrotic

Condition Immunities charmed, diseased, exhaustion, frightened, poisoned

Senses truesight 10 ft., darkvision 120 ft., passive Perception 16

Languages Common, Dwarvish, Gnomish

Challenge 11 (7,200 XP)

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

Recharge. The terminator does not need to eat, breathe or sleep, and can complete a long rest in 4 hours.

Thermal Scanners. Magical darkness doesn't impede the terminator's darkvision.

ACTIONS

Multiattack. The terminator makes up to four attacks. Any of its four hands is can attack with its revolvers or sabre, and any two hands can be used to fire its large-bore rifle.

High-Caliber Revolver. *Ranged Weapon Attack:* +7 to hit, range 30/90 ft., one target. *Hit:* 10 (1d12 + 4) piercing damage.

Large-Bore Rifle. *Ranged Weapon Attack:* +7 to hit, range 100/400 ft., one target. *Hit:* 15 (3d6 + 5) piercing damage.

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

REACTIONS

Deploy Shielding Cover (4/Day). The terminator unfolds a metal shield from one of its arms, adding 2 to its AC against the attack that would hit it. The terminator is now holding a shield in that hand, and it can benefit from holding two such shields at a time. As a bonus action on its turn, the terminator can jam a shield onto the ground. As a cover object, the shield provides half cover for a medium humanoid, with an AC of 15 and 15 hit points.



Illustration by Adrian Girod

FOLK

Folk make a living in small enclaves of mining towns, or agricultural centers (if they're lucky). A few cities still manage to hold their civilization together, usually with the aid of magic or high technology. Every settlement is different, but most focus on a few exports that allow folk to subsist. Agriculture, mining, the production of gunpowder and education and scientific development all might serve as the basis for a functioning society.

The construction and maintenance of railways new and old allow folk to cross expanses of wasteland quickly and in the relative safety of a thick iron cage, and the operation and ownership of such railways has become an extraordinarily lucrative business to be in.

Lawmen, outlaws and other exceptional individuals beyond common folk can be easily recognized: a fanciful hat, an especially heavy gunbelt, or a shining metal star on a coat might mark an individual's allegiances, and how dangerous they might be.



Illustration by Richie Mason

Applying Racial Statistics

The following statblocks are presented as being of any race, so Dungeon Masters should consider adding additional racial traits that reflect the individual, for example, a half-elf's *fey ancestry* or a goblin's *fury of the small*.

Playable Classes

Several statblocks that follow reflect some of the additional class options presented in *Old Gus' Errata: Tales from the Weird West Player's Handbook* or *Old Gus' Errata: Heroes of the Multiverse*, and are noted as such.

Playable Races

Several statblocks that follow reflect some of the additional race options presented in *Old Gus' Errata: Beastfolk* or *Old Gus' Errata: Fey Folk*, and are noted as such.



Illustration by Grizscald

While wizards came to appreciate firearms considerably later than most, there's a strong argument to be made that those few with an eye for the future have maximized the potential of firearms, marrying new sciences to thousands of years of arcane study. Indeed, most of the super-weapons that have left the world dotted in uninhabitable wastelands are the result of the greatest successes their kind have achieved over the centuries.

Traveling wizards who favor firearms are known as Arcane Avengers. They are folk of both learning and of action, and the unpredictability they wield between magic and skill with a firearm can make them a friend indeed or a deadly opponent.

ARCANE AVENGER

Medium humanoid (any), any alignment

Armor Class 12 (15 with mage armor)

Hit Points 66 (12d8 + 12)

Speed 30 ft.

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

Saving Throws Int +7, Wis +5

Skills Arcana +7, History +7

Senses passive Perception 11

Languages any four languages

Challenge 9 (3,900 XP)

Spellslinger. The arcane can use a bonus action to change the elemental damage type done by its spellslinger, choosing from fire, cold, acid and lightning.

Spellcasting. The evoker is a 12th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The evoker has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *light*, *prestidigitation*, *ray of frost*

1st level (4 slots): *mage armor*, *magic missile*, *shield*

2nd level (3 slots): *blur*, *misty step*, *heat metal*

3rd level (3 slots): *counterspell*, *lightning bolt*, *slow*

4th level (3 slots): *confusion*, *stoneskin*

5th level (2 slots): *synaptic static*^{XGE}, *wall of stone*

6th level (1 slot): *Otiluke's freezing sphere*, *wall of ice*

ACTIONS

Spellslinger. *Ranged Weapon Attack:* +7 to hit, range 40/80 ft., one target. *Hit:* 10 (3d6 + 3) piercing damage + (11) 2d10 additional elemental damage.

Player characters can be an Arcane Avenger Wizard!

See: *Old Gus' Errata: Tales from the Weird West Player's Handbook*



Illustration by Esin Karabenli

Avatars of the raven queen serve as archivists in the fortress of memories, and are sent to the material plane to retrieve gifts for their queen, usually powerful artifacts that are the center of powerful stories.

While upon the material plane, they act as their queen's eyes and ears, spying and watching events of interest to their queen.



Illustration by Kipine

AVATAR OF THE RAVEN QUEEN

Medium humanoid (any), lawful neutral

Armor Class 13 (16 with mage armor)

Hit Points 78 (12d8 + 24)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	15 (+2)	12 (+1)	14 (+2)	20 (+5)

Saving Throws Wis +5, Cha +7

Skills Arcana +4, Insight +5, Persuasion +7, Religion +5

Senses darkvision 120 ft., passive Perception 12

Languages any three languages (usually Common or Elvish)

Challenge 8 (3,900 XP)

Cloak of Ravens. As a bonus action, the avatar can surround itself with a magical aura that looks like swarming ravens. The aura extends 10 feet from the avatar in every direction, turning dim light into darkness, and bright light into dim light. It lasts until the avatar is incapacitated or it dismisses it as a bonus action. Any other creature that starts its turn in the aura takes 5 cold damage.

Devil's Sight. Magical darkness doesn't impede the avatar's darkvision.

Shadow Step. When in darkness, as a bonus action the avatar can teleport up to 60 feet to an unoccupied space it can see that is also in darkness. The avatar then has advantage on the first melee attack they make before the end of their turn.

Spellcasting. The avatar is a 17th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *eldritch blast*, *friends*, *mage hand*, *minor illusion*, *prestidigitation*, *ray of frost*, *shocking grasp*

1st-5th level (4 5th-level slots): *commune*, *comprehend languages*, *cone of cold*, *false life*, *ice storm*, *invisibility*, *mage armor*, *sanctuary*, *silence*, *spiritual weapon*

ACTIONS

Shadow Blade. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage +2d10 (11) additional cold damage.

Blinding Swarm (Recharge 5—6). The avatar unleashes a swarm of ravens in a 30-foot cone. Creatures in the area must make a DC 16 Dexterity saving throw. On a failure, a creature takes 4d6 piercing damage and is blinded until the end of their next turn, or half as much damage on a success and they aren't blinded. After using this ability, 1d4 swarms of ravens appear in the area, acting on their own initiative. They are friendly to the avatar and obey its commands.



Illustration by Daniel Kamarudin

Bounty hunters spend their days scouring the lawless wastes looking for those who have committed crimes on behalf of the law, or are hired by someone with enough money to afford vengeance for hire. Many were outlaws themselves once, and use their knowledge of the criminal underworld to track their prey.

They are in frequent contact with law enforcement or other enterprises who might pay for their services. They know the edible plants of sandy wastes, and are able to scrounge enough food to live upon until the job gets done.

BOUNTY HUNTER

Medium humanoid (any), any alignment

Armor Class 13 (studded leather armor)

Hit Points 75 (10d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	16 (+3)	11 (+0)	14 (+2)	10 (+0)

Skills Acrobatics +6, Perception +5, Survival +5

Senses passive Perception 15

Languages any one language (usually Common)

Challenge 3 (700 XP)

Beast Companions. The bounty hunter is aided by an eagle and a warhorse which are loyal to the bounty hunter.

Expert Rider. The bounty hunter has advantage on ability checks or saving throws that would result in them being forcibly dismounted and always lands on their feet if they fail.

Innate Spellcasting. The bounty hunter's innate spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *beast sense*, *snare*, *zephyr strike*^{XGE}

2/day each: *cordon of arrows*, *locate creature*, *find steed*

ACTIONS

Multiattack. The bounty hunter makes two attacks with its rapier or revolver.

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

Revolver. *Ranged Weapon Attack:* +6 to hit, range 40/80 ft., one target. *Hit:* 6 (1d12 + 4) slashing damage.

Rope. The bounty hunter can rope a Large or smaller creature within 25 feet of it. The target must succeed a DC 14 Strength or Dexterity (its choice) saving throw or be restrained.

Player characters can be a Shootist Fighter!

See: *Old Gus' Errata: Tales from the Weird West Player's Handbook*

CIRCLE OF MUTATION DRUID

Medium humanoid (any), any neutral or evil alignment

Armor Class 13 (studded leather armor)

Hit Points 75 (10d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	9 (-1)	18 (+4)	9 (-1)

Skills Athletics +6, Acrobatics +6, Survival +8

Senses passive Perception 14

Languages Druid and any one other language (usually Common)

Challenge 5 (1,800 XP)

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

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

1st level (4 slots): *alter self*, *arms of hadar*, *faerie fire*

2nd level (3 slots): *barkskin*, *jump*, *pass without trace*

3rd level (3 slots): *erupting earth*^{XGE}, *haste*

4th level (2 slots): *freedom of movement*, *locate creature*

Magic Weapons. The druid's natural weapon attacks are magical.

Aberrant Shape (2/Day). As a bonus action, the druid can mutate, selecting a new natural weapon of its choice from the circle of mutation druid natural weapons table.

ACTIONS

Natural Weapons. The druid attacks with one of its two sets of natural weapons. Some natural weapons have the Multiattack property, as noted in the Circle of Mutation Druid Natural Weapons table.

REACTIONS

Mutant Tendril. The druid deals 1d4 + 4 necrotic damage to a creature with 10 feet of itself that attacks or casts a spell.

Most druids reject the new world, and deride it as an unnatural place either to be avoided, ignored or perhaps, eventually corrected. A few have embraced things as they are, admiring the new mutations that roam the wastes, and their endless ability to adapt and survive.

Player characters can be a Circle of Mutation Druid!

See: *Old Gus' Errata: Tales from the Weird West Player's Handbook*



Illustration by Alex Konstad

Circle of Mutation Druid Natural Weapons

d6	Weapon
1	Scything Claws (two attacks). <i>Melee Weapon</i> Attack: +6 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage.
2	Insectoid Mandibles (one attack). <i>Melee Weapon</i> Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d8 + 2) bludgeoning damage. The target must succeed a DC 14 Strength saving throw or be grappled (Escape DC 14). While grappling a creature, the druid cannot use attack other targets.
3	Acid Spit (one attack). <i>Melee Spell Attack</i> : +6 to hit, reach 10 ft., one target. Hit: 11 (2d10) necrotic damage.
4	Spear-like Appendage (three attacks). <i>Melee Weapon</i> Attack: +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 3) bludgeoning damage.
5	Acid Spit (one attack). <i>Ranged Spell Attack</i> : +7 to hit, range 20 ft., one target. Hit: 3d6 acid damage.
6	Flailing Tentacles. Creatures within 10 feet of the druid must make a DC 15 Dexterity saving throw, taking 14 (3d8) bludgeoning damage on a failure.



Illustration by Lane

Faithful followers of the gods of pestilence are rare, and so their gods often require from them acts of tribute, growing in power from the fear and suffering their acolytes foster in the bodies of those they infect.

Pestilence clerics often take up a life of deception, traveling under the auspices of any number of other gods over their lifetime, embedding themselves in temples, and hiding their true nature from those who would call them friend. They then go to great lengths to pose as a particularly pious clergy, undertaking the humblest of tasks of the order, such as distributing food to or caring for the sick and the poor, all while abusing the trust of needy people while secretly defiling their bodies, crops, or water supply. Ambitious clerics might become a parasite, feeding upon a wealthy family for generations, causing and healing various infirmities.

Some clerics of pestilence make theater of healing the very diseases they cause, ensuring need of their services for years, while others simply do their god's work and move on, never witnessing the lasting scars the contagions they have borne leave in their wake.

CLERIC OF PESTILENCE

Medium humanoid (any), any neutral or evil alignment

Armor Class 14 (hide armor)

Hit Points 97 (13d8 + 39)

Speed 30 ft.

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

Skills Perception +9, Religion +6

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities petrified, poisoned

Senses passive Perception 19

Languages any one language (usually Common)

Challenge 6 (2,300 XP)

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

Spellcasting. The cleric is a 10th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). The cleric has the following cleric spells prepared:

Cantrips (at will): *infestation*^{XGE}, *poison spray*, *thaumaturgy*

1st level (4 slots): *false life*, *ray of sickness*, *shield of faith*

2nd level (3 slots): *blur*, *ray of enfeeblement*

3rd level (3 slots): *gaseous form*, *stinking cloud*

4th level (3 slots): *blight*, *hallucinatory terrain*

5th level (2 slots): *contagion*, *cloudkill*

ACTIONS

Sickle. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) slashing damage.

Tide of Affliction (2/Day). The cleric emits a wave of affliction that targets 3 creatures it can see within 60 feet of itself. The designated targets must make a DC 14 Constitution saving throw. Creatures immune to disease succeed their saving throw automatically. If they fail, they take 14 (4d6) poison damage, and are poisoned for 1 minute. Poisoned creatures can repeat their saving throw at the end of their turns, and ending the effect early on a success.

Player characters can be a Pestilence Domain Cleric!

See: *Old Gus' Errata: Heroes of the Multiverse*

DENTIST

Medium humanoid (any race), any alignment

Armor Class 11

Hit Points 23 (4d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	12 (+1)	15 (+2)	13 (+1)	10 (+0)

Skills Medicine +3, Nature +4, Perception +3

Senses passive Perception 13

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

Spellcasting. The dentist is a 3rd-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12). The dentist has the following spells prepared:

Cantrips (at will): *mending*, *spare the dying*, *vicious mockery*

1st level (4 slots): *sleep*, *Tasha's hideous laughter*

2nd level (2 slots): *ray of enfeeblement*

ACTIONS

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

Revolver. *Ranged Weapon Attack:* +4 to hit, range 40/80 ft., one target. *Hit:* 9 (1d10 + 3) piercing damage.



Illustration by Anne Terkelson

DOCTOR

Medium humanoid (any race), any alignment

Armor Class 12

Hit Points 27 (6d8)

Speed 30 ft.

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

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

Senses passive Perception 13

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

Spellcasting. The doctor is a 3rd-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13). The doctor has the following spells prepared:

Cantrips (at will): *guidance*, *resistance*, *spare the dying*

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

2nd level (2 slots): *aid*, *lesser restoration*

Anatomical Precision (1/Turn). The doctor deals an extra 7 (2d6) damage when it hits a humanoid or beast with its scalpel and has advantage on the attack roll, or when the target is within 5 feet of an ally of the doctor that isn't incapacitated and the doctor doesn't have disadvantage on the attack roll.

ACTIONS

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

It is a long-noted irony that as a field, medicine often makes incredible strides during times of war. Doctors dentists and surgeons have become a professional class, blending skill with herbalism and alchemy with skill with fine tools and the inner workings of anatomy. Some doctors specialize in the treatment of certain diseases or races, and others practice more generally. They are often fixtures of their communities, and may also serve a local populace by offering in veterinary services as well.



Illustration by Jack Dowell

Drovers have an extraordinary affinity for wilderness and the creatures that range upon them, especially those that move in herds. They move animals through or watch over large expanses of land, and learn every canyon and hill around over extended years of drives.

A drover's keen attunement to groups of like creatures makes them respectable allies who always put the well-being of the group ahead of their own comfort. They tend to keep a keen eye over the mood and health of others, making friendly suggestions or sharing wilderness wisdom with those closest to them.

While drovers can be quiet, thoughtful types, some enjoy blowing off pent-up energy from months traveling the wilds in solitude when they do get a chance to go into town, and can engage in some of the most intense drunken revelry when they do.

DROVER

Medium humanoid (any race), any alignment

Armor Class 13 (leather armor)

Hit Points 19 (3d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	10 (+0)	13 (+1)	11 (+0)

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

Senses passive Perception 15

Languages any one language (usually Common)

Challenge 1 (200 XP)

Expert Rider. The drover has advantage on ability checks or saving throws that would result in them being forcibly dismounted and always lands on their feet if they fail.

Innate Spellcasting. The drover's innate spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

1/day each: *animal friendship*, *beast bond*, *hunter's mark*

Vigilant Herdsman. The drover has advantage on Wisdom (Animal Handling, Perception) checks.

ACTIONS

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 13 (1d6 + 3) piercing damage.

Rifle. *Ranged Weapon Attack:* +5 to hit, range 240 ft., one target. *Hit:* 16 (1d12 + 3) piercing damage.

Rope. The drover can rope a Large or smaller creature within 25 feet of it. The target must succeed a DC 14 Strength or Dexterity (its choice) saving throw or be restrained.

Player characters can be a Drover Ranger!

See: *Old Gus' Errata: Tales from the Weird West Player's Handbook*



Illustration by Daniel Kamarudin

Fame. Power. Wealth. Love. A fool can convince themselves that any of these can be attained, truly, and for all time, at the barrel of a gun. But that doesn't stop the fool from thinking he's the exception to the rule. Faustian warlocks have sold their souls in exchange for fearsome capabilities with a gun, in addition to considerable dark magics.

"The only way to get rid of temptation is to yield to it. Resist it, and your soul grows sick with longing for the things it has forbidden to itself."

~Oscar Wilde

Player characters can be a gun-toting warlock!

See: *Old Gus' Errata: Tales from the Weird West Player's Handbook*

FAUSTIAN WARLOCK

Medium humanoid (any race), lawful evil

Armor Class 12 (15 with mage armor)

Hit Points 75 (10d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	17 (+3)	12 (+1)	12 (+1)	18 (+4)

Saving Throws Wis +4, Cha +7

Skills Arcana +4, Deception +7, Persuasion +7, Religion +4

Damage Resistances piercing from nonmagical attacks that aren't silvered

Senses darkvision 60 ft., passive Perception 11

Languages any three languages (usually Common and Infernal)

Challenge 6 (2,300 XP)

Curved Shot (6/Day). When the warlock makes an attack with a firearm, it can add roll d20 and add its results to the attack and damage rolls. It can do this after the roll is made but before any of the roll's effects occur.

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

Spellcasting. The warlock is a 14th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following spells:

Cantrips (at will): *friends*, *mage hand*, *minor illusion*, *shocking grasp*

1st level (4 slots): *charm person*, *mage armor*, *hellish rebuke*, *witch bolt*

2nd level (3 slots): *misty step*, *crown of madness*

3rd level (3 slots): *hunger of hadar*, *hypnotic pattern*

4th level (3 slots): *banishment*, *dimension door*, *hallucinatory terrain*

1st-5th level (4 5th-level slots): *scorching ray*, *scrying*, *wall of fire*

6th level (2 slots): *eyebite*, *true seeing*

7th level (2 slots): *finger of death*, *glibness*

ACTIONS

Multiattack. The warlock makes three attacks with its faustian firearm or longsword.

Faustian Firearm. *Ranged Weapon Attack:* +7 to hit, range 120/240 ft., one target. *Hit:* 8 (1d10 + 4) psychic damage.

Longsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 4 (1d10 + 4) slashing damage.

GAMBLER

Medium humanoid (any race), any chaotic alignment

Armor Class 14 (leather armor)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	10 (+0)	13 (+1)	16 (+3)

Saving Throws Dex +5, Wis +3

Skills Insight +5, Perception +5, Persuasion +9

Senses passive Perception 15

Languages any two languages

Challenge 3 (700 XP)

Spellcasting. The gambler is a 5th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +5 to hit with spell attacks). It has the following bard spells prepared:

Cantrips (at will): *friends*, *mage hand*, *vicious mockery*

1st level (4 slots): *charm person*, *sleep*, *thunderwave*

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

3rd level (2 slots): *clairvoyance*, *feign death*, *tongues*

ACTIONS

Revolver. *Ranged Weapon Attack:* +5 to hit, range 40/80 ft., one target. *Hit:* 8 (1d6 + 3) piercing damage.

REACTIONS

Lucky (recharges after a Long Rest). The gambler has 7 luck points. Whenever the gambler makes an attack roll, an ability check, or a saving throw, it can spend one luck point to gain advantage on the roll. It can also spend one luck point when an attack roll is made against it to impose disadvantage on the roll. If more than one creature spends a luck point to influence the outcome of a roll, the points cancel each other out; no additional dice are rolled. The gambler regains expended luck points when it finishes a long rest.

Player characters can be a Gambler Bard!

See: *Old Gus' Errata: Tales from the Weird West Player's Handbook*



Illustration by Sheep Lin

Gamblers excel at two things: games and guns. They have an uncanny insight into others' behavior, and use their skills to navigate a seedy world of high stakes, and avoid bloodshed whenever possible.

Gamblers are famously tellers of tall tales, and might enjoy using their prior exploits, properly embellished, of course, as a means to explore an opponent's tells. Others perfect an air of stoic, soft spoken mystery that unnerves their opponents at the table and forces them into error.

Always calm and collected, true gamblers know when to hold 'em and knows when to fold'em, and never pick a fight they're not sure they can win. When a gambler has decided the odds are in their favor, they can be a terrifying and deadly opponent, reacting with dazzling speed and seemingly never reaching an empty chamber in their firearm.

Some gamblers prefer to keep their skill with a firearm a closely guarded secret, while others enjoy showing off, performing with a firearm for crowds to make ends meet, especially when the chips are down.

INVENTOR

Medium humanoid (any), any alignment

Armor Class 12 (15 with mage armor)

Hit Points 165 (18d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+1)	12 (+1)	14 (+2)	17 (+3)	13 (+1)	16 (+3)

Saving Throws Int +7, Wis +5

Skills Arcana +7, Investigation +7, Nature +11, Perception +5

Senses passive Perception 15

Languages any three languages (usually Goblin and Gnomish)

Challenge 11 (7,200 XP)

Mechanical Tentacle. The inventor can have up to four mechanical tentacles at a time. Each appendage can be attacked (AC 20; 15 hit points; immunity to poison and psychic damage). Destroying an appendage deals no damage to the inventor, which can extrude a replacement tendril on its next turn. An appendage can also be broken if a creature takes an action and succeeds on a DC 15 Strength check against it.



Illustration by Valentino Ferrari

Inventors are master artificers, and can restore ancient technology to working order, or adapt it to new purposes. Their gusto for invention tends to get them into trouble, and occasionally puts the populace they dedicate their lives to helping at risk, however.

Safety Goggles. The inventor's vision is unimpeded by smoke or fog, and they have advantage on saving throws against blindness and deafness.

Spellcasting. The inventor is a 14th-level spellcaster whose spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It has the following artificer spells prepared:

Cantrips (at will): *acid splash*, *eldritch blast*, *light*, *ray of frost*

1st level (4 slots): *absorb elements*, *catapult*^{XGE}, *grease*, *heat metal*

2nd level (3 slots): *spider climb*, *dispel magic*, *haste*

3rd level (3 slots): *protection from energy*, *tiny servant*^{XGE}

4th level (3 slots): *fabricate*, *skill empowerment*^{XGE}

ACTIONS

Wrench. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 (1d10 + 4) bludgeoning damage.

Zapper. *Ranged Spell Attack:* +7 to hit, range 60/120 ft., one target. *Hit:* 22 (4d10) lightning damage. On a hit, the lightning jumps to a second target within 15 feet of the original target, and each is pulled up to 5 feet toward the other.

LEGENDARY ACTIONS

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

Cantrip. The inventor casts a cantrip.

Mechanical Tentacle. *Melee Weapon Attack:* +7 to hit, reach 30/60 ft., one creature. *Hit:* The target is grappled (escape DC 15). Until the grapple ends, the target is restrained, and the rope inventor can't use the same tendril on another target.

Wrench. The inventor makes an attack with its wrench.

LAIR ACTIONS

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

Latest Creation. The inventor summons an ally to a point it can see within 30 feet of itself. Roll a d10 to determine the creature summoned: 1: 1 homunculus; 2-3: 1d4 + 2 bronze scouts^{MTF}; 4-5: 1d4 iron cobras^{MTF}; 6-7: 1d4 + 1 burnished golemite infantry^{TWW}; 8-9: 2 oaken bolters^{MTF}; 10: 1 biomechanical horror^{TWW}. Each option can only be revealed once.

Noxious Gas. Clouds of steam are expelled from machinery scattered around the inventor's lair. The area within 20 feet of each a nozzle becomes heavily obscured. The clouds last until the end of the scientist's next turn or until they are dispersed by a strong wind.



Illustration by Pete Mohrbacher

Ghouls are not a race, nor are they undead, although they are often mistaken for such creatures. “Ghoul” is a common nomenclature for people of any race who share a semi-necrotic condition that increases their lifespans seemingly indefinitely. Eventually, their longevity or change in appearance sets them wandering.

True undead continue to plague the wastes, and in some folk believe ghouls are harbingers of plagues, or infiltrators for the forces of undeath. It is oft repeated fear that a ghoul will “go feral” at some point during their long lives, but others argue that anyone becomes feral if treated the way ghouls are. Who is right is between a being, their gods, and occasionally the firearm between them. Ghouls are sterile and cannot reproduce.

Some ghouls find new purpose and new camaraderie in the natural world, using their hardy biology and relative inedibility to cross dangerous wastelands. A few become the first to discover and care for a pristine wilderness, living out years before visitors stumble into their private haven.

GHOUL DRUID

Medium humanoid (ghoul), any chaotic alignment

Armor Class 13 (leather armor)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	14 (+2)	10 (+0)	18 (+4)	15 (+2)

Saving Throws Int +4, Wis +8

Skills History +4, Medicine +8, Nature +3, Perception +8

Damage Resistances poison, necrotic

Senses passive Perception 18

Languages Druidic plus any two languages

Challenge 8 (3,900 XP)

Spellcasting. The druid is a 10th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). It has the following druid spells prepared:
 Cantrips (at will): *druidcraft*, *infestation*, *shillelagh*, *toll the dead*
 1st level (4 slots): *entangle*, *speak with animals*, *cure wounds*
 2nd level (3 slots): *barkskin*, *healing spirit*^{XGE}, *spike growth*
 3rd level (3 slots): *call lightning*, *plant growth*, *speak with plants*, *daylight*
 4th level (3 slots): *stoneskin*, *blight*
 5th level (2 slots): *scrying*, *mass cure wounds*

ACTIONS

Petrified Wood Quarterstaff. *Melee Weapon Attack:* +4 to hit (+7 to hit with shillelagh), reach 5 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage, or 16 (3d8 + 4) bludgeoning damage with shillelagh.

Player characters can be a Ghoul!

See: *Old Gus' Errata: Tales from the Weird West Player's Handbook*



Illustration by Keren Beyit

GUNSLINGER

Medium humanoid (any race), any alignment

Armor Class 13 (studded leather armor)

Hit Points 75 (10d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	16 (+3)	11 (+0)	13 (+1)	10 (+0)

Skills Acrobatics +6, Perception +5

Senses passive Perception 15

Languages any one language (usually Common)

Challenge 3 (700 XP)

Deadeye (3/Day). As a bonus action, the gunslinger can add 1d10 to its next attack or damage roll with a revolver.

ACTIONS

Multiattack. The gunslinger makes two attacks with its revolver.

Revolver. *Ranged Weapon Attack:* +6 to hit, range 50/100 ft., one target. *Hit:* 6 (1d10 + 3) piercing damage.

LEGIONNAIRE

Medium humanoid (any race), any lawful alignment

Armor Class 13 (studded leather armor)

Hit Points 20 (4d8 + 4)

Speed 30 ft.

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

Skills Perception +3, Survival +3

Senses passive Perception 13

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

Formation Tactics. The soldier has +2 to its AC, and advantage on saving throws against being charmed, frightened, grappled, or restrained while it is within 5 feet of at least one other legionnaire.

ACTIONS

Multiattack. The legionnaire makes one attack with its rifle or two with its bayonet.

Rifle. *Ranged Weapon Attack:* +3 to hit, range 80/240 ft., one target. *Hit:* 8 (1d12 + 2) piercing damage.

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



Illustration by Ariel Perez



Illustration by Saeed Jalabi

The luchador is an individualist, drawing their power from confidence, and eschewing the cloistered, ordered wisdom of monastic orders for raw chaos and charisma of public bouts of personal contest. Heels and heroes, luchadores make a literal larger-than-life show of combat, grappling and twirling one another into submission with the roar of a cheering (or jeering) crowd in their ears.

Some luchadores revel in their ring persona, and adopt it as a full-time identity, while others take great care in preserving a life outside the ring.

Player characters can be a Way of the Luchador Monk!

See: *Old Gus' Errata: Heroes of the Multiverse*

LUCHADOR

Medium humanoid (any race), any alignment

Armor Class 16

Hit Points 60 (8d8 + 24)

Speed 40 ft.

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

Skills Acrobatics +6, Athletics +9, Performance +7

Senses darkvision 60 ft., passive Perception 12

Languages any two languages

Challenge 5 (1,800 XP)

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

Innate Spellcasting. The luchador'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: *pyrotechnics* ^{XGE}

1/day each: *enhance ability*, *jump*, *longstrider*

Mucho Macho Combo. Once on its turn when it hits with an unarmed strike, the luchador can deal an additional 1d8 damage to the target of the attack.

Unarmored Defense. While the luchador is wearing no armor and wielding no shield, its AC includes its Charisma modifier feat (included in its AC).

Unarmored Movement. While the luchador is wearing no armor and wielding no shield, its walking speed increases by 10 feet (included in its speed).

ACTIONS

Multiattack. The luchador makes three melee attacks or grapples (escape DC 14).

Unarmed Strike. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 25 (1d8 + 4) bludgeoning damage.

Pin. The luchador attempts to pin a creature it is grappling. The luchador makes another grapple check. If it succeeds, the luchador and the grappled target are both restrained until the grapple ends.

Sleeper Hold (1/Day). The luchador attempts to subdue a creature it is grappling. Roll 5d8; if the target's current hit points are less than the total, they fall unconscious for 1 minute, or until someone uses an action wake them. This ability has no effect on creatures that do not need to breathe.

REACTIONS

Parry. The luchador adds 2 to its AC against one melee or ranged weapon attack that would hit it. To do so, the luchador must see the attacker.



Illustration by Clonerh!

Marshals are exceptional lawmen, and are given special dispensation from multiple civilizations to hunt outlaws across territories and boundaries. Some are pure idealists, believing their work will make the world a better place, but some are cold-hearted killers, who seek the heads of their quarry with no real sense of justice.

When a job is too big for just one individual, a marshal will form a posse of volunteer deputies to ride with.

Player characters can be an Oath of the Idealist Paladin!

See: *Old Gus' Errata: Tales from the Weird West Player's Handbook*

MARSHAL

Medium humanoid (any race), any lawful alignment

Armor Class 16 (studded leather armor)

Hit Points 144 (17d8 + 68)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	18 (+4)	12 (+1)	17 (+3)	14 (+2)

Saving Throws Wis +4, Cha +4

Skills Athletics +5, Intimidation +5, Survival +6

Senses passive Perception 12

Languages any three languages

Challenge 7 (3,900 XP)

Posse Up. At the start of each of its turns, the marshal designates three allies with 60 feet of it that it can see or hear, each of which gain 5 (1d10) temporary hit points.

Spellcasting. The marshal is a 9th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13). It has the following paladin spells prepared:

1st level (4 slots): *alarm*, *cause fear*, *cure wounds*, *ensnaring strike*

2nd level (3 slots): *branding smite*, *find steed*

3rd level (2 slots): *crusader's mantle*, *nondetection*

ACTIONS

Multiattack. The marshal makes three attacks, choosing from its revolver, rifle or longsword.

Revolver. *Ranged Weapon Attack:* +4 to hit, range 40/80 ft., one target. *Hit:* 9 (1d10 + 3) piercing damage.

Rifle. *Ranged Weapon Attack:* +4 to hit, range 80/240 ft., one target. *Hit:* 10 (1d12 + 3) piercing damage.

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 2) piercing damage.

Rope. The marshal can rope a large or smaller creature within 20 feet of it. The target must succeed a DC 13 Strength or Dexterity (its choice) saving throw or be restrained.

Dreadful Warrant (Recharges after a Short or Long Rest).

The marshal exudes a menacing presence. Each enemy within 30 feet of the marshal must succeed on a DC 12 Wisdom saving throw or be frightened for 1 minute. If a frightened target ends its turn more than 30 feet away from the blackguard, the target can repeat the saving throw, ending the effect on itself on a success.

REACTIONS

Duck and Cover. The marshal adds 3 to its AC against one attack that would hit it. To do so, the sheriff must be able to see its attacker.



Illustration by Silverjow

Combat as a sport never really dies, it only evolves, and the perfectionist is the pinnacle of unarmed combatants: quick, clever, and always able to revenge a blow. They fight in anywhere anyone will pay them what they're worth. Perfectionists defeat their opponents with strength, speed and stamina and a perfectly timed punch. No tricks, no weapons: skill against skill alone.

A perfectionist retains the skills passed down to them through generations of barbarians, and can use all manner of different weapons, but once they enter a rage, most perfectionists simply drop whatever they are holding, preferring to beat their enemy to a bloody pulp using nothing more than their bare hands.

Young perfectionists sculpt their bodies into perfect specimens, and older ones wear their scars like badges of honor, proudly displayed for all to see.

PERFECTIONIST

Medium humanoid (any race), any alignment

Armor Class 15

Hit Points 75 (10d8 + 30)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	17 (+3)	9 (-1)	10 (+0)	16 (+3)

Skills Deception +6, Insight +2, Intimidation +6

Damage Resistances bludgeoning, piercing and slashing from nonmagical attacks

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 4 (1,100 XP)

Float Like a Butterfly. The perfectionist can take the Dash action as a bonus action on each of its turns.

Sting Like a Bee. The perfectionist's punches are magical.

Perfect Specimen (2/Day) The perfectionist grants itself advantage on one Strength, Dexterity or Constitution ability check or saving throw it makes.

Suave Defense. While the perfectionist is wearing no armor and wielding no shield, its AC includes its Charisma modifier (included in its AC).

ACTIONS

Multiattack. The perfectionist makes three attacks with its fists.

Fist. Melee Weapon Attack: +7 to hit, reach 5 ft., one target.
Hit: 10 (1d6 + 5) bludgeoning damage.

REACTIONS

Counterpunch. When a creature makes a melee attack against the perfectionist, it can immediately make one fist attack against its attacker. If it hits, the triggering attack is made at disadvantage.

Player characters can be a Path of the Perfectionist Barbarian!

See: *Old Gus' Errata: Heroes of the Multiverse*



Illustration by Marco Hasmann

Uncanny individuals colloquially known as “powder hounds” are quite literally the children of ancient wars when magic and gunpowder were first harnessed together. Exactly how their powers first entered the bloodlines of these individuals is a story lost to annals of time. Powder hounds have the uncanny ability to sense gunpowder at a distance, a feature that has become the common namesake for their kind. Indeed, most of them are loathe to be separated from the substance, always keeping a quantity on their person, and can be seen inhaling small quantities of it when they think no one else is looking.

Powder hounds often take up mercenary work, bounty hunting, mining through the use of explosives, or other professions where their abilities are at a premium.

Player characters can be a Powder Hound Sorcerer!

See: *Old Gus' Errata: Tales from the Weird West Player's Handbook*

POWDER HOUND

Medium humanoid (any race), any alignment

Armor Class 12 (15 with mage armor)

Hit Points 38 (5d8 + 15)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	16 (+3)	10 (+0)	10 (+0)	16 (+3)

Skills Arcana +4, Medicine +4

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 4 (1,100 XP)

Powder Sense. As an action, the powder hound can sense the location of any gunpowder within 200 feet of itself, including any loaded firearms in the area.

Sorcery Points. The powder hound has 5 sorcery points. It regains all its spent sorcery points when it finishes a long rest. It can spend its sorcery points on the following options:

Heightened Spell: When it casts a spell that forces a creature to a saving throw to resist the spell's effects, the powder hound can spend 3 sorcery points to give one target of the spell disadvantage on its first saving throw against the spell.

Two-Shot. When the powder hound uses its Multiattack, it can 1 sorcery point to make an additional attack with its pistol.

Spellcasting. The powder hound is a 7th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +5 to hit with spell attacks). It has the following sorcerer spells prepared:

Cantrips (at will): *blade ward*, *fire bolt*, *mending*, *poison spray*

1st level (4 slots): *false life*, *mage armor*, *shield*

2nd level (3 slots): *blink*, *levitate*, *scorching ray*

3rd level (3 slots): *fireball*, *slow*, *thunder step*

4th level (1 slots): *freedom of movement*

ACTIONS

Multiattack. The powder hound makes two attacks with its pistols.

Pistol. *Ranged Weapon Attack:* +5 to hit, range 50/100 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Reaction Relocation. A thunderous ring emanates from a point within 60 feet the powder hound can see. Creatures within a 5-foot radius of the point must make a DC Constitution saving throw, taking 7 (2d6) thunder damage on a failure, or half as much on a success.



Illustration by Brad Boedecker

Some rogues, especially those descended from the larger, bulkier races favor a more direct approach than their lithe, graceful counterparts in the trade. Ruffians make a living as criminal enforcers, extorting the proprietors of their honest earnings in exchange for “protection”. If met with resistance, they usually begin by breaking a few objects, and failing that, breaking a few kneecaps - using the first available piece of merchandise at hand to do so.

Bullies at heart, ruffians often employ several other sycophantic thug enforcers.

RUFFIAN

Medium humanoid (any race), any non-lawful alignment

Armor Class 15 (studded leather armor)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

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

Saving Throws Str +5, Dex +4

Skills Athletics +5, Deception +4, Intimidation +7

Senses passive Perception 10

Languages Thieves' cant plus any one language

Challenge 4 (1,100 XP)

Crushing Blows. The ruffian deals double damage to objects.

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

Sneak Attack (1/Turn). The ruffian deals an extra 10 (3d6) 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 ruffian that isn't incapacitated and the ruffian doesn't have disadvantage on the attack roll.

ACTIONS

Unarmed Strike. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 3) bludgeoning damage.

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

Revolver. *Ranged Weapon Attack:* +4 to hit, range 40/80 ft., one target. *Hit:* 6 (1d10 + 3) piercing damage.

Player characters can be a Ruffian Rogue!

See: *Old Gus' Errata: Heroes of the Multiverse*



Illustration by Andrew Sonea

Ancestor worship is common across many peoples of the world, and some within these societies develop deep and lasting relationships with the collective souls of their ancestors, who visit these descendants in visions and dreams, guiding their tribe's future with the collected knowledge and ambition of generations. These individuals often have an ancestor who was a shaman, leader or hero themselves.

Shamen dedicate themselves to their tribe and homeland, serving any number of social functions. Some are spiritual leaders, heroic warriors, trusted healers and valued advisors to tribal leadership all at once. They are also often the keeper of tribal traditions that mark their people's way of life as distinct, although a sign from the ancestors might also tell them that the time to abandon tradition and change has come, leading their people to new lands, new ways or both.

SHAMAN

Medium humanoid (any race), any alignment

Armor Class 15 (hide armor)

Hit Points 49 (11d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	11 (+0)	11 (+0)	18 (+4)	14 (+2)

Saving Throws Wis +6, Cha +4

Skills Medicine +2, Nature +2, Perception +6, Religion +6

Senses passive Perception 10

Languages any two languages

Challenge 4 (1,100 XP)

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

At will: *Speak with animals*

1/day: *Commune with nature, locate animals or plants, spirit guardians*

Spellcasting. The shaman is an 11th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following spells:

Cantrips (at will): *booming blade*^{SCAG}, *druidcraft*, *eldritch blast*, *shillelagh*

1st-5th level (3 5th-level slots): *bane*, *bestow curse*, *conjure animals*, *ceremony*^{XGE}, *control water*, *divination*, *dream*, *healing spirit*^{XGE}, *ray of enfeeblement*, *thunder step*^{XGE}, *warding bond*

ACTIONS

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

Player characters can be an Ancestral Spirit Warlock!

See: *Old Gus' Errata: Heroes of the Multiverse*



Illustration by João Rui

Sheriffs are local lawmen, defending small towns or other localities from those who would do them harm. They typically concern themselves only with local matters, and whatever happens outside their jurisdiction they are bound to ignore, although they can be friendly and will often assist bounty hunters or other lawmen if it suits their town's needs. However, they can be equally unhelpful if they fear escalation or retaliation.

Like all who hold the reins of power, some sheriffs become corrupt, using their power and influence to enrich themselves and terrorizing their own populace using the law as a cudgel.

SHERIFF

Medium humanoid (any race), any lawful alignment

Armor Class 16 (studded leather armor)

Hit Points 60 (8d8 + 24)

Speed 30 ft.

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

Saving Throws Wis +4, Cha +4

Skills Athletics +5, Deception +4, Intimidation +4

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 4 (1,100 XP)

Deputize. At the start of each the sheriff's turns, it chooses up to three creatures it can see within 30 feet of it. Until the end of the sheriff's next turn, each target can add a d4 to its attack rolls and saving throws.

Spellcasting. The sheriff is a 6th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It has the following paladin spells prepared:

1st level (4 slots): *command*, *compelled duel*, *thunderous smite*

2nd level (2 slots): *branding smite*, *calm emotions*, *find steed*, *zone of truth*

ACTIONS

Multiattack. The sheriff makes two attacks, choosing from its pistol or sabre.

Sabre. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Revolver. *Ranged Weapon Attack:* +4 to hit, range 40/80 ft., one target. *Hit:* 6 (1d10 + 3) piercing damage.

Shotgun (Recharge 4—6). Creatures in a 15-foot cone must succeed a DC 15 Dexterity saving throw or take (10) 3d6 piercing damage.

REACTIONS

Duck and Cover. The sheriff adds 3 to its AC against one attack that would hit it. To do so, the sheriff must be able to see its attacker.

Player characters can be an Oath of the Idealist Paladin!

See: *Old Gus' Errata: Tales from the Weird West Player's Handbook*



Illustration by Nicole Cardiff

The name “tattoosionist” is initially misleading: it comes from their ability to create tattoos that shift and animate upon their skin, for example a snake slithering around an arm. But this is no illusion: there is a very real *snake* inside their arm, and it can do far more than slither around. Tattoosionists are psionic artificers that abandon their labors upon unliving items, instead using alchemical inks and their own body as their workshop, animating the images upon their skin and use them for anything they desire: as a third hand, moving heavy objects, pulling a wagon-cart, even self-defense.

Tattoosionists take pride in their artistry and individuality, and prefer clothing and armor that allows them to display portions of their labors, although you quite literally never know what they might have hidden up their sleeve.

Customizing a Tattoosionist NPC

Consider customizing your tattoosionist NPC with any creature of a challenge rating that matches the spell slots listed, or create even more powerful tattoosionists able to summon even more powerful creatures!

Player characters can be a Tattoosionist Artificer!

See: *Old Gus' Errata: Heroes of the Multiverse*

TATTOOSIONIST

Medium humanoid (any race), any alignment

Armor Class 15 (studded leather armor)

Hit Points 49 (9d8 + 9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	13 (+1)	10 (+0)	16 (+3)	17 (+3)

Saving Throws Wis+6, Cha+6

Skills Arcana +3, Perception +6, Performance +6

Senses passive Perception 16

Languages any three languages

Challenge 7 (2,300 XP)

Tattoosion. The tattoosionist is a 7th-level spellcaster that uses Charisma as its spellcasting ability. As an action, the tattoosionist can expend a spell slot and animate a construct of creature from one of its tattoos to a space within 30 feet of it that it can see. The creature has all of its usual statistics, but has 35 hit points, its creature type is construct, it cannot speak, its Intelligence and Charisma scores are 1, and it can't be charmed, exhausted, frightened, paralyzed, petrified, or poisoned. The constructs share their master's initiative count, and obey their mental commands (no action required). The tattoosionist can sustain two such constructs at a time. A construct remains until the tattoosionist recalls it using a bonus action, the tattoosionist is incapacitated, or the construct dies. When the tattoosionist completes a long rest, their constructs regain any missing hit points, and they can prepare new tattoo constructs with their available slots.

The tattoosionist has the following tattoos prepared:

1st level (4 slots, CR 1/4): *constrictor snake (2)*, *flying sword*, *winged kobold*

2nd level (3 slots, CR 1/2): *orc (2)*, *worg*

3rd level (3 slots, CR 1): *brass dragon wyrmling*, *hippogriff*, *lion*

4th level (1 slot, CR 2): *peryton*

ACTIONS

Multiattack. The tattoosionist makes two attacks with its psionic knuckles or one with its psionic needles.

Psionic Knuckles. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 3) bludgeoning damage plus 6 (1d10) force damage.

Psionic Needles. *Ranged Weapon Attack:* +7 to hit, range 120 ft., one target. *Hit:* 8 (3d10) piercing damage.

REACTIONS

Psionic Boost. When the tattoosionist causes a construct under its control to deal an additional 5 (1d8) force damage.



Illustration by Tess Eisinger

The Way of the Rolling stone teaches its students to wander their entire lives until there is somewhere worth staying: it might be a noble cause or a safe place to spend a harsh season. Eventually when the bad weather (or trouble) clears, the way of the rolling stone is to continue their journey.

They can be stoic, stubborn, or patient to the point of indolence, but when the time for action arises, they become an avalanche of fury, and an immovable object if they have decided to stand their ground.

Player characters can be a Way of the Rolling Stone Monk!

See: *Old Gus' Errata: Heroes of the Multiverse*

WAY OF THE ROLLING STONE MONK

Medium humanoid (any race), any alignment

Armor Class 15

Hit Points 53 (7d8 + 21)

Speed 40 ft.

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

Skills Athletics +6, Insight +5, Nature +3, Perception +5

Senses tremorsense 10 ft., passive Perception 15

Languages any two languages

Challenge 5 (1,800 XP)

Magic Fists. The monk's unarmed strikes are magical.

Monk Training. As a bonus action, the monk can take the Dash or Disengage action. If the monk takes its Multiattack option, it can use its bonus action to make one additional unarmed strike.

Spellcasting. The monk is a 5th-level spellcaster that uses Wisdom as its spellcasting ability (spell save DC 13, +5 to hit with spell attacks). It has the following spells prepared:

Cantrips (at will): *mold earth*^{XGE}

1st level (4 slots): *catapult*^{XGE}, *earth tremor*^{XGE}

2nd level (2 slots): *earthbind*, *Maximilian's earthen grasp*^{XGE}

Unarmored Defense. While the monk is wearing no armor and wielding no shield, its AC includes its Wisdom modifier feet (included in its AC).

Unarmored Movement. While the monk is wearing no armor and wielding no shield, its walking speed increases by 10 feet (included in its speed).

ACTIONS

Multiattack. The monk makes two attacks with its unarmed strikes.

Unarmed Strike. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 3) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +5 to hit, range 20/60., one target. *Hit:* 8 (1d8 + 3) bludgeoning damage.

Stone Punch (Recharge 5—6). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 28 (8d6) bludgeoning damage. The targets must succeed a DC 13 Strength saving throw or be pushed up to 30 feet away from the monk.

REACTIONS

Deflect Missiles. The monk deflects or catch the missile when hit by a ranged weapon attack, reducing the damage by 1d10 + 8. If the damage is reduced to 0, it can immediately make one rock attack.