

RADIANCE QUASIELEMENTAL

Source: *2e Planescape Monstrous Compendium*.

Where the Elemental Plane of Fire borders the Positive Energy Plane, the Quasi-Elemental Plane of Radiance lies- a region of inescapable brightness, flashing colors, and eternal light. Though this region is exotic and dangerous, it is home to quasi-elementals just as the other quasi-elemental planes are.

An inexperienced planar explorer could easily mistake a radiance quasielemental for a **lightning quasielemental**, for it, too, appears to be a glowing ball of energy. However, a radiance quasielemental emits a steady, even glow, sometimes changing color, rather than being surrounded by constant chaotic arcs of lightning.

Largely Immobile. On their home plane, radiance quasielementals form small **collections** of up to six individuals. They rarely even move while there, preferring to simply bask in the radiance and enjoy peaceful contemplation. If disturbed, though, radiance quasi-elementals are quite temperamental.

Radiance Quasielemental Brilliance
Challenge Rating. When assessing the Challenge Rating of a radiance quasielemental brilliance, increase its effective AC and attack bonus by 2 because of its ability to blind

Radiance Quasielemental Treasure. A radiance quasielemental doesn't usually collect treasure.

Radiance Quasielemental

Large Elemental (Fire), always neutral

Armor Class 16

Hit Points 65 (10d10+10)

Speed 0 ft., fly 90 ft.

**STR 10 (+0), DEX 15 (+2), CON 16 (+3),
INT 6 (-2), WIS 14 (+2), CHA 7 (-2)**

Damage Resistances bludgeoning, piercing, and slashing that isn't magic

Damage Immunities poison, radiant

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

Senses darkvision 60 ft., passive Perception 12

Languages Ignan

Challenge 5 (1,800 xp) **Prof** +3

Illumination. The quasielemental sheds bright light for 100' and dim light for 200'.

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

Darkness Susceptibility. If a spell that creates darkness is cast directly on the radiance quasielemental, it suffers 3 (1d6) damage per level of the spell slot used to cast that spell.

Unusual Nature. The quasielemental needs no air, food, drink, or sleep.

ACTIONS

Multiattack. The quasielemental attacks three times with radiant beams.

Radiant Beam. *Ranged Spell Attack:* +5 to hit, range 120 ft., one target. *Hit:* 10 (3d6) radiant damage.

REACTIONS

Blinding Pulse (1/day). When the quasielemental becomes bloodied, it emits a blinding flash of light. Each creature within 30' must make a DC 14 Dex save, being blinded until the end of the creature's next turn on a failure.

Radiance Quasielemental Brilliance

The radiance quasielemental brilliance uses the Radiance Quasielemental stat block with the following changes.

- It has 110 (17d10+17) hit points.
- Its Light Body trait does 11 (2d10) damage.
- Its Radiant Beam does 16 (3d10) damage, and a struck target must make a DC 13 Dex save or be blinded until the end of its next turn.
- Its Challenge Rating is 8 (3,900 xp).

Radiance Quasielemental Flicker

The radiance quasielemental flicker uses the Radiance Quasielemental stat block with the following changes.

- It has 1 hit point (minion).
- It is immune, not resistant, to bludgeoning, piercing, and slashing damage that isn't magic.
- It is worth 360 xp.

The flicker has the following additional Trait.

- **Minion.** A missed attack never damages a minion, and a successful save prevents all damage the minion would take from an effect.

Radiance Quasielemental Incandescent Sphere

The radiance quasielemental incandescent sphere uses the Radiance Quasielemental stat block with the following changes.

- It is Huge.
- It has 171 (18d12+54) hit points.
- It also has resistance to fire damage.
- Its Radiant Beam is +6 to hit and does 16 (3d10) radiant plus 10 (3d6) fire damage.

- Its Blinding Pulse reaction option has a save DC of 15.
- Its Challenge Rating is 10 (5,900 xp).
- Its proficiency bonus is +4.

RADIANT SERVANT

Source: 3e *Complete Divine*.

A radiant servant is a champion of a Sun or Light venerating faith. A beacon of light and hope for oppressed Humanoids and a sign of doom for Undead, a radiant servant channels the power of the Sun through itself constantly.

Radiant servants sometimes form **orders** that serve specific areas, peoples, or missions, such as tending to those who seek to penetrate a dangerous dungeon. Radiant servants are usually willing to heal non-hostile strangers, and will often host travelers overnight, offer guidance and prayers to support them, and resupply those in need of victuals. Other radiant servants wander alone, seeking the opportunity to do good for any they encounter who are in need.

Becoming a Radiant Servant. Only the most good at heart can ever hope to attain the status of a radiant servant. However, even the most actively good Sun worshiper can't be assured of ascension to radiant servant status. Instead, radiant servants are seemingly chosen and empowered by the Sun itself. No one is sure what influences the choice, and it seems to happen automatically.

Radiant Servant Allies. A radiant servant often allies with various types of Celestials, especially **angels**. **Priests**, **archpriests**, and **acolytes** often work alongside a radiant servant, striving to emulate the radiant servant and eventually earn a similar status for themselves.

Radiant Servant Treasure. A radiant servant has a 25% chance each to have 2d6 x 10 sp, 3d6 x 10 gp, and 1d4 spell scrolls; as well as a 10% chance each to have 1 rod et. al., 1 piece of magic armor, 1 magic weapon, and 1 random magic item.

On the rare occasions when an order of four to ten radiant servants lair together, the lair also has a 30% chance each of having 1d20 x 100 gp, 1d8 scrolls, and 3d6 x 10 gp in trade goods.

Radiant Servant

Medium Humanoid (Cleric), often lawful good

Armor Class 20 (plate and shield)

Hit Points 66 (12d8+12)

Speed 30 ft.

STR 13 (+1), **DEX** 9 (-1), **CON** 13 (+1),

INT 10 (+0), **WIS** 17 (+3), **CHA** 15 (+2)

Skills Medicine +6, Persuasion +5, Religion +3

Damage Immunities radiant

Condition Immunities blinded

Senses passive Perception 13

Languages Common, Celestial

Challenge 5 (1,800 xp)

Prof +3

Lifelight. Undead within 50' of the radiant servant that are in bright light gain vulnerability to radiant damage.

Solar Aura. The radiant servant sheds bright light in a 30' radius and dim light in a 60' radius. An Undead creature that starts its turn in the aura takes 4 (1d8) radiant damage.

ACTIONS

Mace. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d6+1) bludgeoning damage plus 13 (3d8) radiant damage.

Holy Beam (recharge 5-6). The radiant servant creates a beam of light 10' wide and 90' long. Each bloodied ally in the beam regains 7 (2d6) hit points, and each enemy in the beam must make a DC 14 Dex save, taking 22 (4d10) radiant damage on a failure.

Radiant Burst (1/day). The radiant servant emits a flash of brilliant light in a 30' radius. Each allied living creature in the light regains 30 (6d8+3) hit points, and each enemy in the light must make a DC 14 Dex save, taking 45 (10d8) radiant damage on a failure or half that on a success.

Spellcasting. The radiant servant casts one of the following spells, using Wisdom as the spellcasting ability (save DC 14, +6 to hit).

At Will- *Guidance, light, sacred flame* (2d8).

2/day- *Cure wounds, lesser restoration.*

1/day- *Cure wounds* (3d8+3), *detect evil and good, dispel magic, protection from evil and good.*

BONUS ACTIONS

Blinding Word (2nd level spell) (1/day). The radiant servant speaks a holy word. Each other creature within 10' must make a DC 14 Wis save, being blinded for 1 minute (save ends) on a failure.

RADIATION-AFFECTED CREATURE TEMPLATES

Source: Homebrew.

In Cydra, a creature that is exposed to enough radiation may acquire one of three related templates: *Radiation Cripple*, *Radiation Mutant*, or *Radiation Superpowered Mutant*, all three of which are presented below, along with an example creature that has been affected by each template in turn.

The most common source of radiation is exposure to artifacts of the ancient Miloxi Empire, but other possibilities exist, such as rocks that have fallen from the sky, portals to certain very dangerous alternate materia4l planes, the taint of Far Realm influence, etc.

Certain sophisticated cultures have developed different types of radiation, including alpha and gamma radiation, which tend towards certain types of mutation. A gamma mutant usually ends up as some shade of green and generally has exaggerated physical or mental abilities, for instance, while alpha mutants tend toward psionic mutations.

RADIATION CRIPPLE

Source: Homebrew.

A radiation cripple can be any creature that isn't an Elemental. It has been severely weakened by exposure to radiation. It changes in the following ways. (These overlap with the changes from the Radiation Mutant template, rather than stacking, as the two templates often come in sequence.)

Type: The creature becomes an Aberration.

Armor Class: If the creature has natural armor, it is reduced by 2 points.

Ability Scores: One of the creature's ability scores other than Constitution, determined at random, is reduced by 8. If this reduces it to 0 or below, the creature is permanently paralyzed. All of the creature's other ability scores other than Constitution are reduced by 2.

Damage Resistances: The creature gains resistance to poison damage.

Traits: The creature becomes immune to disease. In addition, when it is exposed to radiation, it reduces the amount of exposure it suffers by 3.

Challenge Rating: Refigure from scratch, since the effects of the template can have such a varied effect on the creature's combat abilities.

Treasure: A radiation cripple has 1/10 the normal treasure (round down).

Radiation Cripple Thug

Medium Aberration, any non-good alignment

Armor Class 10 (leather armor)

Hit Points 32 (5d8+10)

Speed 30 ft.

STR 7 (-2), **DEX** 9 (-1), **CON** 14 (+1),
INT 6 (-2), **WIS** 8 (-1), **CHA** 9 (-1)

Skills Intimidation +1

Damage Resistances poison

Senses passive Perception 9

Languages Common

Challenge 0 (10 xp) **Prof** +2

Immunity to Disease. The thug is immune to disease.

Radiation Resistance. When the thug is exposed to radiation, it reduces the amount of RADs it gains by 3.

ACTIONS

Multiattack. The thug makes two melee attacks.

Mace. Melee Weapon Attack: +0 to hit, reach 5 ft., one target. *Hit:* 1 (1d6-2) bludgeoning damage.

Heavy Crossbow. Ranged Weapon Attack: +1 to hit, range 100/400 ft., one target. *Hit:* 4 (1d10-1) piercing damage.

RADIATION MUTANT

Source: Homebrewed.

A radiation mutant can be any creature that isn't an elemental. It has been weakened by exposure to radiation. It changes in the following ways.

Type: The creature becomes an Aberration.

Armor Class: If the creature has natural armor, it is reduced by 2 points.

Ability Scores: One of the creature's ability scores other than Constitution, determined at random, is reduced by 4. If this reduces it to 0 or below, the creature is permanently paralyzed.

Damage Resistances: The creature gains resistance to poison damage.

Traits: The creature becomes immune to disease. In addition, when it is exposed to radiation, it reduces the amount of exposure it suffers by 3.

Challenge Rating: Refigure from scratch, since the effects of the template can have such a varied effect on the creature's combat abilities.

Treasure: Radiation mutants have half the quantity of treasure normal for them (round down).

Radiation Mutant Thug

Medium Aberration, any non-good alignment

Armor Class 11 (leather armor)

Hit Points 32 (5d8+10)

Speed 30 ft.

STR 15 (+2), **DEX** 11 (+0), **CON** 14 (+1),

INT 6 (-2), **WIS** 10 (+0), **CHA** 11 (+0)

Skills Intimidation +2

Damage Resistances poison

Senses passive Perception 10

Languages Common

Challenge ½ (100 xp) **Prof** +2

Immunity to Disease. The thug is immune to disease.

Radiation Resistance. When the thug is exposed to radiation, it reduces the amount of RADs it gains by 3.

ACTIONS

Multiattack. The thug makes two melee attacks.

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

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

RADIATION SUPERPOWERED MUTANT

Source: Homebrew.

A powerful mutant undergoes a triumphant transformation and is enhanced by radiation. If it has the Radiation Mutant or Radiation Cripple template, it loses that template and its effects are removed from the creature. Then modify the creature in the following ways.

Type: The creature becomes an Aberration.

Armor Class: The creature's natural armor increases by 2 points.

Speed: The creature's land speed increases by 10'.

Ability Scores: One of the creature's ability scores, determined at random, increases by 4, as does the creature's maximum in that score.

Special Abilities: The creature gains immunity to radiation. In addition, it gains one of the following special abilities, determined at random:

d% Roll	Ability
01-10	Breath weapon (1/long rest): 20' cone; acid, cold, fire, lightning, or thunder, 6d10 damage, Con save for half
11-20	Bite attack: Proficient, deals 1d6 piercing and 2d10 poison damage.
21-40	Innate spell (1/long rest): Gain random 4 th through 6 th level spell using Con as casting ability, cast with a 6 th level slot.
41-60	Innate spell (1/short rest): Gain random 1 st through 3 rd level spell using Con as casting ability, cast with a 3 rd level slot.
61-70	Gain blindsight 60'.
71-90	Gain immunity to acid, cold, fire, lightning, poison, psychic, radiant, or thunder.
91-00	Reduce critical severity on self by 3d6.

Treasure: A radiation superpowered mutant has twice the quantity of treasure normal for its type of creature.

Radiation Superpowered Mutant Thug

Medium Aberration, any non-good alignment

Armor Class 12 (natural armor)

Hit Points 32 (5d8+10)

Speed 40 ft.

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

Skills Intimidation +2

Damage Immunities lightning, poison

Condition Immunities poisoned

Senses passive Perception 12

Languages Common

Challenge ½ (100 xp) **Prof** +2

Immunity to Radiation. The thug is immune to radiation.

ACTIONS

Multiattack. The thug makes two melee attacks.

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

Heavy Crossbow. Ranged Weapon Attack: +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

RADIOACTIVE MUTANT

Source: Homebrew.

Long ago, the ancient Miloxi Empire employed a strange form of energy channeled through weird crystals. Even now, millennia later, the remnant crystals pose a danger to creatures exposed to them. Usually, an exposed creature sickens, and sometimes it even dies. A few that survive high exposures are changed, warped and mutated by this strange radiation, mutating in a myriad of unpredictable ways.

A Variety of Responses to Mutation. Some radioactive mutants congregate together, drawn to the source of their mutation either by a physical need or by some more subtle, perhaps even spiritual, call. Others wander the world alone, bitter at their deformity. Individual reactions to becoming a mutant vary almost as much as the creatures that are mutated themselves.

More than One Source. While the vast majority of mutating radiation comes from ancient Miloxi artifacts or locations that were once sites of interest to their long-vanished empire, there are other sources of mutation. The green starmetal that is sometimes found within meteorites and studied by the green star adepts can produce dangerous levels of radiation in some cases. Deep in the Underdark, some caverns produce weird radiations that interfere with teleportation and scrying, and at their most intense, these caves, too, can deliver enough radiation to mutate creatures.

Why Not the Radiation-Affected Creature Templates? Radioactive mutants are radiation-affected, but they aren't consistent with the templates above. A radioactive mutant might be a member of a true-breeding species that has ancestral radiation exposure, or a unique creature mutated by its own exposure. In any case, it is an exception to the typical progress of radiation and mutation in Cydra.

One thing all radioactive monsters should have in common is an ability to inflict RADs on creatures, either by using an ability of some kind or just through their very presence.

Radioactive Behemoth

A radioactive behemoth might be an **ogre**, **cyclops**, or other large Humanoid or Giant. Whatever its original species, it has been exposed to a horrendous dose of radiation and is slowly dying, giving off dangerous energies all the while.

Radioactive Behemoth Treasure. A radioactive behemoth has a 10% chance each to have 1d6 x 100 sp, ep and gp; as well as a 5% chance each to have 1d6 gems and 1 random magic item.

A **gang** of two to eight radioactive behemoths instead has a 15% chance each to have 1d8 x 200 sp, ep and gp; as well as a 5% chance each to have 2d6 gems and 1 random magic item.

A **mess** of nine or more radioactive behemoths instead has a 20% chance each to have 1d6 x 500 sp, ep and gp, as well as a 5% chance each to have 2d10 gems and 1d3 random magic items.

Large Aberration, usually chaotic evil

Armor Class 11 (hide)
Hit Points 54 (12d10-12)
Speed 40 ft.

**STR 19 (+4), DEX 9 (-1), CON 8 (-1),
INT 5 (-3), WIS 10 (+0), CHA 10 (+0)**

Saving Throws Con +1, Wis +2
Damage Resistances radiant, poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 10
Languages Common, Giant
Challenge 3 (700 xp) **Prof** +2

Inexorable Doom. The radioactive behemoth cannot regain hit points.

Liquify. When the radioactive behemoth dies, it liquifies, forming a 5' diameter pool of stinking fluid. For the next 24 hours, each creature that ends its turn within 5' of the pool is poisoned for 1 minute. It can make a DC 9 Constitution save at the end of each of its turns to end this effect.

A creature in the pool's space gains 1 RAD per minute.

The pool dries up after 24 hours, leaving a foul stain behind.

Radioactive Flux. When a creature starts its turn within 5' of a radioactive behemoth, it takes 3 (1d6) poison damage and 3 (1d6) radiant damage and must make a DC 11 Constitution saving throw or gain 1 RAD.

ACTIONS

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

REACTIONS

Rampage. When an enemy makes an opportunity attack against the radioactive behemoth, it can use its reaction to make a greatclub attack against that enemy.

Radioactive Leviathan

A radioactive leviathan began life as a whale, gigantic shark, or other form of Gargantuan sea life. Now it is something else- a unique monster that swims the seas, surrounded by a cloud of hot water that sickens anything that comes too close.

Radioactive Leviathan Treasure. A radioactive leviathan doesn't collect treasure.

Gargantuan Aberration, usually chaotic evil

Armor Class 15 (natural armor)
Hit Points 290 (20d20+80)
Speed 10 ft., swim 50 ft.

**STR 24 (+7), DEX 10 (+0), CON 18 (+4),
INT 12 (+1), WIS 15 (+2), CHA 8 (-1)**

Damage Resistances cold, force, poison, radiant
Senses blindsight 120 ft., passive Perception 12
Languages Aquan, Whale
Challenge 14 (11,500 xp) **Prof** +5

Roiling Aura. While it is in the water, the leviathan is surrounded by an aura that extends 20' in every direction. Within this aura, the water is foul and hot. A creature in this aura doesn't gain resistance to fire damage for being underwater.

A creature that ends its turn in the aura takes 5 (1d10) fire damage and must succeed on a DC 17 Con save or be poisoned until the end of its next turn. A creature that fails this save by 5 or more also gains 1 RAD.

ACTIONS

Bite. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 33 (4d12+7) piercing plus 55 (10d10) fire damage.

RADIOCRYSTAL GOLEM

Source: Homebrew.

A radiocrystal golem is an ancient remnant of the Miloxi Empire. Often given feline features, radiocrystal golems have usually been out of the control of any would-be master for eons, and are likely to rest in some hidden, buried, or even extraplanar refuge until disturbed. An immobile radiocrystal golem resembles a 13' tall statue (usually of a tabaxi) made out of violet crystal.

Sages have long speculated about the purpose behind a golem that irradiates everything around it. Many suspect that the radiation emitted by these golems is a result of a gradual breakdown in their structure, rather than a desire effect of their construction.

Because of this dangerous radiation, a radiocrystal golem is extremely unlikely to be found in close proximity to living things (with those things possibly being **radiation-affected creatures** or **radioactive mutants**).

Radiocrystal Golem Treasure. Radiocrystal golems don't collect treasure.

Radiocrystal Golem

Large Construct (Golem), always unaligned

Armor Class 17 (natural armor)

Hit Points 136 (16d10+48)

Speed 30 ft.

**STR 21 (+5), DEX 8 (-1), CON 16 (+3),
INT 1 (-5), WIS 10 (+0), CHA 8 (-1)**

Saving Throws Str +9, Dex +3, Cha +3

Damage Resistances necrotic; bludgeoning, piercing and slashing that isn't adamantite or magic

Damage Immunities poison, radiant

Condition Immunities charmed, exhaustion,

frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands creator but can't speak

Challenge 10 (5,900 xp) **Prof** +4

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

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

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

Radioactive Aura. The golem emanates radiation in an aura that extends 15' around it. A creature that ends its turn in the aura gains 1 RAD. If the golem is bloodied, the creature instead gains 1d3 RADs.

Unusual Nature. The golem doesn't need air, food, drink, or sleep.

ACTIONS

Multiattack. The golem makes two Slam attacks.

Slam. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (2d8+5) bludgeoning damage, plus 11 (2d10) poison damage and 11 (2d10) radiant damage. In addition, the target gains 1d4 RADs.

Radiocrystal Golem Leaker

The radiocrystal golem leaker uses the Radiocrystal Golem stat block with the following changes.

- Its Radioactive Aura extends 30' inflicts 1d3 RADs, or 1d6 RADs if the golem is bloodied.

Radiocrystal Golem Tihasi Lir

A tihasi lir is a larger (40' tall), more powerful type of radiation golem that has several specialized features leading scholars to believe that it was used for great works of labor, clearing vast tracts of land, and the like.

Gargantuan Construct (Golem), always unaligned

Armor Class 24 (natural armor)

Hit Points 248 (16d20+80)

Speed 40 ft.

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

Saving Throws Str +12, Dex +4, Cha +4

Damage Resistances necrotic; bludgeoning, piercing and slashing that isn't adamantine or magic

Damage Immunities poison, radiant

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

Senses darkvision 60 ft., passive Perception 10

Languages understands creator but can't speak

Challenge 16 (15,000 xp) **Prof** +5

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

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

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

Radioactive Aura. The golem emanates radiation in an aura that extends 30' around it. A creature that ends its turn in the aura gains 1 RAD. If the golem is bloodied, the creature instead gains 1d3 RADs.

Unusual Nature. The golem doesn't need air, food, drink, or sleep.

ACTIONS

Multiattack. The golem makes two Slam attacks.

Slam. Melee Weapon Attack: +12 to hit, reach 10 ft., one target. **Hit:** 25 (4d8+7) bludgeoning damage, plus 11 (2d10) poison damage and 11 (2d10) radiant damage. In addition, the target gains 1d4 RADs.

Cone of Flames (recharge 5-6). The golem creates a 50' cone of flames that extends from its hands. Each creature in the cone must make a DC 18 Dex save, taking 55 (10d10) fire damage on a failure or half that on a success.

BONUS ACTIONS

Feat of Strength (recharges after a short or long rest). For the next minute, whenever the golem makes a Strength check, it gets a result of 20 on the die without rolling.

RAGE DRAKE

Source: 3e *Monster Manual* 3.

A rage drake is a large, angry drake that can only be domesticated through repeated physical abuse. Vicious and full of hate, rage drakes live solitary existences except when seeking a mate, rarely tolerating creatures of any size near them. A rage drake has a feline build, similar to that of true **dragons**, with dull, deep red scales. It is usually around 12' long and can weigh as much as 6,000 lbs. Unlike true dragons, rage drakes don't have wings.

Deliberate Creations? A few scholars have suggested that rage drakes are the deliberate creation of some mastermind or other that sought to create a mount with the physical power of a dragon but one capable of being truly domesticated. Of course, since no drake is ever really, truly domesticated, this proposition has come in for round mockery by the majority of the drake-studying community.

Purchasing a Rage Drake. While it might not be the best idea to buy one, rage drakes are sometimes available for around 50,000 gp.

Rage Drake Treasure. A rage drake doesn't collect treasure, and in fact, it likes to eat gemstones.

Rage Drake

Large Dragon (Drake), usually chaotic evil

Armor Class 17 (natural armor)

Hit Points 147 (14d10+70)

Speed 60 ft.

**STR 22 (+6), DEX 17 (+3), CON 20 (+5),
INT 4 (-3), WIS 12 (+1), CHA 10 (+0)**

Skills Perception +4, Stealth +6

Condition Immunities paralyzation

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 14

Languages can't speak but understands Draconic

Challenge 8 (3,900 xp) **Prof** +3

Reckless. At the start of its turn, the rage drake can choose to gain advantage on its attacks until the end of its turns, and attacks on the drake have advantage until the start of its next turn.

ACTIONS

Multiattack. The rage drake makes three attacks: one with its Bite and two with its Claws.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d6+6) piercing damage.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (1d8+6) slashing damage.

BONUS ACTIONS

Rend. If the drake hits the same creature with all three attacks this turn, it makes two additional Claw attacks against that target.

Rage Drake Abyssal Warbeast

The rage drake Abyssal warbeast uses the Rage Drake stat block with the following changes.

- Its AC is 18 (natural armor).
- It has 210 (20d10+100) hit points.
- It has immunity to fire and poison damage.
- It is also immune to the poisoned condition.
- Its attack and skill bonuses increase by 1.
- Its Challenge Rating is 11 (7,200 xp).
- Its proficiency bonus is +4.

It has the following additional Action option.

- **Evil Cloud (1/day).** The drake creates a 20' diameter cloud of darkness centered on a point it can see within 120'. The cloud lasts as long as the drake concentrates, up to 1 minute. Each creature in the cloud when it forms, or that starts its turn in it, must make a DC 12 save or be blinded for 1 minute (save ends). While blinded in this way, the creature takes 22 (4d10) necrotic damage at the start of each of its turns.

The drake has the following additional Bonus Action option.

- **Move Cloud.** If the drake's Evil Cloud is active, the drake moves it up to 15'.

RAGEWIND

Source: 3e *Monster Manual* 2.

A ragewind, also sometimes referred to as a **sword spirit**, appears as a whirlwind filled with rust and bits of metal, with dozens of swords, axes, and other weapons whirling within it, often clashing against each other. It is the embodied wrath of a collection of dead warriors. Usually found on the battlefields of Acheron, a ragewind might be found at the site of any great battlefield.

A ragewind is the undead spirit of a great warrior who gave their life in a useless battle. Typically reluctant to stray far from the scene of its demise, the spirit normally wanders the wreckage of lives lost and ruined equipment invisibly and intangibly. However, when a living creature moves onto the battlefield without displaying proper reverence, the spirit becomes agitated. In only a few moments, it begins to gather the weapons about it, forming its whirling body and attacking.

When a ragewind slays a victim, it feeds, slowly gaining greater and greater power as it does so. It is said that some ragewinds on Acheron are able to form whirlwinds that encompass the entire battlefield that they haunt, attacking hundreds or even thousands of victims simultaneously.

Ragewind Victims. Humanoid creatures slain by the ragewind and not removed from the field of battle that it haunts often rise in a few days as **ghouls** or **specters**.

Ragewind Treasure. Ragewinds don't collect treasure, but there is a 25% chance that it contains 1 (1-3) or 1d4 (4-6) magic weapons.

Ragewind

Large Undead, always lawful evil or neutral evil

Armor Class 21 (natural armor)

Hit Points 263 (31d10+93)

Speed 0 ft., fly 120 ft.

**STR 17 (+3), DEX 20 (+5), CON 16 (+3),
INT 13 (+1), WIS 13 (+1), CHA 12 (+1)**

Damage Immunities poison; bludgeoning, piercing, and slashing that isn't magic

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

Senses blindsight 60 ft., passive Perception 11

Languages Common

Challenge 13 (10,000 xp) **Prof** +5

ACTIONS

Multiattack. The ragewind makes three Longsword attacks and three Greataxe attacks.

Longsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) slashing damage.

Greataxe. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d12+3) slashing damage.

Bladed Whirlwind (Recharge 5-6). Each creature within 5' of the ragewind's space must make a DC 16 Strength saving throw. On a failure, a target takes 10 (2d6+3) bludgeoning damage and is drawn into the ragewind's space if it is Medium or smaller. A creature drawn into the whirlwind also suffers 13 (3d6+3) slashing damage and is restrained until the end of the ragewind's next turn or until the ragewind moves away from it.

If the saving throw is successful, the target takes half the bludgeoning damage and isn't drawn into the ragewind.

Invisibility. The ragewind becomes invisible for as long as it concentrates or until it attacks.

RAGGAMOFFYN

Source: 3e *Monster Manual* 2.

Raggamoffyns are constructs, but are the result of leftover magic interacting with scraps of debris and detritus, rather than being deliberate creations. Raggamoffyns almost always form in urban areas, and often congregate in garbage dumps or similar places. They are secretive and prefer to conceal their activities and even existence from other creatures. Raggamoffyns offer secretly form societies of the discarded, including members of all types of raggamoffyn. They often welcome orphans and other outcasts into their midst, and sometimes become very protective of their friends, even to the point of harming associates of their humanoid friends who try to get those friends to return to humanoid society.

There are a number of types creatures closely related to the raggamoffyn, each composed of different types of discarded material. These include the **shrapnyl**, **tatterdemanimal**, and **guttersnipe**, as well as the common raggamoffyn.

A common raggamoffyn looks like a collection of mismatched clothes, including gloves, boots, shirts, and the like. The clothing is in better repair than the things that make up most raggamoffyns.

Seeks a Host. More than anything else, a raggamoffyn seeks to take control of a host, wrapping itself around a creature and assume control of it. When it has no further use for a host, it might release it, but is more likely to kill it or lead it to its doom. Sadly, many raggamoffyns use children as hosts, since they need creatures smaller than themselves.

Raggamoffyn Treasure. Raggamoffyns don't collect treasure.

Raggamoffyn

Medium Construct (Raggamoffyn), always neutral

Armor Class 15

Hit Points 26 (4d8+8)

Speed 30 ft., fly 30 ft.

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

Skills Stealth +4

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyze, petrified, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 12

Languages can't speak but understands Common

Challenge 2 (450 xp) **Prof** +2

Damage Transfer. While attached to a creature, the raggamoffyn takes only half the damage done to it (rounded down) and the creature takes the other half.

ACTIONS

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) bludgeoning damage. If the target is Small or smaller, it must also make a DC 12 Dexterity save, or the raggamoffyn grapples it (escape DC 12).

Wrap. A creature grappled by the raggamoffyn must make a DC 12 Dexterity save or the raggamoffyn wraps itself tightly around the creature and attaches to it. At the end of the creature's next turn, it must succeed on a DC 13 Wisdom save or become charmed by the raggamoffyn. While charmed, it obeys the raggamoffyn's telepathic commands.

The target can repeat the save each time it takes damage, ending the effect on a success, but if it fails three such saves, it stops making saves and remains charmed until the raggamoffyn is killed, the grapple ends, or another effect removes the charmed condition.

Crush. One creature wrapped by the raggamoffyn takes 10 (3d6) bludgeoning damage.

RAKKTOR

Source: Homebrewed.

A rakktor is a terrifying monster that flies high in the atmosphere, only descending to the mountaintops when looking for shiny objects while nesting. It resembles a gigantic legless raptor with razor-edged wings. Steel gray, black, or dark blue in color, a rakktor's eyes are huge and pale white, with no pupil, iris, or other features. The cry of a rakktor is loud and terrifying, and can even momentarily paralyze its prey.

Remorseless Hunters. Rakktors are voracious and relentless. A single rakktor will try to hunt, kill, and devour anything small enough for it to carry. A **flock** is even more bold and dangerous; it will attack creatures much larger than an individual rakktor, so long as the flock believes it can carry the body together, with one or a few individuals letting go long enough to take a few bites before resuming their position.

Malicious Flocks. Young rakktors spend their first two or three years flying solo, but as they age, they tend to congregate in flocks in order to attack large creatures or prey that travels in groups. When they group up, the members of the flock work together to spread misery and pain. The older the rakktors are, the larger the flocks they gather in, up to about twenty members.

Cloud Matter Nests. Rakktors build nests on small clouds. These nests are jealously guarded by their owners. Rakktors mate once or twice per year, laying a clutch of three to six eggs, but about 90% of rakktor eggs are infertile. After four weeks, the eggs either hatch or turn brown, showing that they are spoiled. In about four more weeks, the hatchlings grow to adulthood and fly off independently.

Seduced by Pazuzu. The demon prince of the air, Pazuzu, has long worked to bring the rakktors into his fold. Some have responded to the demon's entreaties, becoming chaotic evil and less likely to cooperate with their fellows. This sometimes results in conflicts between rakktors, but such conflicts usually fall away when the monsters are confronted by creatures of another species, replaced by the rakktors' malicious need to cause harm to other creatures.

Rakktor Treasure. Rakktors don't usually collect treasure, but a rakktor nest has a 5% chance of containing 1d6 gems.

Rakktor

Large Monstrosity, often lawful evil

Armor Class 15 (natural armor)

Hit Points 82 (11d10+22)

Speed fly 90 ft.

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

Saving Throws Dex +5, Int +4, Wis +4, Cha +2

Skills Intimidation +2

Senses passive Perception 12

Languages Rakktor, Auran

Challenge 4 (1,100 xp)

Prof +2

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

ACTIONS

Multiattack. The rakktor makes one attack with its Wings and one attack with its Bite.

Wings. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 17 (3d8+4) slashing damage. This attack scores a critical hit on a 19-20. If it scores a critical hit, the critical severity is increased by 1d8.

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

Rakktor Follower of Pazuzu

The rakktor follower of Pazuzu uses the Rakktor stat block with the following changes.

- It is usually chaotic evil.

The follower of Pazuzu has the following additional Reaction option.

- **Favor of Pazuzu (2/day).** The rakktor changes the result of any d20 roll to a 19. The follower can do this after seeing the roll but before knowing whether it succeeds or fails.

RAKSHASA

Location: *Monster Manual, Eberron: Rising from the Last War (zakya rakshasa).*

Rakshasa Challenge Rating. When assessing the Challenge Rating of a rakshasa with Limited Magic Immunity, increase it to the lowest level a pc could cast a spell that would overcome this ability.

Treasure. Rakshasas tend to be greedy and treasure-loving. A rakshasa typically has 1d6 x 1,000 gp in jewelry; has a 50% chance each to have 2d4 potions, 1d6 scrolls and 1d4 random magic items; and has a 25% chance to have an additional 2d8 x 100 gp in assorted coins.

On the rare occasions when a **cabal** of rakshasas forms, their lair also has a 50% chance each of having 3d6 x 10 gp in trade goods and 2d10 art objects.

Rakshasa Maharajah

A rakshasa maharajah is a duke of the rakshasa and rules over communities of its lesser kin on the Lower Planes. It uses the Rakshasa stat block with the following changes.

- Its AC is 19 (natural).
- It has 285 (30d8+150) hit points.
- Its Constitution is 20 (+5), its Intelligence is 18 (+4), and its Charisma is 22 (+6).
- Its bonus to Deception is +16.
- Its Spellcasting action includes the following options.
 - At will- *Detect thoughts, disguise self, mage hand, minor illusion*
 - 3/day- *Bestow curse, charm person, detect magic, detect spellcaster, dispel magic, hold monster, invisibility, magic missile, major image, suggestion, wall of shadows.*
 - 2/day- *Banishment, cone of cold, fly.*
 - 1/day- *Bonebreak, dominate person, flensing, lightning bolt, plane shift, true seeing, wall of force.*
- Its Challenge Rating is 16 (15,000 xp).

It has the following additional Bonus Action options.

- **Hang Concentration.** The rajah magically passes its concentration on an effect to a coin it carries for 1 minute, until the rakshasa uses this ability again, or until the coin is destroyed. While this effect lasts,

the coin concentrates for the rakshasa. The coin's concentration can't be interrupted, and the rakshasa can concentrate on a different effect normally.

Rakshasa Rajah

A rakshasa rajah is a lord amongst its kind. It uses the Rakshasa stat block with the following changes.

- Its AC is 19 (natural).
- It has 144 (20d8+100) hit points.
- Its Constitution is 20 (+5), its Intelligence is 18 (+4), and its Charisma is 22 (+6).
- Its bonus to Deception is +16.
- Its Spellcasting action includes the following additional options.
 - 3/day- *Bestow curse, detect spellcaster, dispel magic, hold monster, magic missile, wall of shadows.*
 - 1/day- *Cone of cold, lightning bolt, wall of force.*

It has the following additional Action options.

- **Hang Concentration.** The rajah magically passes its concentration on an effect to a coin it carries for 1 minute, until the rakshasa uses this ability again, or until the coin is destroyed. While this effect lasts, the coin concentrates for the rakshasa. The coin's concentration can't be interrupted, and the rakshasa can concentrate on a different effect normally.

The rajah has the following additional Bonus Action option.

- **Startling Transformation.** If the rakshasa cast *disguise self* this turn, it moves 15' without provoking opportunity attacks. Each creature within 5' of its ending space must make a DC 19 Wis save or be pushed 5' by the rakshasa.

Rakshasa Rukh

A rakshasa rukh is roughly equivalent to a knight in Humanoid societies. It uses the Rakshasa stat block with the following changes.

- Its AC is 18 (plate).
- It has 144 (17d8+68) hit points.
- Its Multiattack option also allows it to make three Greatsword attacks.

It has the following additional Action options.

- **Greatsword.** *Melee Weapon Attack:* +7 to hit, reach 5', one target. *Hit:* 9 (2d6+2) slashing damage plus 11 (2d10) fire damage.

RAST

Source: 2e *Planescape Monstrous Appendix Annual 3*.

A rast is a strange creature native to the Quasielemental Plane of Ash that feed on heat, preferring that contained in the blood of living things. Made of congealed ash, a rast's central body looks like a 3' long bowling pin with a mass of teeth surrounding a gnashing mouth at the smaller end. The central mass is surrounded by many legs, usually from ten to twelve, which end in sharp claws. Rasts come in a variety of colors, from red to brown to yellow to black, but they are always sooty-looking.

Tunnel Lairs. On their home plane, rasts excavate tunnels from the packed ash to form lairs, working together in **packs** that can number a great many individuals, if sufficient prey is in the area. When not resting, the pack flies out to hunt, operating in concert through strange instincts. If insufficient prey exists to support the pack, it splits into two or more smaller packs, each moving off in a different direction to find better hunting.

Inter-Pack Cannibalism. While rasts of a pack will never try to eat one another, they seem to have far fewer compunctions about eating rasts from a different pack. This seems to hold even truer when the rast packs are each largely composed of rasts of distinct colors (for instance, a

mostly gray pack and a mostly yellow pack).

Large Litters. Rasts are born in packs that number ten or more and must immediately fend for themselves as members of the pack. Those that can't take on their share of the hunting duties are expelled, and likely become food for another hungry pack of rasts.

Rast Challenge Rating. Because of its Paralyzing Gaze, double the rast's effective damage output when assessing its Challenge Rating.

Rast Treasure. Rasts don't usually collect treasure.

Rast

Medium Elemental (Fire), usually neutral

Armor Class 12

Hit Points 26 (4d8+8)

Speed 5 ft., fly 40 ft.

**STR 16 (+3), DEX 14 (+2), CON 14 (+2),
INT 3 (-4), WIS 13 (+1), CHA 8 (-1)**

Skills Stealth +4

Damage Vulnerabilities cold

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 11

Languages understands Ignan but can't speak

Challenge 3 (700 xp)

Prof +2

Paralyzing Gaze. When a creature that can see the rast's eyes starts its turn within 30' of the rast, the rast can force it to make a DC 12 Wis save if the rast isn't incapacitated and can see the creature. If the save fails, the creature is paralyzed for 1 minute (save ends).

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the rast until the start of its next turn, when it can avert its eyes again. If the creature looks at the rast in the meantime, it must immediately make the save.

ACTIONS

Multiattack. The rast makes four Claw attacks.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) piercing damage, and the rast attaches to the target. While it is attached this way, a Large or smaller creature has its speed halved. A creature can try to remove the attached rast by making a DC 17 Str check, but whether it succeeds or fails, the rast does 7 (1d8+3) piercing damage to the creature it is attached to.

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

Drain Blood. If the rast is attached to a creature, the rast does 9 (2d4+4) damage to that creature, and the rast regains half as many hit points.

Rast Ravenous Hunter

The rast ravenous hunter uses the Rast stat block with the following changes.

- It has 1 hit point (minion).
- Its Paralyzing Gaze only paralyzes a target that fails its save until the start of that creature's next turn. A creature that succeeds on its save is immune to the Paralyzing Gaze of all rast ravenous hunters until the end of its next turn.
- The hunter's Drain Blood doesn't heal the hunter.
- It is worth 140 xp.

The hunter has the following additional Trait.

- **Minion.** A missed attack never damages a minion, and a successful save prevents all damage the minion would take from an effect.

RASTIPEDE

Source : 2e *Spelljammer Monstrous Appendix*.

The rastipedes are a civilized, trade-oriented race of insect-like creatures. A rastipede has a body that might be described as vaguely centaur-like, although both its lower body and its upper body are insectoid. The long lower half has six legs, while the rastipede's upper half has the orientation of a **centaur's** humanoid torso, but with a two-armed insect form. A pair of long, flexible antennae extend from its head, giving it an incredible sense of smell.

Rastipedes are omnivorous, and can eat almost any kind of plant, meat, or carrion.

Widely Spread, but Rare. Rastipedes have spread throughout Cydra, and are capable of adapting to all but the coldest climates and terrains. They have traveled far and wide, sometimes settling to build underground nests in areas of colder climate and tending to a more nomadic existence in warmer climates. However, because they prefer to be nonviolent, rastipedes sometimes fall victim to brigands and monsters.

Large Nests. An underground nest can house hundreds of rastipedes, about half of which are immature. A few of the nest's rastipedes foreswear nonviolence in order to act as its defenders, but the rest shun them for the blood on their hands. The sacrifice they make, while appreciated by their fellows, leaves them insane in the eyes of rastipede society. Though any rastipede will defend the nest or itself if necessary, the willingness to seek out conflict is alien to most of these insect people.

Envoys. Wandering rastipedes can often find themselves working as translators, negotiators, or envoys for **thri-kreen**, **dromites**, **mercane**, or other creatures.

Rastipede Treasure. The lair of a **nest** of up to six rastipedes has a 50% chance each to have 2d6 x 25 gp in trade goods, 1d10 x 500 gp, 2d12 x 10 pp, 2d6 gems, and 1d8 art objects; as well as a 40% chance each to have 1d4 scrolls, 1 piece of magic jewelry, 1 magic weapon, and 1d2 random magic items.

The lair of a **nest** of seven to twenty

rastipedes instead has a 60% chance each to have 2d6 x 50 gp in trade goods, 1d10 x 1,000 gp, 2d8 x 100 pp, 3d8 gems, and 3d6 art objects; as well as a 40% chance each to have 1d4+2 scrolls, 1d3 pieces of magic jewelry, 1d2 magic weapons, and 1d4 random magic items.

The lair of a **nest** of 21 to 100 rastipedes instead has a 65% chance each to have 3d10 x 100 gp in trade goods, 2d10 x 1,000 gp, 2d10 x 100 pp, 4d10 gems, and 3d8 art objects; as well as a 50% chance each to have 2d4+2 scrolls, 1d6 pieces of magic jewelry, 1d4 magic weapons, and 1d4+2 random magic items.

The lair of a **nest** of 101 to 600 rastipedes instead has a 65% chance each to have 1d8 x 1,000 gp in trade goods, 4d10 x 1,000 gp, 3d10 x 100 pp, 6d10 gems, and 6d8 art objects; as well as a 50% chance each to have 3d6+1 scrolls, 2d4+1 pieces of magic jewelry, 1d4+2 magic weapons, and 2d4+1 random magic items.

RASTIPEDE PCS

Rastipedes are a fine starting race for pcs. Their racial aversion to violence might be overcome in the case of an individual (who would therefore be perceived as insane by other rastipedes), or the rastipede pc might reserve violence for a last resort.

First Level: A rastipede's Multidexterity is its most impressive feature. This is probably about on par with most standard racial starting packages.

RASTIPEDE TRAITS

Rastipede pcs have the following racial traits.

Ability Score Adjustments. Choose Strength or Constitution and increase that score by 2. Then increase the other by 1.

Age. A rastipede reaches adulthood at the age of 10, is considered old by 25, and usually dies around the age of 50.

Size. You are Medium. A rastipede is typically about 5' to 6' high and 6' to 8' long and weighs around 175 to 245 lbs.. Females are usually an inch or two taller and about 10 lbs heavier.

Monstrosity. You are a Monstrosity.

Odd Shape. You can't wear armor unless it is specially built for you. Such armor costs four times the normal amount.

Natural Armor. You can figure your AC as 16 + your Dexterity modifier.

Keen Senses. You have advantage on Wisdom (Perception) checks relying on smell.

Multidexterity. You can wield two one-handed or versatile weapons at the same time (one in each hand).

Natural Diplomat. You have proficiency in the Insight and Persuasion skills.

Languages. You speak Common, Rastipede, and one language of your choice.

Rastipede

Medium Monstrosity, often neutral

Armor Class 16 (natural armor)

Hit Points 44 (8d8+8)

Speed 40 ft.

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

Skills Insight +3, Persuasion +2

Senses passive Perception 11

Languages Common, Rastipede

Challenge ½ (100 xp) **Prof** +2

Keen Senses. The rastipede has advantage on Wisdom (Perception) checks relying on smell.

Multidexterity. The rastipede can wield two one-handed or versatile weapons at the same time (one in each hand).

ACTIONS

Multiattack. The rastipede makes two Longsword attacks.

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

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

Rastipede Defender

The rastipede defender uses the Rastipede stat block with the following changes.

- It has 1 hit point (minion).
- It is worth 20 xp.

The defender has the following additional Trait.

- **Minion.** A missed attack never damages a minion, and a successful save prevents all damage the minion would take from an effect.

Rastipede Envoy

The rastipede envoy uses the Rastipede stat block with the following changes.

- Its Charisma is 15 (+2).
- Its trained skills are Deception +4, Insight +3, Perception +3, Persuasion +4.
- Its passive Perception is 13.
- It speaks another four languages.

The envoy has the following additional Action option.

- **Call for Discourse (recharges after a short or long rest).** The envoy calls out to up to four creatures that can hear and understand it within 60', asking them to forebear from violence. Each targeted creature must make a DC 12 Wis save. If it fails, it can't attack or cast a spell that deals damage or has a hostile effect for 1 minute. This effect also ends if the target or any of its allies are damaged by the envoy or any of its allies.

Rastipede Kitsi

The rastipede kitsi is a rastipede who has lost all or most of the kin that made up its nest. Driven mad by loss and loneliness, the kitsi is far less averse to violence than most rastipedes. The kitsi uses the Rastipede stat block with the following changes.

- It has 88 (16d8+16) hit points.
- Its Strength is 16 (+3).
- Its Longsword action is +5 to hit and does 7 (1d8+3) damage.
- Its Challenge Rating is 3 (450 xp).

The kitsi has the following additional Trait.

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

The kitsi has the following additional Reaction option.

- **Stay Away from Me.** When a creature ends its turn within 5' of the kitsi, the kitsi makes one Longsword attack against it. If the attack hits, the target must make a DC 13 Str save or the kitsi pushes it 5'.

RAT

Location: *Monster Manual* p335.

Rat Treasure. Rats don't usually collect treasure, but the nest of at least 30 rats has a 10% chance each of having 1d10 cp and sp.

RAVEN

Location: *Monster Manual* p334.

Raven Treasure. A raven's nest has a 10% chance each of having 1d6 each cp, sp, ep, and gp, as well as 1d2 pieces of jewelry.

Raven Oracle

The raven oracle uses the Raven stat block with the following changes.

- It is a Monstrosity.
- Its Intelligence is 13 (+1), its Wisdom is 17 (+3), and its Charisma is 10 (+0).

The raven oracle has the following additional action option.

- **Prophecy (3/day).** The raven oracle can deliver a cryptic utterance in response to a question, as if it were giving the answer to a question from a *commune* spell.

RAVID

Source: 3.5e *Monster Manual*.

The ravid is a strange monster from the Positive Energy Plane. It has a long, sinuous body that flies adroitly through the air, a dragon-like head, and a single jointed arm that juts from its back, bending forward. Objects around the ravid spontaneously animate, moving seemingly of their own accord. A ravid is around 7' long and weighs about 75 lbs.

Curious Explorers. A ravid that somehow transits to a plane other than its home is very inquisitive and curious, seeking to explore new areas and discover new things. It leaves a trail of newly-animated things wherever it goes, and many **animated objects** often accompany the ravid on its journeys.

Fear of Undead. A ravid has an instinctive fear of Undead. When it realizes that it has met one, it usually seeks to flee immediately.

Ravid Treasure. Ravids collect no treasure and usually constantly wander, rather than claiming a lair.

Ravid

Medium Monstrosity, usually neutral

Armor Class 20 (natural armor and protective aura)

Hit Points 33 (6d8+6)

Speed 20 ft., fly 60 ft.

STR 13 (+1), **DEX** 10 (+0), **CON** 13 (+1),
INT 7 (-2), **WIS** 12 (+1), **CHA** 14 (+2)

Damage Vulnerabilities necrotic

Damage Immunities fire, radiant

Condition Immunities exhaustion, prone

Senses passive Perception 11

Languages -

Challenge 2 (450 xp) **Prof** +2

Animate Objects. At the start of the ravid's turn, one object at random within 20' of it animates, as if *animate objects* had been cast upon it, except that its Intelligence score is 3d6. The object remains animated permanently, views the ravid as a trusted ally and friend, and acts on its own immediately after the ravid's turn. If defeated, such objects offer full normal xp for a creature of their statistics.

Magical Flight. The ravid can't fly in an *antimagic shell*.

Protective Aura. The very air around the ravid animates to help deflect incoming attacks, giving it a +5 bonus to AC (included above). It loses this bonus if it is in an *antimagic shell*.

Unusual Nature. A ravid doesn't need food, drink, or air.

ACTIONS

Multiattack. The ravid makes one Claw attack and one Tail Slap attack.

Claw. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. **Hit:** 3 (1d4+1) slashing damage plus 5 (1d10) radiant damage.

Tail Slap. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. **Hit:** 4 (1d6+1) slashing damage plus 5 (1d10) radiant damage.

Infuse Energy. Melee Spell Attack: +4 to hit, reach 5 ft., one creature. **Hit:** If the target is Undead, it takes 16 (3d10) radiant damage. Otherwise, the target randomly gains one of the following effects:

1-2: The target gains the benefit of a *haste* spell. At the end of each of its turns, the target makes a DC 12 Con save. If the save fails, the *haste* effect ends and the creature ages 1d6 years. If the target receives a *greater restoration* before it completes its next long rest, this aging is reversed, but otherwise, it's permanent.

3-4: The target gains 2d10 temporary hit points. At the end of each of its turns, the target makes a DC 12 Con save. If the save fails, the target's maximum hit points drop by 5. This effect lasts until it receives a *greater restoration* or completes a long rest.

5-6: The target's Strength and its maximum Strength increase by 4. At the end of each of its turns, the target makes a DC 12 Con save. If the save fails, the effect ends, and the target gains 2 levels of exhaustion.

RAY

Source: 1e *Monster Manual* (manta ray, pungi ray, sting ray), homebrewed (devil ray, thermocline ray).

Rays look similar to **lurkers**, but are a subclass of **fish**. Though most are large, with sweeping wings and a tail that often has a barb at the end, some species are smaller. Rays generally favor warm ocean waters.

Many types of rays aren't dangerous, slowly swimming through the water and eating either small crustaceans scavenged from the body, sea worms, krill, tiny fish, or plants. Others, even herbivores, can be dangerous due to their size and

strength, even if they have no interest in eating a creature.

Rays are often found near the lairs of **ixitxachitls**, who, as basically evolved rays themselves, enjoy using other rays as guardians and pets.

Ray Treasure. Rays don't collect treasure.

RAZERBLAST

Location: *Princes of the Apocalypse* p201.

Razerblast Treasure. The lair of up to four razerblasts has a 25% chance each to have 1d10 x 100 cp, 1d8 x 100 sp, and 1d4 x 100 gp.

The lair of five or more razerblasts instead has a 25% chance each to have 2d8 x 100 cp, 2d6 x 100 sp, 2d10 x 25 ep, 1d8 x 100 gp, and 3d6 pp.

RAZOR BOAR

Source. 3e *Monster Manual 2* (inspired by and incorporating lore from the *Creature Collection's* iron tusker).

A razor boar is an enormous beast, criss-crossed with hundreds of old scars. Covered in thick, tough black bristles, this boar's tusks are more than a foot long and are razor-sharp. The razor boar's eyes are bloodshot and savage-looking, and it moves with uncanny grace through the woods.

The Manifestation of a Curse. Many sages state that a razor boar is the result of a powerful curse placed upon a vainglorious **noble** who hunts with no regard for the Beasts of his lands, killing nursing mothers and immature creatures as well as mature ones. The razor boar appears without warning in the woods surrounding the noble's castle and starts wreaking havoc among the locals folk. It kills hunters, farmers and even children alike, seeks to lure hunting parties to their doom, and smashes through would-be attackers as if they were straw. Sages don't agree on who would be responsible for such a curse; some speculate that it must come from the gods themselves, while others point at the druids or suggest more sinister origins.

Layer of Waste. A razor boar lays waste to whatever territory it is in, digging up bushes and shrubs, devouring edible plants, knocking over

structures and terrorizing animals. It fears virtually nothing, pain only makes it angrier and fire deters it not a whit. When a razor boar moves into an area, it will deplete the resources until driven away or killed.

Razor Boar Treasure. Razor boars don't collect treasure and move around a great deal, so they have no real lairs.

Razor Boar

Large Monstrosity, always unaligned

Armor Class 16 (natural armor)

Hit Points 127 (15d10+45)

Speed 50 ft.

**STR 20 (+5), DEX 13 (+1), CON 17 (+3),
INT 2 (-4), WIS 14 (+2), CHA 9 (-1)**

Saving Throws Dex +4, Wis +5

Damage Resistances bludgeoning, slashing and piercing damage from weapons that aren't adamantine

Senses passive Perception 12

Languages -

Challenge 7 (2,900 xp) **Prof** +3

Forest Walk. The razor boar ignores difficult terrain composed of underbrush or other plant material.

Vicious Tusks. On a critical hit, the razor boar's gore attack deals an extra 4d10 piercing damage (which isn't doubled by the crit) and increases the critical severity by 3d6.

ACTIONS

Gore. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18 (2d12+5) piercing damage.

Trample. Until the end of its turn, the razor boar can enter the space of other creatures smaller than it. Each time it does so, it makes the following melee weapon attack against that creature, targeting no creature more than once: +8 to hit, reach 0 ft., one target. *Hit:* 14 (2d8+5) bludgeoning damage, and the target must make a DC 16 Strength save, falling prone and being pushed out of the razor boar's space to the nearest unoccupied space of the boar's choice on a failure. If it succeeds, the creature doesn't fall prone and exits the razor boar's space in the nearest unoccupied space of its choice.

Razor Boar Iron Tusker

The razor boar iron tusker uses the Razor Boar stat block with the following changes

- It is Huge.
- Its AC is 20 (natural armor).
- It has 142 (15d12+45) hit points.
- Its Strength is 22 (+6).
- Its save bonuses are Dex +5, Wis +6.
- Its Gore is +10 to hit and does 25 (3d12+6) damage.
- Its Trample attack is +10 to hit and does 19 (3d8+6) damage. Its save DC is 18.
- Its Challenge Rating is 10 (5,900 xp).
- Its proficiency bonus is +4.

The iron tusker has the following additional Trait.

- **Legendary Resistance (2/day).** If the adamantine horror fails a saving throw, it can choose to succeed instead.

The tusker has the following Legendary Action text.

- The tusker 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 tusker regains spent legendary actions at the start of its turn.
 - **Glare.** One creature that can see the tusker within 30' must make a DC 11 Wis save or be frightened until the end of the creature's next turn.
 - **Rampage (costs 2 actions).** The tusker moves up to half its speed. Each creature that it comes within 5' of during this movement must make a DC 18 Str save or the tusker pushes it 10'.

REASON STEALER

Source: 3e *Monster Manual* 2.

A reason stealer is an Ooze that devours the intelligence and personality of its victims. It then assumes a shape vaguely similar to that of the victim and can use its skills, knowledge, and spells. However, the devoured mind only empowers the reason stealer for a day, during which time the creature becomes increasingly desperate to devour another mind and retain some degree of intelligence.

A reason stealer resembles a 4' diameter pool of brownish-yellow goo, and weighs around 120 lbs. If it has devoured a mind in the last day, it might well assume its Grotesque Form instead.

Pitiful Awareness. When a reason stealer devours a mind, its awareness grows. Suddenly, it understands that its mental facilities only remains intact when it can devour the minds of other creatures, and it desperately seeks to keep itself aware. As the hours pass, it can feel its mind slipping away, and it grows ever more frantic. A reason stealer desperately wants to maintain its intellect, and as it runs low on time, it becomes willing to take extreme risks. Some reason stealers take advantage of their temporary intelligence to swiftly build a crude lair and try to lure other creatures to it, hoping that a steady diet will keep the reason stealer thinking. Even the best-laid such plan has no margin for error, with the reason

stealer trying to navigate between running out of time and drawing attention that will destroy it.

Murky Origins. The origin of the reason stealer has long been debated by scholars and sages in the Near-Forinthian Region, with favored hypotheses including that they are creations of **Juiblex** the Faceless Lord, they were granted sentience by an **Archomental** of Ooze, they were cultivated by the **Gray Druids** of the Underdark, or that they were engineered by a mad **wizard**. Were these sages to look to the east, they could learn the truth: reason stealers were created by an individual named Sorcoid, the self-styled Biomage.

Sorcoid was a Strogassian druid-wizard who was fascinated with Oozes. He spent much of his life experimenting on them, trying to alter and enhance their abilities and properties so that he could not only use them as weapons and guardians, but so that he could develop a relationship with them as his pets or even, eventually, friends.

While it is known that Sorcoid created several strains of Ooze, including the reason stealers, it is uncertain what his own fate was. Some speculate that he was among the first **oozemasters**, but the truth is lost to the past.

Reason Stealer Encounters. Because of their slow speed and lack of ranged attacks, a reason stealer is best used in a small space, where enemies can't simply keep their distance and slay it with ranged attacks, or in an encounter involving multiple threats to limit pcs' ability to move without consequence.

Reason Stealer Challenge Rating. A reason stealer that gains access to spellcasting might have a different CR than the standard. Likewise, one wielding weapons or wearing armor might present an entirely different level of threat than one without such accoutrements. If it uses such abilities during a combat, you should re-assess its Challenge Rating using those features.

Reason Stealer Treasure. A reason stealer might start to accumulate treasure as a lure for intelligent creatures, but as soon as it loses its intellect, it ceases to care about it. At that point, it leaves whatever lair it might have started to dwell in to wander. A reason stealer thus has a 10% chance of having 2d100 gp in assorted coins and gems nearby when encountered.

Reason Stealer

Medium Ooze, always unaligned

Armor Class 5

Hit Points 33 (6d8+6)

Speed 10 ft., climb 10 ft.

**STR 14 (+2), DEX 1 (-5), CON 12 (+1),
INT 1 (-5), WIS 1 (-5), CHA 1 (-5)**

Saving Throws Int -3, Wis -3, Cha -3

Damage Resistances bludgeoning, piercing, and slashing

Condition Immunities blinded, charmed, frightened, paralyzed, petrified, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 5

Languages – (but see devour mind)

Challenge ½ (100 xp) **Prof** +2

ACTIONS

Pseudopod. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) bludgeoning damage plus 7 (2d6) acid damage.

Devour Mind. The reason stealer chooses one creature with 0 hit points within 10 ft. of it. That creature fails a death save, and the reason stealer regains 10 hit points. If this kills the victim, the reason stealer devours its mind. For the next 24 hours, the reason stealer gains the following benefits:

- It uses the victim's Intelligence, Wisdom, and Charisma scores in place of its own.
- It gains all proficiencies known to the victim (including save proficiencies).
- If the victim could cast spells, the reason stealer gains access to that creature's spellcasting ability. It cannot regain expended spells.
- If the victim's proficiency bonus is above +2, the reason stealer uses it in place of the reason stealer's own proficiency bonus.

Grotesque Form. If the reason stealer has devoured a mind in the last 24 hours, it assumes a grotesque shape crudely approximating that of the body of the victim. (It is vaguely recognizable to those that knew the victim, but is clearly an Ooze.) If it assumes the grotesque form of a humanoid, it can wield weapons or even wear armor.

Reason Stealer Grotesque Warrior

The reason stealer grotesque warrior has recently devoured the mind of a warrior. Now it wears its armor and wields its weapons. The reason stealer grotesque warrior uses the Reason Stealer stat block with the following changes.

- Its AC is 18 (plate).
- Its Intelligence, Wisdom, and Charisma scores are all 10 (+0).
- Its trained saves are Str +4, Con +3, Int +2, Wis +2, and Cha +2.
- It is trained in Athletics +4, Perception +2, and Survival +2.
- Its passive Perception is 12.
- Its Challenge Rating is 2 (450 xp).

The reason stealer has the following additional Action options.

- ***Multiattack.*** The reason stealer makes two Greataxe attacks.
- ***Greataxe.*** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 8 (1d12+2) slashing damage.

Reason Stealer Woebegone Wizard

The reason stealer woebegone wizard has recently devoured the mind of a wizard. It is all too aware that it has only a few more hours of intelligence before it lapses back into near-mindlessness. The reason stealer woebegone wizard uses the Reason Stealer stat block with the following changes.

- Its AC is 8 (*mage armor*).
- Its Intelligence is 17 (+3), its Wisdom is 10 (+0), and its Charisma is 12 (+1).
- Its trained saves are Int +5, Wis +2, and Cha +3.
- It is trained in Arcana +5.
- Its passive Perception is 10.
- Its Challenge Rating is 1 (200 xp).

The reason stealer has the following additional Action option.

- **Concussive Echo (2nd level spell) (1/day).** One creature the reason stealer can see within 60' must make a DC 13 Con save, suffering 10 (3d6) thunder damage on a failure or half that on a success. In addition, if it fails its save, the next time it makes an attack before the start of your next turn, the thunder echoes around it, dealing 5 (1d10) thunder damage to the target and to each creature within 15' of it.
- **Spellcasting.** The reason stealer casts one of the following spells, using Intelligence as the spellcasting ability (save DC 13, +5 to hit).
 - At will- *flame bolt*, *mage hand*, *prestidigitation*.
 - 1/day- *Burning hands*, *invisibility*, *magic missile*.

The reason stealer has the following additional Reaction option.

- **Shield (1/day).** When an attack hits the reason stealer or it is targeted by *magic missile*, the reason stealer creates a shield of force that grants it a +5 bonus to AC and immunity to *magic missiles* until the end of its next turn.

RED ABISHAI

Location: *Mordenkainen's Tome of Foes* p162.

Red Abishai Treasure. Abishai hoard treasure. The lair of a solitary red abishai has 2d6 x 100 gp in coins and gems. It also has a 20% chance each to have 1 art object and 1 magic item.

The lair of a **flight** of up to six abishai will hold 2d4 x 500 gp in coins and gems, with a 30% chance each of 1d4 art objects and 1d2 magic items.

The lair of a **wing** of 7 to 16 abishai will hold 2d10 x 1,000 gp in coins and gems, with a 50% chance each to have 1d8 art objects and 1d4 magic items; and a 30% chance to have 1d6 potions.

The lair of a **drack** of 17 to 100 abishai will hold 3d8 x 2,000 gp in coins and gems; as well as having a 50% chance each to have 2d6 art objects, 2d4 potions, and 1d4 random magic items.

RED DRAGON

Location: *Monster Manual* p97.

Red Dragon Treasure. Each dragon has an individualized hoard. Since greed is one of a dragon's driving instincts, such hoards are often very large and valuable. Many dragons have eccentricities when it comes to treasure, including odd collections (stamps, exotic beasts), preferring all its treasure in a specific material ("only silver"), etc. See *Fizban's Treasury of Dragons* (p 66-73) for hoard rules.

Red Dragons in Cydra

A Young or older red dragon in Cydra might have the following additional Reaction option.

- ***Bloodied Breath* (recharges after a short or long rest).** When the dragon becomes bloodied, its Fire Breath recharges, and the dragon uses it.

If it does, the dragon's stat block changes as follows:

Adult Red Dragon

- Its attack, save, and skill bonuses, as well as its save DCs, all increase by 1.
- Its passive Perception is 24.
- Its Challenge Rating is 21 (33,000 xp), or 22 (41,000 xp) when encountered in its lair.
- Its proficiency bonus is +7.

Adult Red Dragon Ironside

The adult red dragon ironside uses the Adult Red Dragon stat block with the following changes.

- Its AC is 25 (natural armor).
- It has Damage Immunity to bludgeoning, piercing, and slashing that isn't magic.
- Its Challenge Rating is 23 (50,000 xp), or 24 (62,000 xp) when encountered in its lair.

The dragon has the following additional Reaction option.

- ***Bloodied Breath* (recharges after a short or long rest).** When the dragon becomes bloodied, its Fire Breath recharges, and the dragon uses it.

Ancient Red Dragon

- Its attack, save, and skill bonuses, as well as its save DCs, all increase by 1.
- Its passive Perception is 27.
- Its Challenge Rating is 27 (105,000 xp), or 28 (120,000) when encountered in its lair.
- Its proficiency bonus is +8.

Young Red Dragon

- Its attack, save, and skill bonuses, as well as its save DCs, all increase by 1.
- Its passive Perception is 19.
- Its Challenge Rating is 13 (10,000 xp).
- Its proficiency bonus is +5.

Young Red Dragon Pyromancer

The young red dragon pyromancer uses the Young Red Dragon stat block with the following changes.

- Its Challenge Rating is 15 (13,000 xp).

The dragon has the following additional Action options.

- ***Pyromantic Strike.*** The dragon targets up to three creatures it can see within 90'. Each target must make a DC 17 Dex save, taking 22 (4d10) fire damage on a failure or half that on a success. In addition, a creature that fails its save is the center of a fiery explosion that fills a 10' radius burst around it. Each other creature in the burst must make a DC 17 Dex save, taking 16 (3d10) fire damage on a failure.
- ***Spellcasting.*** The dragon casts one of the following spells, using Charisma as the spellcasting ability (save DC 17, +9 to hit) and requiring no material components.
 - At will- *Detect magic, flame bolt, light, pyrotechnics.*
 - 2/day- *Detect spellcaster, invisibility.*
 - 1/day- *Dimension door, dispel magic, fireball, scrying, wall of fire.*

The dragon has the following additional Reaction option.

- ***Bloodied Breath* (recharges after a short or long rest).** When the dragon becomes bloodied, its Fire Breath recharges, and the dragon uses it.

RED ETHERGAUNT

Source: *3e Fiend Folio*.

Red ethergaunts serve the **ethergaunt** race as explorers and scientists. They are far and away the most commonly encountered sort of ethergaunt, and make most of the ethergaunts' infrequent contacts with worldly races.

A red ethergaunt looks like an almost cadaverously thin Humanoid. It stands about 8' tall, but has a stooped posture. It has long, thin arms that reach midway down its calf. Its hands have three agile fingers and a thumb. The ethergaunt conceals its inhuman face behind a bisected mask which it can open to reveal itself, exposing creatures to its Stupefying Gaze.

Obsessive Experimenters and Investigators.

Red ethergaunts are devoted to the missions they carry out, but often get distracted by the opportunity to experiment on and vivisection local creatures. Most of the time, a red ethergaunt's mission parameters take account of this tendency, including extra time for it to spend on its chosen inquiries.

A red ethergaunt that is spending a length of time on the Prime Material Plane thus often creates a lair that it can use as a combination of its resting and hiding place, a laboratory, and a surgery. Some red ethergaunt lairs resemble an abattoir as much as anything.

Many red ethergaunts collect trophies from those they have experimented on (although the ethergaunt would likely consider them to be more akin to the sorts of displays one finds in a doctor's office than actual trophies).

Ethergaunt Gear. Ethergaunts have developed a number of marvelous technological items. Because the race shuns art and pleasure, such items are usually related to the ethergaunts' goals of the destruction of the gods and their servants or to the genocide of the lesser beings that have inherited the ethergaunts' world.

Doubt Bomb: This small ceramic sphere can be thrown (range 20'/60') as a ranged weapon attack using Strength or Dexterity. The sphere contains a pair of chemical agents. When the ceramic shatters on impact, the agents mix and produce a cloud of purple gas in a 10' diameter sphere. The gas persists until the end of the thrower's next turn. Any creature entering or starting its turn in the gas must make a DC 12 Wisdom save or be overcome by doubt for 1 minute. While overcome with doubt, the creature's speed is reduced by 10', it can only make one attack when it takes the Attack action, it has disadvantage on saving throws to maintain concentration, and it has disadvantage on checks. If the creature receives an effect that ends the poisoned condition, it will end this effect.

Etherblade: An etherblade resembles a shortened glaive-like pole arm topped with a hollow barrel, which the wielder can use to fire a blast of force as a ranged weapon attack (range 60', 1d6 + Dex bonus force damage on a hit). An etherblade has 10 charges, and once it is exhausted, it can no longer fire bolts of force. It still functions as a glaive, however.

Red Ethergaunt Challenge Rating. When assessing the Challenge Rating of a red ethergaunt, increase its effective AC by 2 because of its Arcane Mastery trait.

Ethergaunt Treasure. Ethergaunts collect treasure, especially magic items. An individual ethergaunt has a 15% chance of having 1 magic item.

In addition, the lair of one to four ethergaunts also has a 25% chance each of having 1d10 gems and 1d4 art objects.

The lair of five to twelve instead also has a 25% chance each of having 2d10 gems, 1d8 art objects, and 1d4 potions.

The lair of 13 to 40 ethergaunts instead also has a 30% chance each to have 4d10 gems, 2d6 art objects, 1d4 potions, and 1d4 scrolls.

The lair of 41 to 100 ethergaunts instead also has a 40% chance each to have 8d10 gems, 2d10 art objects, 2d4 potions, and 2d4 scrolls.

The lair of 101-200 ethergaunts instead also has a 50% chance each to have 6d20+5 gems, 4d10 art objects, 3d6 potions, and 2d8 scrolls.

Red Ethergaunt

Medium Humanoid (Ethergaunt), usually neutral evil

Armor Class 14 (natural armor)

Hit Points 27 (5d8+5)

Speed 30 ft.

**STR 14 (+2), DEX 14 (+2), CON 12 (+1),
INT 18 (+4), WIS 15 (+2), CHA 13 (+1)**

Skills Arcana +7, Medicine +5, Perception +5, Stealth +5

Senses blindsight 60 ft., passive Perception 15

Languages Khen-Zai

Challenge 5 (1,800 xp) **Prof** +3

Arcane Mastery. The ethergaunt automatically succeeds at saves against arcane spells.

ACTIONS

Etherblade. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 7 (1d10+2) force damage.

Force Bolt. *Ranged Weapon Attack:* +5 to hit, range 60', one target. *Hit:* 5 (1d6+2) force damage.

Enslave (3/day). One creature within 30' that the ethergaunt can see must make a DC 17 Wisdom save or be charmed by the ethergaunt as long as the ethergaunt maintains concentration (save ends). While charmed, the creature must obey the ethergaunt's telepathic commands (no action required).

If the target fails three saves to end the effect times, it stops making the save. If it remains charmed by the ethergaunt for ten days, the ethergaunt no longer needs to maintain concentration to maintain the charm.

If the ethergaunt uses this action on one creature while concentrating on maintaining it on another, its concentration expands to include both instances of Enslave. It can maintain concentration on up to three Enslaved creatures at once.

Spellcasting. The ethergaunt casts one of the following spells using Intelligence as the spellcasting ability (save DC 15, +7 to hit).

At will- *Amanuensis*, *fire bolt* (2d10), *mage hand*, *prestidigitation*, *ray of frost* (2d8).

2/day- *Dimension door*, *magic missile* (4 missiles).

1/day- *Cone of cold*, *detect magic*, *detect spellcaster*, *dispel magic*, *lightning bolt* (9d6), *steal spell*.

Stupefying Gaze (recharge 5-6). The ethergaunt opens its vertically bisected mask. Each creature within 30' that can see the ethergaunt must make a DC 12 Wisdom save or be paralyzed until the end of the ethergaunt's next turn.

Material Jaunt (recharges after a short or long rest). If the ethergaunt is on the Ethereal Plane, it can use an action to transfer itself to the Prime Material Plane, remaining for 1 minute or until it uses Return to the Beyond.

BONUS ACTIONS

Invigoration (2/day). The ethergaunt gains 25 temporary hit points.

Return to the Beyond. If the ethergaunt is on the Prime Material Plane as a result of its Material Jaunt action, it returns to the Ethereal Plane.

REACTIONS

Counterspell (3rd level spell) (2/day). When the ethergaunt sees a spell being cast within 60', it counters the spell if the spell is 3rd level or lower. Otherwise, the ethergaunt makes an Int check with a DC of 10 + the spell's level, and if it succeeds, the spell is countered.

Shield (1st level spell) (3/day). When an attack hits the ethergaunt or it is targeted by *magic missile*, the ethergaunt creates a shield of force that grants it a +5 bonus to AC and immunity to *magic missiles* until the end of its next turn.

RED PHRAINT

Source: *Arduin Grimoire*.

The drones of a **phraint** hive, red phraints are noticeably smaller than those of other phraints, averaging between 4 ½' and 5' in height. Red phraints carry out the necessary day-to-day tasks of the hive, carrying food, water and other resources, digging new tunnels or repairing damaged ones, scouting for food, etc. Red phraints are never encountered far from a hive, and are nearly always on hive business.

Like all phraints, red phraints resemble upright mantis-folk. Red phraints are smaller in stature than other phraints, but stockier of built, letting them maximize their strength when performing manual labor.

Phraint Treasure. When a phraint or a group of phraints is encountered, there is a 25% chance that they carry individual treasure. Generally, one check applies to the entire group. If they carry individual treasure, each phraint will have 1d6 x 10 sp and gp.

A group of at least ten phraints has a 45% chance of having treasure; in this case, it has 1d6 x 500 gp in assorted coins and gems, and has a 30% chance of having 1d3 random magic items.

RED PHRAINT PCS

While a typical red phraint is devoted to the hive and lacks much of the curiosity that drives many Humanoids to become adventurers, there are exceptions. While red phraints are the phraints most inclined to stay at the nest and work selflessly to improve it, some few do seek out other lives.

Low Level (4+): A red phraint's improved ability scores are its most impressive feature. It is otherwise about on par with a standard pc race, or perhaps slightly inferior to one. A red phraint is therefore suitable for starting with groups of 4th level or higher.

RED PHRAINT TRAITS

Red phraint pcs have the following racial traits.

Ability Score Adjustments. Your Strength increases by 4 and both your Dexterity and Wisdom increase by 1. However, your Charisma decreases by 4.

Age. Phraints mature by about two months of age, show the signs of old age by about 12, and usually die by 18 years of age.

Size. You are Medium. A red phraint stands between 4' 2" and 5' 2" high and weighs between 40 and 90 lbs.

Speed. Your speed is 30'.

Natural Weapon. You have a Bite attack that does 1d4 piercing damage.

Standing Leap. Your long jump is up to 30' and your high jump is up to 10', with or without a running start.

Reactive Leap. If you see an ally fall to 0 hit points, you can use your reaction to make a Standing Leap, ending within 5' of the triggering ally.

Languages. You speak Common and Phraint.

PHRAINT AGILITY (Phraint Racial Feat)

Prerequisite: Phraint.

You have spent a great deal of time and effort practicing and improving your leaping ability. You gain the following benefits:

- You gain a bonus of 10' to your long jump distance and 5' to your high jump distance, with or without a running start, and you can exceed your normal movement when you jump.
- You can use all your movement to leap at least 10' and up to 30' to a space adjacent to an enemy. If you do, you gain advantage

on the first attack you make against that creature before the end of your turn.

- When you use your Reactive Leap, you can make one melee weapon attack after the leap.

Red Phraint

Medium Humanoid (Phraint), often lawful neutral

Armor Class 15 (natural armor)

Hit Points 18 (4d8)

Speed 30 ft.

STR 17 (+3), **DEX** 14 (+2), **CON** 10 (+0),
INT 10 (+0), **WIS** 13 (+1), **CHA** 5 (-3)

Saving Throws Con +2

Senses Darkvision 60 ft., passive Perception 11

Languages Common, Phraint

Challenge ½ (100 xp) **Prof** +2

Standing Leap. The phraint's long jump is up to 30' and its high jump is up to 10', with or without a running start.

ACTIONS

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

Red Phraint Laborer

The red phraint laborer uses the Red Phraint stat block with the following changes.

- It has 1 hit point (minion).
- It is worth 20 xp.

The laborer has the following additional Trait.

- **Minion.** A missed attack never damages a minion, and a successful save prevents all damage the minion would take from an effect.

RED SLAAD

Location: *Monster Manual* p276.

Red Slaad Treasure. A solitary slaad has a 20% chance each to have 1d6 x 500 cp, sp, ep and gp, 1d10 x 5 pp, 1d6 gems, 1d3 art objects, and 1 random magic item.

A group of two to ten slaadi has a 30% chance each to have 3d10 x 500 cp and sp, 2d6 x 500 ep and gp, 2d20 x 5 pp, 1d12 gems, 1d6 art objects and 1d4 random magic items.

A group of 11 or more slaadi has a 50% chance each to have 2d6 x 2,000 cp and sp, 1d10 x 1,000 ep and gp, 3d6 x 50 pp, and 2d8 gems; and a 35% chance to have 2d6 art objects and 2d4 random magic items.

Red Slaad Acid Spitter

The red slaad acid spitter uses the Red Slaad stat block with the following additional Action option.

- **Spit Acid.** The slaad spits acid at one creature within 90', which must make a DC 14 Dex save. If it fails, the target takes 18 (4d8) acid damage.

Red Slaad Little Sneak

The red slaad little sneak uses the Red Slaad stat block with the following changes.

- It is Small.
- Its AC is 16 (natural armor).
- It has 71 (11d6+33) hit points.
- Its Strength is 14 (+2) and its Dexterity is 16 (+3).
- Its trained skills are Perception +0 and Stealth +5.
- Its Bite is +4 to hit and does 5 (1d6+2) damage.
- Its Claw is +4 to hit and does 4 (1d4+2) damage. Its save DC is 13.
- Its Challenge Rating is 4 (1,100 xp).
- Its proficiency bonus is +2.

Red Slaad Torch

The red slaad torch constantly burns with bright orange flames. It uses the Red Slaad stat block with the following changes.

- Instead of resistance, it has immunity to fire damage.
- It doesn't have resistance to cold damage.
- Its Bite and Claw attacks each deal an extra 11 (2d10) fire damage. Its Claw doesn't infect the target with an egg.
- Its Challenge Rating is 8 (3,900 xp).

The red slaad torch has the following additional Traits.

- **Flaming Body.** The slaad sheds bright light in a 30' radius and dim light in a 60' radius. A creature within 5' that touches the slaad or hits it with a melee attack takes 11 (2d10) fire damage.

Red Slaad Winged Horror

The red slaad winged horror has great bat wings in place of arms and an oversized head. It uses the Red Slaad stat block with the following changes.

- It has 127 (15d10+45) hit points.
- Its speed is 25', fly 45'.
- Its Strength is 20 (+5).
- It lacks the slaad's Claw attack.
- Its Bite is +8 to hit and does 23 (4d8+5) piercing damage plus 7 (2d6) acid damage.
- Its Challenge Rating is 7 (2,900 xp).

The winged horror has the following additional Action option.

- **Horrible Cry (recharges when first bloodied).** The slaad lets out a horrible cry. Each creature within 30' that isn't deafened must make a DC 9 Wis save, taking 22 (4d10) psychic damage on a failure or half that on a success. A creature that fails its save is also frightened until the end of the creature's next turn.

RED SLIME

Source: Homebrew.

Red slime is an insidious form of Ooze that haunts dungeons and other wet dark places. Even after creatures that encounter it think they have dealt with it, it often leaves infection in its wake, eventually producing more red slime.

The Belmax Connection. Red slime was first encountered in the Hammerhead Halls on Tirchond. Although it was originally confined to that island, the Belmax Corporation harvested samples of it to experiment on. They cultivated it at a variety of locations, and when those locations eventually fell into disrepair, red slime escaped some of them. It has thus spread to an unknown number of locations, and its victims have carried it further.

A few adventurers have claimed to encounter red slime prepared in a method similar to a *green slime grenade* in the ruins of old Belmax facilities. If used in this way, red slime would make a truly terrible and insidious weapon.

Red slime is a thin, slick Ooze that is easily mistaken for some kind of scarlet slick or resin atop a surface by those unfamiliar with its true nature. It moves with remarkable speed for an ooze, and is extremely fluid.

Red Slime Treasure. Red slime doesn't keep treasure.

Red Slime

Medium Ooze, always unaligned

Armor Class 14

Hit Points 30 (4d8+12)

Speed 40 ft., climb 30 ft.

**STR 8 (-1), DEX 18 (+4), CON 16 (+3),
INT 1 (-5), WIS 7 (-2), CHA 1 (-5)**

Damage Vulnerabilities fire, radiant

Damage Resistances cold, lightning

Damage Immunities acid, poison; bludgeoning, piercing and slashing

Condition Immunities blinded, charmed, deafened, frightened, prone

Senses blindsense 60 ft. (blind beyond this radius), passive Perception 8

Languages -

Challenge 1 (200 xp) **Prof** +2

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

Spider Climb. The slime can climb difficult surfaces, including upside down on ceilings, without making an ability check.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4) acid damage. In addition, the target must make a DC 13 Constitution saving throw or become infected by red slime.

Each time an infected creature completes a long rest, it must repeat the save, gaining a level of exhaustion that cannot be removed until the infection is cured on a failure. If the creature dies from exhaustion, a new red slime bursts free of its body. If the creature succeeds on 3 of the saving throws, the infection ends, and it can lose exhaustion levels normally. The infection can also be ended by any effect that ends a disease.

RED SUNDEW

Source: 3e *Monster Manual* 2.

Sometimes also called a **giant sundew**, the red sundew is a migratory version of a sundew that wanders the land, devouring anything it can catch. Though primarily found in warm woodlands, the red sundew sometimes wanders to relatively cool climates, and might be found in most non-desert terrains. A red sundew is almost 20' tall and about 8' in diameter. It looks like a tall mound-shaped plant of green, red, and rust, with a star-shaped ball of glistening, sticky balls at the top and dozens of long vines that hang down from the top. These are all coated with sticky, sweet-smelling goo.

A red sundew begins digesting its prey during combat, for its gooey vines both catch and break down its meals.

Sundew Treasure. Red sundews don't collect treasure.

Red Sundew

Huge Plant, always unaligned

Armor Class 11 (natural armor)

Hit Points 157 (15d12+60)

Speed 20 ft.

**STR 24 (+7), DEX 8 (-1), CON 18 (+4),
INT 2 (-4), WIS 13 (+1), CHA 8 (-1)**

Damage Immunities acid, fire, poison

Condition Immunities paralyzed, poisoned

Senses tremorsense 60 ft., passive Perception 11

Languages -

Challenge 12 (8,400 xp) **Prof** +4

Sticky. A creature that hits the sundew with a weapon must make a DC 19 Strength save or the weapon becomes stuck to the sundew. It remains stuck until a creature uses an action to make a DC 19 Strength check to remove it.

If the weapon is part of a creature's body, the creature is grappled by the sundew. While grappled, the creature takes 5 (1d10) acid damage at the start of each of its turns. It can free itself if a creature (including itself) makes a DC 19 Strength check as an action to pull it free of the sticky vines.

ACTIONS

Multiattack. The sundew makes up to four Vine attacks.

Vine. Melee Weapon Attack: +11 to hit, reach 15 ft., one target. *Hit:* 14 (2d6+7) bludgeoning damage, plus 5 (1d10) acid damage, and the target must make a DC 19 Strength save or be grappled by the sundew. The sundew has effectively unlimited vines; it can grapple up to four creatures at a time, but can attack other creatures.

While grappled, the creature takes 5 (1d10) acid damage at the start of each of its turns. It can free itself if a creature (including itself) makes a DC 19 Strength check as an action to pull it free of the sticky vines.

REDCAP

Location: *Volo's Guide to Monsters.*

A redcap is a murderous Fey that feeds on the pain of other creatures. Touchy, mean-spirited, and malicious, a redcap is unpredictable and deceptive. A redcap appears like a hideously ugly withered old man with scraggly teeth and a pronounced overbite. Redcaps earned their name by dint of the red caps that they wear, which the creatures keep bright and moist by compulsively dipping them in the blood of their victims.

Growth through Cruelty. Redcaps grow in power and physical strength by inflicting pain on others. After killing a creature, the redcap feasts on the tenderest parts of its flesh and drinks its blood, then hides the mutilated body somewhere near its lair. Many redcaps keep trophies taken from their victims.

Dwellers in Tragedy. Redcaps usually live in old abandoned ruins, preferably those who fell to some sort of tragic end. The more violence and pain was involved in the place's ruin, the more likely one or more redcaps are to take up residence. While some redcaps live alone, others prefer to live with small gangs of three or five members. Rarely, a band consisting of seven, nine or eleven redcaps will come together, either at the site of a horror such as a massacre or to commit one. When they come together in groups, redcaps argue constantly and often come to blows, even slaying one another with little provocation. However, a redcap never dips its hat in the blood of another of its own kind, for tales speak of a great curse that falls on those who dare to do so. Only when one redcap is more powerful than its fellows can these bickering fey be kept together for long, with the leader constantly bullying the others.

Bizarre Superstitions. Redcaps maintain a huge number of strange superstitions. They shun even numbers and only appear in odd-numbered groups. They never willingly enter moving water, believing that spirits in rivers and oceans can snatch their souls away, and bathe only in still water. Their superstitious fear of dipping their hats in the blood of another redcap is another example of this. Many redcaps have individual superstitions unique to their location or personality.

Redcap Treasure. A redcap typically carries 4d6 cp and 2d8 sp.

The lair of a group of five or more redcaps also has a 35% chance each of having 2d8 x 50 cp, 2d6 x 50 sp, 1d10 x 25 ep, and 2d6 x 25 gp; a 20% chance of having 1d6 gems; and a 10% chance of having 1 random magic item.

If the group numbers at least 11, their lair instead also has a 40% chance each of having 2d10 x 100 cp, 2d6 x 100 sp, 3d6 x 50 ep and 2d10 x 50 gp, a 20% chance each of having 1d10 gems and 1d4 potions, and a 10% chance each of having 1 magic weapon and 1 random magic item.

Redcap Boss

The redcap boss uses the Redcap stat block with the following changes.

- It has 75 (10d6+40) hit points.
- Its Charisma is 13 (+1).

It has the following additional Action options.

- **Lead by Example (1/day).** The redcap makes one Wicked Sick attack. Each of the redcap's allies that is within 5' of the target of the attack can use its reaction to make one melee weapon attack against the target.
- **Setup Blow (1/day).** The redcap uses Multiattack, targeting one creature with all of its attacks. If at least one of the attacks hits, allies of the redcap gain a +5 bonus to damage against the target until the start of the redcap's next turn.

Redcap Charger

The redcap charger uses the Redcap stat block with the following changes.

- It has 1 hit point (minion).
- It is worth 140 xp.

The charger has the following additional Trait.

- **Minion.** A missed attack never damages a minion, and a successful save prevents all damage the minion would take from an effect.

Redcap Youth

Small Fey, usually chaotic evil

Armor Class 12 (natural armor)

Hit Points 22 (4d6+8)

Speed 30 ft.

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

Saving Throws Str +4

Skills Intimidation +3

Senses Darkvision 60 ft., passive Perception 11

Languages Common, Sylvan

Challenge 1 (200 xp) **Prof** +2

Brute. A melee weapon deals one extra die of its damage when the redcap hits with it (included in the attack).

Iron Boots. The redcap has disadvantage on Dex (Stealth) checks.

Outsize Strength. While grappling, the redcap is considered to be Medium. Also, wielding a heavy weapon doesn't impose disadvantage on its attack rolls.

ACTIONS

Wicked Sick. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (3d4+2) slashing damage. In addition, the target takes a bleeding wound that lasts until it regains hit points or receives a DC 10 Wis (Medicine) check.

At the start of its turn, a creature takes 4 (1d8) damage per bleeding wound that it has.

BONUS ACTIONS

Vigor of Youth (1/day). The youth gains 10 temporary hit points and a +4 bonus to AC. The effects last as long as the redcap concentrates, up to 1 minute. When the effect ends, the redcap loses any remaining temporary hit points gained from it.

REACTIONS

Youthful Dodge (1/day). When an attack hits the youth, it forces the attacker to reroll. If the original attack had advantage or disadvantage, the reroll has it as well.

REEF SHARK

Location: *Monster Manual* p336.

Reef Shark Gelatinous Horror Challenge

Rating. When assessing the Challenge Rating of a reef shark gelatinous horror, double its effective damage output to account for its ability to paralyze as part of its at will attack.

Reef Shark Treasure. A reef shark doesn't typically collect treasure. However, there is a 10% chance that its stomach contains something of interest (although not real value)- perhaps a small weapon, a piece of armor, the half-digested body of an unusual or unexpected creature, or even an anchor.

Reef Shark Gelatinous Horror

The reef shark gelatinous horror uses the Reef Shark stat block with the following changes.

- It is an Ooze.
- Its AC is 11.
- Its speed is 10', swim 30'.
- It has Damage Resistance to bludgeoning, piercing, and slashing damage.
- Its Bite also does 7 (2d6) acid damage, and the target must make a DC 11 Con save or be paralyzed for 1 minute (save ends).
- Its Challenge Rating is 2 (450 xp).

Reef Shark Lazy Nurse

The reef shark lazy nurse uses the Reef Shark stat block with the following changes.

- It has 1 hit point (minion).
- Its speed is Swim 30'.
- It lacks the reef shark's Pack Tactics trait.
- It is worth 20 xp.

The shark has the following additional Trait.

- **Minion.** A missed attack never damages a minion, and a successful save prevents all damage the minion would take from an effect.

The shark has the following additional Reaction option.

- **Keep My Distance.** If a creature ends its turn within 15' of the shark, the shark swims 15', ending further from the triggering creature.

Reef Shark Spawn of Sekolah

The reef shark spawn of Sekolah uses the Reef Shark stat block with the following changes.

- It is a Fiend.
- Its AC is 16 (natural armor).
- It has 55 (10d8+10) hit points.
- Its Strength is 18 (+4).
- Its Bite is +6 to hit and does 10 (1d12+4) damage.
- Its Challenge Rating is 1 (200 xp).

It has the following additional Action option.

- **Fiendish Belch (recharges when first bloodied).** The shark belches a cloud of blood, viscera, and bile that fills a 20' cube adjacent to it. Each creature in the cube when it forms must make a DC 11 Con save or be blinded and poisoned while it remains in the cloud. The cloud remains until the end of the shark's next turn, and any creature that ends its turn in the cloud takes 4 (1d8) acid damage.

It has the following additional Bonus Action option.

- **Quick Bite.** If the shark used Fiendish Belch this turn, it uses Bite.

REMORHAZ

Location: *Monster Manual.*

Remorhaz Treasure. The lair of one or more remorhazes has a 50% chance each to have 1d10 x 1,000 cp, 1d8 x 1,000 sp, 2d6 x 100 ep, 1d6 x 1,000 gp, and 2d10 gems; plus a 40% chance each to have 1d12 x 50 pp, 1d10 art objects, and 1d8 random magic items.

REPULSOR

Source: Homebrew.

A repulsor looks like a 13' tall humanoid creature with dark brown, olive green, or black skin and blond or red hair. However, rather than having a front and back, it has two fronts on opposite sides of its body, each with its own face and pair of arms. A repulsor is often encountered alone, but sometimes small **parties** of two to six or larger missions of seven to twelve are encountered.

Lust for Magic. Repulsors are greedy, especially for magic. Their ability to sense it makes them excellent magic item collectors. A repulsor will demand magic items from other creatures in exchange for safe passage, and if the other creatures don't agree, the repulsor will attack, either immediately or after preparing the ground ahead of its target with traps. Repulsors often use Humanoids such as **orcs** or **goblins** as minions, and are perfectly willing to sacrifice some to get access to an intriguing magic item.

Repulsor Treasure. A lone repulsor is 50% likely each to have 1d8 x 100 gp, 1d6 x 5 pp, 1d4 gems, 1d4 potions, 1d6 scrolls, and 1d4 random magic items; 35% likely each to have 1d6 x 500 sp and 1d10 x 20 ep; and 10% likely to have 1d6 x 100 cp.

The lair of a party of two to six repulsors is instead 50% likely each to have 2d6 x 500 gp, 1d6 x 10 pp, 1d8 gems, 1d4+2 potions, 1d6+2 scrolls, and 1d4+1 random magic items; 35% likely each to have 1d6 x 1,000 sp and 1d4 x 100 ep; and 10% likely to have 1d6 x 100 cp.

Repulsor

Large Monstrosity, often neutral evil

Armor Class 18 (chain and shield)

Hit Points 60 (8d10+16)

Speed 40 ft.

**STR 15 (+2), DEX 16 (+3), CON 15 (+2),
INT 13 (+1), WIS 15 (+2), CHA 18 (+4)**

Saving Throws Int +4, Wis +5, Cha +7

Skills Arcana +4, Investigation +4, Perception +5

Damage Resistances bludgeoning, piercing and slashing that isn't magic

Senses darkvision 60 ft., passive Perception 15

Languages Common, Undercommon

Challenge 5 (1,800 xp) **Prof** +3

Alert. The repulsor is never surprised.

Repulsive Field. A creature that starts or ends its turn within 40 ft. of the repulsor must make a DC 15 Strength save, being pushed 15 ft. directly away from it on a failure. (A creature that both starts and ends its turn in the field must make both saving throws.)

Sense Magic. The repulsor can constantly sense magic, including that magic's exact location, within 60 ft. of it.

ACTIONS

Multiattack. The repulsor makes two Longsword attacks. It can substitute Far Grip or Force Lance for one of the attacks.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 11 (2d8+2) slashing damage.

Away! (recharge 5-6). Each creature within 30 ft. of the repulsor must make a DC 15 Strength save or be pushed 30 ft. directly away from it. A creature that fails this save by 5 or more also falls prone.

Far Grip. One creature the repulsor can see within 60 ft. must make a DC 15 Strength save or be paralyzed for as long as the repulsor concentrates, up to 1 minute. The creature can use its action to repeat the save, ending the effect on a success.

Force Lance. One creature the repulsor can see within 60 ft. must make a DC 15 Dexterity save. If it fails, it takes 14 (4d6) force damage.

Repulsor Commandant

The repulsor commandant uses the Repulsor stat block with the following changes.

- Its AC is 20 (plate and shield).
- It has 75 (10d10+20) hit points.
- Its Force Lance does 21 (6d6) force damage.
- Its Challenge Rating is 7 (2,900 xp).

The commandant has the following additional Trait.

- **Action Surge (1/day).** The commandant takes an extra action on its turn.

Repulsor Half-Troll

The repulsor half-troll uses the Repulsor stat block with the following changes.

- It has 85 (10d10+30) hit points.
- Its Strength and Constitution are 17 (+3).
- Its Multiattack allows it to make two Longsword and one Claw attack.
- Its Longsword is +6 to hit and does 13 (2d8+4) slashing damage.
- Its Challenge Rating is 8 (3,900 xp).

It has the following additional Trait.

- **Regeneration.** The half-troll regains 5 hit points at the start of its turn. If it takes acid or fire damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn at 0 hit points and doesn't regenerate.

It has the following additional Action option.

- **Claw. Melee Weapon Attack:** +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) slashing damage.

RETRIEVER

Location: *Mordenkainen's Tome of Foes.*

Retrievers in Cydra. The lore described in *Mordenkainen's Tome of Foes* is only part of the truth. The first retrievers were designed by **Demogorgon** and rapidly imitated by other demon princes and lords, less powerful demons, and even a few powerful **yugoloths**, **liches**, and **abominations**... and of course, the **Drow**, as described in MToF.

One of the original model of retrievers, hereafter referred to as **retriever demons**, is an enormous spider-like horror. Most scholars believe that retrievers are built to resemble **bebilith**. Its four forelegs end in massive cleavers, and it has four bulbous glowing eyes that can unleash powerful magical rays, as well as two more, smaller eyes, which it uses to see.

A retriever demon specializes in recovering lost or desired objects, kidnapping creatures, catching escaped slaves, and similar missions, bringing the desired creatures and/or objects back to its Abyssal master. Powerful and cunning demons can sometimes master retriever demons even when they can't create them, and there are even a few instances of far lesser demonkind managing to command them.

Demons sometimes mount howdahs on the backs of retriever demons and ride them in ghastly hunts across the Abyss or whatever other plane they might be able to reach.

Retriever Demon Treasure. A retriever doesn't collect treasure, instead giving everything it acquires to its master.

Retriever Demon

Huge Construct (Demon), always chaotic evil

Armor Class 21 (natural armor)

Hit Points 115 (10d12+50)

Speed 50 ft.

**STR 25 (+7), DEX 17 (+3), CON 20 (+5),
INT 6 (-2), WIS 18 (+4), CHA 10 (+0)**

Saving Throws Dex +8, Int +3, Cha +5

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 60 ft., passive Perception 14

Languages can't speak but understands Abyssal

Challenge 14 (11,500 xp) **Prof** +5

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

Regeneration. If the retriever starts its turn with at least 1 hit point, it regains 10 hit points.

Unerring Tracker. If a retriever is ordered to find a creature or object that its master has seen or has an item belonging to, the retriever can unerringly sense the direction and distance to the desired target. If the target is on another plane, the retriever can sense what plane it is on.

The target of a retriever gains no benefit against it from being hidden or invisible.

Unusual Nature. The retriever has no need for food, drink, sleep, or air.

ACTIONS

Multiattack. The retriever makes four Cleaver attacks.

Cleaver. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 17 (3d6+7) slashing damage.

Eye Rays (recharge 5-6). The retriever uses up to four of the following eye rays once each.

- ***Fire:*** One creature within 100' of the retriever must make a DC 18 Dexterity save, taking 42 (12d6) fire damage on a failure or half that on a success. In addition, a creature that fails its save catches fire, suffering 5 (1d10) fire damage at the start of each of its turns until a creature takes an appropriate action to extinguish the flames.
- ***Cold:*** One creature within 100' of the retriever must make a DC 18 Dexterity save, taking 42 (12d6) cold damage on a failure or half that on a success. In addition, a creature that fails its save has its speed reduced by 20' until the end of the retriever's next turn.
- ***Lightning:*** One creature within 100' of the retriever must make a DC 18 Dexterity save, taking 42 (12d6) lightning damage on a failure or half that on a success. In addition, a creature that fails its save can't take reactions until the end of the retriever's next turn.
- ***Petrification:*** One creature within 100' of the retriever must make a DC 18 Constitution save. If it fails, it is restrained as its flesh begins to harden. At the end of its next turn, it must repeat the save, ending the effect on a success or becoming petrified on a failure.

REVENANT

Location: *Monster Manual.*

Revenant Treasure. A revenant collects no treasure.

Revenant Priest

The revenant priest uses the Revenant stat block with the following changes.

The priest has the following additional Action option.

- **Spellcasting.** The priest casts one of the following spells, using Wisdom as the spellcasting ability (save DC 14, +6 to hit).
 - At Will- *guidance, light, toll the dead* (2d8 or 2d12).
 - 1/day- *detect magic, dispel magic, guiding bolt, inflict wounds, locate object, spirit guardians.*
- Its Challenge Rating is 8 (3,900 xp).

It has the following additional Bonus Action options.

- **Shield of Faith (1st level spell) (1/day).** The revenant gains a +2 bonus to AC for as long as it concentrates, up to 1 minute.

RHINOCEROS

Location: *Monster Manual* p336.

Rhinoceros Treasure. Rhinoceroses don't collect treasure.

Rhinoceros Ancient Legend

Large Beast, always unaligned

Armor Class 13 (natural armor)

Hit Points 228 (24d10+96)

Speed 50 ft.

STR 24 (+7), **DEX** 8 (-1), **CON** 18 (+4),
INT 6 (-2), **WIS** 18 (+4), **CHA** 8 (-1)

Senses passive Perception 14

Languages -

Challenge 13 (8,400 xp)

Prof +5

Charge. If the rhinoceros moves at least 20' straight toward a target and then hits it with a Gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 20 Str save or be pushed up to 10' and knocked prone.

Legendary Resistance (3/day). When the rhino fails a save, it succeeds instead.

ACTIONS

Gore. Melee Weapon Attack: +12 to hit, reach 5 ft., one target. **Hit:** 16 (2d8+7) bludgeoning damage.

LEGENDARY ACTIONS

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

- **Bellow.** Each creature within 25' of the rhinoceros must make a DC 17 Con save or lose its concentration. If it fails by 5 or more, it also drops whatever it is holding (not including a shield).
- **Crazed Whirl.** Each creature within 5' of the rhinoceros must make a DC 20 Str save, taking 10 (1d6+7) bludgeoning damage and being pushed 5' by the rhinoceros on a failure.
- **Move.** The rhinoceros moves up to half its speed.

Rhinoceros Battle Beast

The rhinoceros battle beast uses the Rhinoceros stat block with the following changes.

- Its AC is 18 (plate).
- It has 75 (10d10+20) hit points.
- Its Gore attack does 14 (2d8+5) bludgeoning plus 10 (3d6) piercing damage.
- Its Challenge Rating is 4 (1,100 xp).

Rhinoceros Happygasser

The rhinoceros happygasser uses the Rhinoceros stat block with the following changes.

- Its is a Fey.
- Its Intelligence is 9 (-1) and its Charisma is 12 (+1).
- It speaks Sylvan.

The happygasser has the following additional Action option.

- ***Euphoria Gas Breath (recharge 5-6).*** The happygasser exhales a 40' cone of multicolored, scintillating gas. Each creature in the cone must make a DC 11 Wis save or be charmed for 1 minute (save ends). While charmed in this way, the creature is incapacitated. It is filled with euphoria while so incapacitated.

RIDING HORSE

Location: *Monster Manual* p336.

Riding Horse Treasure. A riding horse doesn't typically have treasure of its own, but it might carry its rider's treasure.

RILMANI

Source: 2e *Planescape Monstrous Compendium*.

Rilmani are the primary inhabitants of the Outlands, creatures dedicated to preserving the balance between opposing forces and promoting the cause of True Neutrality throughout the cosmos. They believe that neither Good nor Evil, Law nor Chaos, should dominate, and that the structure of reality is best served by the stability that results from the interaction of various opposites.

Aid Through Advice. Rilmani take a hand in conflicts that go out of balance, but they prefer to do so by advising the side that is losing rather than by taking an active part in the conflict. Generally, they try to point the side in the right direction and try to let them solve their own problems. The rilmani ideal sees the two sides end up in balance, with the tension between them remaining.

Dwellers Near the Spire. Rilmani usually live in the sections of the Outlands nearest the spire, where most magic fails to function. This helps account for the fact that few mortals are even aware of their existence, and why no spell exists that specifically summons rilmani. The rilmani can be found elsewhere, as they are inveterate travelers, but it is a rare individual indeed who actually dwells anywhere but the innermost parts of Concordant Opposition in the long term.

Eager to See the New Balance. With the recent partial rebalancing of the cosmos after the near-apocalyptic ascendancy of Chaos, the rilmani have called a Grand Concordanach to discuss the state of the Balance going forward and how best to promote it after a long period of serious imbalance. Even if the cosmic correction is not a complete return to overall balance, most rilmani view it as entirely positive.

The rilmani include **argenachs**, **aurumachs**, **cuprilachs**, **ferrumachs**, and **plumachs**.

RIP TIDE PRIEST

Location: *Ghosts of Saltmarsh*.

Rip Tide Priest Treasure. A rip tide priest typically carries 2d10 gp.

ROC

Location: *Monster Manual*.

Roc Treasure. A roc doesn't actively collect treasure, but its tendency to take large prey back to its nest to devour it means that a roc's nest often has treasure in it. It has a 30% chance each to have 1d10 x 1,000 cp, 1d6 x 1,000 sp, 1d10 x 250 ep, 1d10 x 1,000 gp, 2d6 x 25 pp, 1d10 gems, 1d8 art objects and 1d6 random magic items.

Roc of Chaos

The roc of Chaos uses the Roc stat block with the following changes.

- Its Challenge Rating is 12 (8,400 xp).

The roc of Chaos has the following additional Action options.

- **Prismatic Beams.** The roc fires multicolored beams of light from its eyes, filling a 60' cone. Each creature within the cone must make a DC 17 Dex save, then roll 1d6 to determine how it is affected: 1- 10d6 fire damage (half on a save); 2- 10d6 acid damage (half on a save); 3- 10d6 lightning damage (half on a save); 4- 10d6 poison damage (half on a save); 5- 10d6 cold damage (half on a save); 6- on a failed save, the target is restrained. It must make a DC 17 Con save at the end of its next turn, becoming petrified on a failure or ending the effect on a success.

ROPER

Location: *Monster Manual.*

Roper Crag Lurker Challenge Rating.

When assessing the Challenge Rating of a roper crag lurker, assume that it uses Don't Look Away once.

Roper Treasure. A roper doesn't collect treasure, but does need gems in its gizzard to aid its digestion. If its innards are searched, a roper has a 75% chance of containing 2d4 gems.

Roper Crag Lurker

A roper crag lurker uses the Roper stat block with the following changes.

- It has 127 (15d10+45) hit points.
- Its Challenge Rating is 6 (2,300 xp).

The crag lurker has the following additional Reaction option.

- **Don't Look Away.** When an enemy within 15' makes an attack that doesn't target the roper, the roper uses Tendril against that creature. If it hits, it also deals 13 (2d8+4) bludgeoning damage.

Roper Ooze-Touched

A roper ooze-touched is a roper that has somehow been infused with some of the traits of Oozes. Some ooze-touched have been blessed by Juiblex or another similar entity, while others achieve their status through long study and communion with psionic **gray oozes**. The roper ooze-touched uses the Roper stat block with the following changes.

- Its AC is 17 (natural armor).
- It is immune to acid damage.
- It is vulnerable to fire damage.
- Its Bite and Tendril attacks deal an extra 5 (1d10) acid damage on a hit.
- Its Challenge Rating is 6 (2,300 xp).

The ooze-touched has the following additional Action option.

- **Acid Spray (recharge 5-6).** The ooze-touched sprays acid in a 15' cone. Each creature in the cone must make a DC 14 Dex save, taking 22 (4d10) acid damage on a failure or half that on a success. A creature that fails the save is also coated in acid. Unless a creature uses an action to wash the acid away, the creature that failed the save takes 9 (2d8) acid damage at the end of its next turn before the acid loses its potency.

Roper Starving Survivor

A roper starving survivor is withered and stunted after decades of poor feeding. It has two levels of exhaustion. The starving survivor uses the Roper stat block with the following changes.

- It is Medium.
- It has 82 (11d8+33) hit points.
- Its speed is 5', climb 5' (due to exhaustion).
- Its Strength is 16 (+3).
- Its skill bonuses decrease by 1.
- Its passive Perception is 10.
- Its Bite is +5 to hit and does 16 (3d8+3) damage.
- Its Tendrils are +5 to hit and have an escape DC of 13.
- Its Challenge Rating is 4 (1,100 xp).
- Its proficiency bonus is +2.

The starving survivor has the following additional Traits.

- **Starving.** The roper has two levels of exhaustion due to starvation, halving its speed (included above) and giving it disadvantage on checks (included in its passive Perception above).
- **Tenacious Fortitude.** If damage would reduce the survivor to 0 hit points, it can make a Con save with a DC of 5 + the damage taken. On a successful save, it drops to 1 hit point instead.

ROT HARBINGER

Source: 3e *Libris Mortis* (as angel of decay).

The rot harbinger, also called an **angel of decay**, looks like a mockery of an **angel**, its body constantly dribbling bits of rotten flesh and gobbets of decayed meat. Huge putrescent wings give off an awful odor and more rivulets of rot.

The rot harbinger is the essence of liquefaction of dead flesh, an avatar of corruption. Almost always encountered alone, a rot harbinger causes even many other undead to break down if they stay near it.

Rot harbingers typically only appear where massive amounts of flesh has putrefied. Most commonly, this happens at a battlefield or mass grave, but sometimes a city that has died by plague will spawn rot harbingers.

Rot Harbinger Challenge Rating. When assessing the Challenge Rating of a rot harbinger, increase its effective AC by 2 because of its Bloodied Defense reaction.

Rot Harbinger Treasure. A rot harbinger's lair has a 25% chance each to have 1d10 x 1,000 cp, 1d8 x 1,000 sp, 1d6 x 1,000 gp, and 2d10 gems.

Rot Harbinger

Large Undead, always chaotic evil

Armor Class 16 (unholy grace)

Hit Points 247 (26d10+104)

Speed 30 ft., fly 50 ft.

**STR 22 (+6), DEX 14 (+2), CON 18 (+4),
INT 20 (+5), WIS 20 (+5), CHA 18 (+4)**

Damage Resistances bludgeoning, piercing, and slashing that isn't magic

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 15

Languages Abyssal, Common

Challenge 18 (20,000 xp) **Prof** +6

Rotting Aura. A creature that ends its turn within 15' of the rot harbinger takes 21 (6d6) necrotic damage.

Unholy Grace. The rot harbinger adds its Charisma bonus to AC.

Unusual Nature. The rot harbinger needs no air, food, drink, or sleep.

ACTIONS

Multiattack. The rot harbinger makes two attacks: one with its Claws and one with its Wings.

Claws. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 20 (4d6+6) slashing damage plus 11 (2d10) necrotic damage. The rot harbinger regains hit points equal to the necrotic damage dealt.

Wings. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 24 (4d8+6) slashing damage plus 11 (2d10) necrotic damage. The rot harbinger regains hit points equal to the necrotic damage dealt.

REACTIONS

Bloodied Defense (recharges after a short or long rest). When the angel becomes bloodied, it gains 20 temporary hit points. For the next 1 minute, it also gains a +5 bonus to AC and has advantage on saving throws.

Rot Harbinger Death Slinger

The rot harbinger death slinger uses the Rot Harbinger stat block with the following changes.

- Its AC is 17.
- Its Dexterity is 17 (+3).
- Its Claw does 13 (2d6+6) slashing damage plus 11 (2d10) necrotic damage.
- Its Wings do 15 (2d8+6) slashing damage plus 11 (2d10) necrotic damage.
- Its Challenge Rating is 19 (22,000 xp).

The death slinger has the following additional Action option.

- **Hurl Rot.** *Ranged Weapon Attack:* +9 to hit, range 100', one target. *Hit:* 66 (12d10) necrotic damage, and each creature within 5' of the target must make a DC 17 Dex save or take 13 (3d8) necrotic damage.

ROT SPIDER

Source: Homebrewed.

A rot spider is a disgusting form of Undead arachnid. Its bulbous body is about 4' in diameter, with long, spindly legs extending all around it. A rot spider's name comes from the odor of decay coming from it, and from the dribbling rotten goo that leaks from multiple sores on the spider's abdomen. The smell of liquifying, rotting flesh emanates from the spider and lingers where it has passed in the last day or so, often leaving an area stinking and foul.

Ghoulish Feeding Habits. Rot spider venom is paralytic, and the creatures feel great glee in paralyzing prey and then eating it alive. In an encounter with multiple rot spiders, each spider will tend to stop and feast on a foe that falls to it in preference to continuing to fight other enemies, though it will naturally defend itself if pressed. The pleasure a rot spider feels in the pain of a still-living victim should not be underestimated, and canny adventurers can sometimes use it to split a group of rot spiders so that they can deal with them a few at a time. Of course, this may come at the cost of the paralyzed creature's life.

Rot Spider Challenge Rating. When assessing the Challenge Rating of a rot spider, double its effective damage output because of its paralyzing poison.

Rot Spider Treasure. Rot spiders dwell amongst the debris and detritus of their meals. Thus, their lairs often have some treasure. A solitary rot spider, or a **nest** of up to five of the monsters, has a 75% chance each to have 1d4 pieces of mundane armor and 1d4 mundane weapons, a 65% chance to have 1d4 x 100 gp in assorted coins and gems, and a 10% chance to have 1d4 random magic items.

If the lair is home to more than five of the, the lair instead has a 75% chance each to have 1d8 pieces of mundane armor and 2d4 mundane weapons, a 65% chance to have 1d8 x 200 gp in assorted coins and gems, and a 20% chance to have 1d4 random magic items.

Rot Spider

Medium Undead (Spider), always chaotic evil

Armor Class 14 (natural armor)

Hit Points 55 (10d8+10)

Speed 30 ft., climb 30 ft.

STR 14 (+2), **DEX** 15 (+2), **CON** 13 (+1),
INT 7 (-2), **WIS** 16 (+3), **CHA** 12 (+1)

Saving Throws Dex +4

Skills Perception +5, Stealth +4

Damage Resistances cold, necrotic

Damage Immunities poison

Condition Immunities charmed, frightened,
poisoned

Senses Darkvision 60 ft., passive Perception 15

Languages -

Challenge 3 (700 xp) **Prof** +2

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

Undead Nature. A rot spider needs no air, drink, or sleep.

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 target. *Hit:* 5 (1d6+2) piercing damage, plus 10 (3d6) poison damage, and the target must make a DC 11 Constitution saving throw, being poisoned for 1 minute (save ends) on a failed save. While poisoned in this way, the target is paralyzed.

Spit Poison. *Ranged Weapon Attack:* +4 to hit, range 15'/30', one target. *Hit:* 10 (3d6) poison damage, and the target must make a DC 11 Constitution saving throw, being poisoned for 1 minute (save ends) on a failed save. While poisoned in this way, the target is paralyzed.

ROT TROLL

Location: *Mordenkainen's Tome of Foes* p244.

Rot Troll Treasure. The lair of one to six trolls is 40% likely each to hold 1d8 x 500 cp and 1d10 x 250 sp; 35% likely each to hold 1d10 x 10 ep, 1d12 x 100 gp, and 1d6 gems; and 20% likely each to hold 1d4 pieces of jewelry and 1 random magic item.

The lair of a **gang** of seven to fifteen trolls is instead 50% likely each to hold 1d6 x 1,000 cp and 1d8 x 500 sp; 40% likely each to hold 1d12 x 25 ep, 2d10 x 300 gp, and 1d10 gems; 25% likely to hold 1d8 pieces of jewelry; and 20% likely to hold 1d4 random magic items.

The lair of a **pack** of 16 to 50 trolls is instead 50% likely each to hold 1d10 x 1,000 cp and 1d6 x 1,000 sp; 40% likely each to hold 1d6 x 100 ep, 1d12 x 1,000 gp, and 2d8 gems; 25% likely to hold 2d6 pieces of jewelry; and 20% likely to hold 1d8 random magic items.

The lair of a larger **band** of trolls is instead 50% likely each to hold 2d8 x 1,000 cp and 2d6 x 1,000 sp; 40% likely each to hold 1d20 x 100 ep, 3d6 x 1,000 gp, and 2d10 gems; 25% likely to hold 2d8 pieces of jewelry; and 20% likely each to hold 1d6 potions and 1d6+2 random magic items.

ROTHE

Location: *Volo's Guide to Monsters* (deep rothe).

Rothe in Cydra. Because they have an innate spellcasting ability, rothe in Cydra are Monstrosities.

Purchasing a Rothe. In underground communities, rothe are quite common. One can usually be had for around 20 gp.

Rothe Treasure. Rothe don't collect treasure.

RUG OF SMOTHERING

Location: *Monster Manual* p20.

Rug of Smothering Treasure. Animated objects don't typically collect treasure.

RUIN CHANTER

Source: 3e *Monster Manual* V.

A ruin chanter is a Fey personification of worldly ruin and desolation. It often acts as a guardian of an ancient ruined city or other major site, trying to prevent any creatures from rebuilding it and attempting to preserve the sanctity of the ruins. It sings tragic songs describing glories past and the power of decomposition. The ruin chanter appears as a nimble humanoid figure garbed in rust-colored ragged clothes.

Magical Music. All of a ruin chanter's spells and magical powers manifest through its music. Even when it isn't using magic, a ruin chanter is usually singing, humming or whistling. However, its music is always sorrowful, often resembling a dirge. Its lyrics are depressing, following themes of dissolution and nihilism.

Ruinous Allies. Ruin chanters often have allies that also enjoy the ruins, such as **ruin elementals**, **yundar**, or even **leucrotta**. They never tolerate creatures who try to build structures of any kind, only allowing those who revel in the broken-down state of the ruin they guard.

Ruin Chanter Treasure. A ruin chanter doesn't have treasure, but the ruin it guards might.

Ruin Chanter

Medium Fey, always chaotic neutral

Armor Class 17 (leather armor)

Hit Points 190 (20d8+100)

Speed 40 ft., fly 40 ft.

**STR 20 (+5), DEX 23 (+6), CON 21 (+5),
INT 18 (+4), WIS 17 (+3), CHA 22 (+6)**

Saving Throws Wis +7, Cha +10

Skills History +8, Performance +10

Damage Resistances bludgeoning, piercing and

slashing that isn't cold iron

Damage Immunities poison

Condition Immunities poisoned

Senses passive Perception 13

Languages Common, Sylvan

Challenge 10 (5,900 xp) **Prof** +4

ACTIONS

Multiattack. The ruin chanter makes two melee attacks or makes one attack and uses Spellcasting or Infirmary of Body.

Ruined Mace. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d6+5) bludgeoning damage.

Infirmary of Body. The ruin chanter chooses one creature within 50' of it. That creature must make a DC 18 Wisdom save or have its body prematurely aged for as long as the ruin chanter concentrates, to a maximum of 1 hour. While prematurely aged, the creature has disadvantage on Strength, Dexterity and Constitution attacks and checks. A *remove curse* spell will end this effect.

Spellcasting. The ruin chanter casts one of the following spells, using Wisdom as the spellcasting ability (save DC 18, +10 to hit), requiring no material components.

At Will- *Confusion*.

3/day- *Crushing despair*, *rusting grasp*, *spike stones*.

RUIN ELEMENTAL

Source: 3e *Monster Manual* V.

Composed of broken masonry, shattered bits of brick, parts of collapsed buildings, and the like, a ruin elemental is unusual in being a type of Elemental far more common on the Material Plane than it is on the Elemental Planes. A ruin elemental often haunts the ruin of a city, castle, or other once-proud place, and frequently is a boon companion to a **ruin chanter**.

Lover of Ruins, But Not a Maker of Ruins.

A ruin elemental enjoys being in and around ruins, broken structures, dilapidated buildings, and the like. Despite this, it would never occur to a ruin elemental to destroy or damage standing structures in order to create such a ruin. To the ruin elemental, an intact building or settlement is as different from a ruined one as a lake is from a cloud: they are fundamentally different things.

Ruin Elemental Treasure. A ruin elemental doesn't actively collect treasure, though there might well be some in the ruin it dwells within.

Ruin Elemental

Large Elemental, always neutral

Armor Class 17 (natural armor)

Hit Points 147 (14d10+70)

Speed 40 ft.

STR 25 (+7), **DEX** 10 (+0), **CON** 20 (+5),
INT 9 (-1), **WIS** 15 (+2), **CHA** 7 (-2)

Damage Resistances bludgeoning, piercing and slashing that isn't magic

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 12

Languages Terran

Challenge 8 (3,900 xp) **Prof** +3

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

ACTIONS

Multiattack. The elemental makes two Slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 16 (2d8+7) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +10 to hit, range 100/300 ft., one target. *Hit:* 14 (2d6+7) bludgeoning damage.

Shock Wave (Recharge 5-6). Each creature within 20' of the elemental must make a DC 18 Strength save, taking 11 (2d10) thunder damage and being pushed back 20' on a failure or suffering half damage on a success.

Ruin Elemental Great Collapse

The ruin elemental great collapse uses the Ruin Elemental stat block with the following changes.

- It is Huge.
- It has 161 (14d12+70) hit points.
- Its Slam is +11 to hit and does 20 (3d8+7) bludgeoning damage.
- Its Rock is +11 to hit and does 17 (3d6+7) bludgeoning damage.
- Its Shock Wave action option has a save DC of 19 and deals 22 (4d10) thunder damage on a failed save.
- Its Challenge Rating is 10 (5,900 xp).

RUINATION GAS (Hazard)

Source: Homebrew.

Ruination gas is a foul, yellow-orange vapor that is visible in the air. It smells strongly of copper and vinegar. While it is disorienting and nauseating to creatures that breathe it in, it is more dangerous because of the effects it has on their supplies and gear.

Ruination gas is an alchemical creation of the Strogassian Dark Empire, though the techniques required to create it spread far and wide before being lost some centuries ago.

Ruination gas is sometimes found as part of a working trap, but it is more likely to linger in places where it once served such a purpose, but has corroded its way out of whatever once contained it. A creature within 10' of ruination gas can feel its head swim. A creature actually within ruination gas must make a DC 15 Con save, becoming poisoned as long as it remains in the gas.

on a failure. Worse, any food brought into an area of ruination gas is tainted; it becomes tinted with an ugly yellow-orange shade, and a creature that eats it finds its stomach churning and its head swimming. It becomes poisoned for 24 hours, gains a level of exhaustion, and can't benefit from a rest while poisoned in this way.

Metal objects in the ruination gas are permanently tinted yellow-orange, and emerge clean and polished. However, rope, cloth, and similar materials gain 1 wear point for each full 10 minutes spent in the gas.

The only way to deal with ruination gas is to move or avoid it. It is a permanent hazard where it is found, and a relic of the so-called Fanatic Wars that took place between Strogass and Forinthia for centuries.

RUKARAZYLL

Source: 3e *Monster Manual* 2.

A rukarazyll is a bizarre fungal growth from the Elemental Plane of Earth. A consummate deceiver, the rukarazyll delights in pretending to be a charismatic man or woman preaching the word of an apparently benign (but altogether fabricated) deity. Slowly, the rukarazyll perverts and corrupts the worshipers to evil, tricking them into increasingly despicable acts.

In its natural form, a rukarazyll looks like a bulbous mass of seething fungoid matter, studded with eyes and gasping orifices that leak stinking, black drool. Six long, hook-studded tendrils emerge from its central mass at various seemingly-random points. It uses half of its tendrils to push itself about while the others serve as the monster's hands. Atop the monster is a strange head that looks like the skull of a ram, complete with horns. The rukarazyll's lipless, unclosing mouth dribbles black, frothing acid. Its natural voice is thick and gurgling and unsettling to hear. The rukarazyll is about 6' in diameter and weighs around 200 lbs.

Infectious Fungus. A rukarazyll's deadliest, and most loathsome, attack involves infecting creatures with a terrible fungus that rots them in mere moments. Though the rukarazyll isn't physically strong, this terrible ability makes them extremely dangerous.

Of Elemental Evil Earth. A rukarazyll is undeniably evil. Given its origins, this has led to the suggestion that the monster is a creation of **Ogremoch**. However, fungus seems like an unusual vector for the Grumbling Lord to use. Others have speculated that **Zuggtmoy** had long ago worked her will on a section of the Elemental Plane of Earth during her excursions into the Temple of Elemental Evil and the Elemental Nodes therein, thus spawning the first few rukarazyll. The truth is uncertain, and the rukarazyll themselves delight in misdirecting inquiries into their culture, origins, and religion, if any.

Rukarazyll Allies. A rukarazyll might ally itself with any number of creatures devoted to Elemental Evil Earth, and it tries to seduce appropriate creatures to join it in its loyalties. **Gargoyles, bulettes, earth elementals, stone spikes, stone giants, cultists, evil mages, priests** of Elemental Evil, and of course, **black earth cultists** are all fairly common allies of a rukarazyll.

Rukarazyll Treasure. Rukarazyll are hoarders of treasure and magic. They even love cursed items, taking great pleasure in selling or trading them under false pretenses. A solitary rukarazyll has a 50% chance each to have 2d6 x 1,000 gp and 1d6 pieces of jewelry; a 40% chance each to have 1d6 x 1,000 cp, 1d10 x 1,000 sp, and 2d10 gems; and a 20% chance each of having 1d20 x 50 ep, 1d6 x 50 pp, 1d4 potions, and 1d4 magic items.

A **mass** of two to eight rukarazyll instead has a 50% chance each to have 2d10 x 2,000 gp and 2d10 pieces of jewelry; a 40% chance each to have 1d6 x 1,000 cp, 1d10 x 1,000 sp, and 4d10 gems; and a 20% chance each of having 1d10 x 500 ep, 2d10 x 100 pp, 2d4 potions, and 2d4 magic items.

A **plague** of nine to twelve rukarazyll instead has a 50% chance each to have 2d10 x 5,000 gp and 5d6 pieces of jewelry; a 40% chance each to have 1d6 x 1,000 cp, 1d10 x 1,000 sp, and 2d6 x 10 gems; and a 20% chance each of having 2d6 x 1,000 ep, 1d10 x 1,000 pp, 2d8 potions, and 2d6 magic items.

Rukarazyll

Large Plant (Earth), always chaotic evil

Armor Class 16

Hit Points 114 (12d10+48)

Speed 70 ft., climb 50 ft.

**STR 6 (-2), DEX 22 (+6), CON 19 (+4),
INT 18 (+4), WIS 17 (+3), CHA 18 (+4)**

Skills Deception +8, Insight +7, intimidation +8

Condition Immunities poisoned, prone

Senses darkvision 60 ft., passive Perception 13

Languages Terran, Common

Challenge 11 (7,200 xp) **Prof** +4

Evasion. When the rukarazyll makes a Dexterity save for half damage, it takes no damage on a successful save and half damage on a failure.

ACTIONS

Multiattack. The rukarazyll makes three Tendril attacks.

Tendril. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 9 (1d6+6) bludgeoning damage plus 11 (2d10) necrotic damage, and the target must make a DC 16 Constitution save or become infected by a rotting fungus (save ends). While infected in this way, the creature takes 11 (2d10) necrotic damage at the start of each of its turns.

If the ongoing necrotic damage reduces a creature to 0 hit points, it dies, and its body transforms into a pile of fungus that lives for 2d6 weeks. The creature can't be returned to life while the fungus lives, but it can be destroyed by dealing 5 cold, fire, poison, or radiant damage to it.

Spit Ooze (recharges on a short or long rest).

The rukarazyll spits out a **gray ooze** in an unoccupied space within 60'.

Wall of Thorns (6th level spell) (1/day). The rukarazyll creates a wall of brush bristling with thorns within 120'. The wall can be up to 60' long, 10' high, and 5' thick or a circle that has a 20' diameter and is up to 20' high and 5' thick. The wall blocks line of sight. It remains as long as the rukarazyll concentrates on it, up to 10 minutes.

When the wall appears, each creature in its area must make a DC 16 Dex save, taking 31 (7d8) piercing damage on a failure or half that on a success. Moving through the wall costs 4' of movement for each foot moved.

The first time a creature enters the wall on a turn or ends its turns there, it must make a DC 16 Dex save, taking 31 (7d8) slashing damage on a failure or half that on a success.

Spellcasting. The rukarazyll casts one of the following spells, using Charisma as the spellcasting ability (save DC 16), requiring no components.

At will- *alter self*, *blur*, *darkness*, *detect evil and good*, *detect magic*, *dimension door*, *entangle*, *plant growth*

3/day- *Polymorph* (self only).

RUST DRAGON

Source: 3e *Draconomicon*.

Rust dragons appear similar to tarnished versions of metallic dragons. One that resembles a silver dragon will develop skin that resembles blackened silver; those that look like copper dragons have skin that appears like copper covered in patches of verdigris. Hailing from the Eternal Battleground of Acheron, a rust dragon is even

more dangerous than creatures that encounter it at first expect, for it can rust metal objects into flakes in but a few moments of combat.

Bizarre Claims about Rust Monsters. Some planar sages claim that rust dragons are actually an adult form of **rust monster**. They say that a rust monster that lives long enough and consumes enough metal will eventually somehow find its way to Acheron, where it enters a cocoon, emerging as a rust dragon wyrmling after a year or two. Such claims are unverified, but supported by some ancient texts. If they are correct, it certainly has interesting implications regarding rust monsters' nature, and the question of exactly how an old rust monster finds its way into another plane is a secret many planar sages would pay handsomely for an answer to.

The Achaierai Connection. In a few cases, flocks of **achaierai** have been encountered with rust dragons. In these cases, the dragon seems almost like a pet to the fiendish birds. Some addled graybeards claim that this is the result of achaierai gathering the alleged cocoons of rust monsters before they hatch, then imprinting themselves on the rust dragon hatchlings. Whatever the case, the relationship certainly is unusual; it is extremely rare for any dragon to take a tole subservient to another creature under any circumstance.

Rust Dragon Treasure. Each dragon has an individualized hoard. Since greed is one of a dragon's driving instincts, such hoards are often very large and valuable. A rust dragon never has metal treasure. See *Fizban's Treasury of Dragons* (p 66-73) for hoard rules.

THE RUST DRAGON'S LAIR

On Acheron, a rust dragon's lair is a cave in one of the plane's great battle cubes, carved out by the effects of rust over years and the efforts of the dragon itself. Such a cave has thousands of jagged bits of metal that stick out everywhere, snagging gear and hair, slicing those that come too close, and offering the threat of tetanus.

LAIR ACTIONS

On initiative count 20 (losing ties), a legendary rust dragon takes a lair action to cause one of the following effects. It can't use the same lair action two rounds in a row.

- A section of wall or roof collapses in a 10' radius cylinder as high as the ceiling. Each creature in the cylinder must make a DC 15 Dexterity save, taking 22 (4d10) bludgeoning damage and falling prone on a failure.
- One creature in the lair of the dragon's choice must make a DC 15 Dex save or be restrained as an irregular, jagged piece of metal catches their equipment, hair, or accoutrements. It takes an action for a creature to free the trapped creature.
- A cloud of rusty particles drifts down from above or rises from the floor, filling a 30' cube in the lair. Each creature in the cube other than a rust dragon or rust monster must make a DC 15 Con save or be blinded until initiative count 20 of the next round.

REGIONAL EFFECTS

The region surrounding a rust dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- Within 1 mile of the lair, metal items quickly rust, gaining 1 wear point every three days.
- Within 1 mile of the lair, frequent drifts of rust-colored dust form, which are difficult terrain.
- Within 1 mile of the lair, objects are magically more likely to suffer damage. They have disadvantage on saving throws to avoid effects that damage them, put wear points on them, or destroy them outright.

Adult Rust Dragon

Huge Dragon (Planar), usually lawful neutral

Armor Class 17 (natural armor)

Hit Points 207 (18d12+90)

Speed 50 ft., fly 80 ft.

**STR 21 (+5), DEX 10 (+0), CON 21 (+5),
INT 10 (+0), WIS 15 (+2), CHA 10 (+0)**

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

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

Languages Infernal, Draconic

Challenge 16 (15,000 xp) (not in lair) or 18 (20,000) (in lair) **Prof** +5 (+6 in lair)

Lair Bonus. In its lair, the dragon's proficiency bonus rises by 1. Increase its attack and save bonuses by 1, as well as its save DCs.

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

ACTIONS

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

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 14 (2d8+5) piercing damage, and if the target is wearing metal armor, it must succeed on a DC 18 Dexterity save or its armor gains 1d3 wear points.

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

Tail. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 14 (2d8+5) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120' of it and aware of it must succeed on a DC 13 Wisdom save or become frightened for 1 minute (save ends). 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.

Rusting Breath (Recharge 5-6). The dragon emits reddish-brown liquid in a 5' wide line 100' long. Each creature in the line must make a DC 18 Dexterity save, suffering 24 (7d6) acid damage on a failure and half that on a success. In addition, a creature that fails puts 1d3 wear point each on two metal items of the following, in the order presented: armor, shield, weapon or tool in hand, off hand weapon or tool, helm, gauntlets, stowed weapon, amulet, ring, stowed item.

REACTIONS

Bloodied Breath (recharges after a short or long rest). When the dragon becomes bloodied, its Rusting Breath recharges, and the dragon uses it.

LEGENDARY ACTIONS

The dragon can use 3 legendary actions, choosing from the options below. 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.
- **Tail Attack.** The dragon makes a Tail attack.
- **Wing Attack (Costs 2 Actions).** The dragon beats its wings. Each creature within 10' of the dragon must succeed on a DC 18 Dexterity save or take 12 (2d6+5) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Ancient Rust Dragon

Gargantuan Dragon (Planar), usually lawful neutral

Armor Class 18 (natural armor)

Hit Points 455 (26d20+182)

Speed 50 ft., fly 80 ft.

**STR 25 (+7), DEX 10 (+0), CON 25 (+7),
INT 12 (+1), WIS 17 (+3), CHA 12 (+1)**

Saving Throws Dex +7, Int +8, Wis +10, Cha +8
Senses blindsight 60 ft., darkvision 60 ft., passive Perception 13

Languages Infernal, Draconic

Challenge 22 (41,000 xp) (not in lair) or 23 (50,000 xp) (in lair) **Prof** +7

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

ACTIONS

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

Bite. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 16 (2d8+7) piercing damage, and if the target is wearing metal armor, it must succeed on a DC 22 Dexterity save or its armor gains 1d3 wear points.

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

Tail. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 16 (2d8+7) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120' of it and aware of it must succeed on a DC 16 Wisdom save or become frightened for 1 minute (save ends). 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.

Rusting Breath (Recharge 5-6). The dragon emits reddish-brown liquid in a 5' wide line 100' long. Each creature in the line must make a DC 22 Dexterity save, suffering 31 (9d6) acid damage on a failure and half that on a success. In addition, a creature that fails puts 1d3 wear point each on two metal items of the following, in the order presented: armor, shield, weapon or tool in hand, off hand weapon or tool, helm, gauntlets, stowed weapon, amulet, ring, stowed item.

REACTIONS

Bloodied Breath (recharges after a short or long rest). When the dragon becomes bloodied, its Rusting Breath recharges, and the dragon uses it.

LEGENDARY ACTIONS

The dragon can use 3 legendary actions, choosing from the options below. 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.
- **Tail Attack.** The dragon makes a tail attack.
- **Wing Attack (Costs 2 Actions).** The dragon beats its wings. Each creature within 10' of the dragon must succeed on a DC 22 Dexterity save or take 14 (2d6+7) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Rust Dragon Wyrmling

Medium Dragon (Planar), usually lawful neutral

Armor Class 15 (natural armor)

Hit Points 44 (8d8+8)

Speed 50 ft., fly 80 ft.

**STR 13 (+1), DEX 10 (+0), CON 13 (+1),
INT 6 (-2), WIS 11 (+0), CHA 6 (-2)**

Saving Throws Dex +2, Int +0, Wis +2, Cha +0

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

Languages Infernal, Draconic

Challenge ½ (100 xp) **Prof** +2

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8+1) piercing damage, and if the target is wearing metal armor, it must succeed on a DC 11 Dexterity save or its armor gains 1d3 wear points.

Rusting Breath (Recharge 5-6). The dragon emits reddish-brown liquid in a 5' wide line 100' long. Each creature in the line must make a DC 11 Dexterity save, suffering 10 (3d6) acid damage on a failure and half that on a success. In addition, a creature that fails puts 1d3 wear point each on two metal items of the following, in the order presented: armor, shield, weapon or tool in hand, off hand weapon or tool, helm, gauntlets, stowed weapon, amulet, ring, stowed item.

Young Rust Dragon

Large Dragon (Planar), usually lawful neutral

Armor Class 16 (natural armor)

Hit Points 136 (16d10+48)

Speed 50 ft., fly 80 ft.

**STR 17 (+3), DEX 10 (+0), CON 17 (+3),
INT 8 (-1), WIS 13 (+1), CHA 8 (-1)**

Saving Throws Dex +3, Int +2, Wis +4, Cha +2

Senses blindsight 60 ft., darkvision 60 ft., passive Perception 11

Languages Infernal, Draconic

Challenge 7 (2,900 xp) **Prof** +3

ACTIONS

Multiattack. The dragon makes three attacks: one with its Bite and two with its Claws.

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 12 (2d8+3) piercing damage, and if the target is wearing metal armor, it must succeed on a DC 14 Dexterity save or its armor gains 1d3 wear points.

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

Rusting Breath (Recharge 5-6). The dragon emits reddish-brown liquid in a 5' wide line 100' long. Each creature in the line must make a DC 14 Dexterity save, suffering 21 (6d6) acid damage on a failure and half that on a success. In addition, a creature that fails puts 1d3 wear point each on two metal items of the following, in the order presented: armor, shield, weapon or tool in hand, off hand weapon or tool, helm, gauntlets, stowed weapon, amulet, ring, stowed item.

REACTIONS

Bloodied Breath (recharges after a short or long rest). When the dragon becomes bloodied, its Rusting Breath recharges, and the dragon uses it.

RUST MONSTER

Location. *Monster Manual.*

Purchasing a Rust Monster. Owning a rust monster is illegal in many places. Where one can be found for sale, it usually costs about 1,000 gp.

Rust Monster Challenge Rating. When assessing the Challenge Rating of a rust monster, increase its effective attack bonus by 4 to account for its various rusting features.

Rust Monster Treasure. A rust monster never has treasure.

Rust Monster Swarm

Huge Swarm of Medium Monstrosities, always unaligned

Armor Class 14 (natural armor)

Hit Points 112 (15d12+15)

Speed 40 ft.

**STR 18 (+4), DEX 12 (+1), CON 13 (+1),
INT 2 (-4), WIS 13 (+1), CHA 6 (-2)**

Damage Resistances bludgeoning, piercing, and slashing

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

Senses darkvision 60 ft., passive Perception 11

Languages -

Challenge 7 (2,900 xp)

Prof +3

Rust Metal. Any metal item that contacts the rust troll, including a metal weapon that hits it, corrodes. After dealing damage (if applicable), the item gains 1 wear point. A single wear point is cosmetic damage; 2 wear points apply a -1 penalty to the object where applicable; and a third wear point destroys the item. Magic items can typically sustain one additional wear point without suffering more than cosmetic damage.

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 Abyssal ant. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Rusting Swarm. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 21 (4d8+4) piercing damage, or 13 (2d8+4) piercing damage if the swarm is bloodied, and the target must make a DC 12 Dex save/ If it fails, it puts 1d3 wear point each on two metal items of the following, in the order presented: armor, shield, weapon or tool in hand, off hand weapon or tool, helm, gauntlets, stowed weapon, amulet, ring, stowed item.

Rust Monster Young

The rust monster young uses the Rust Monster stat block with the following changes.

- It is Small.
- It has 1 hit point (minion).
- It is worth 20 xp.

The rust monster young has the following additional Traits.

- **Minion.** A missed attack never damages a minion, and a successful save prevents all damage the minion would take from an effect.

RUST TROLL

Source: Homebrewed.

A rust troll resembles a rust-colored **troll** with a pair of long, feathery antennae coming from its shoulders. This monster combines the worst aspects of a troll with the destructive ability of a **rust monster**.

A rust troll is a type of **grisly crossbreed**- a creature artificially created with the aid of necromantic magic, combining the aspects of two or more parent species to generate an entirely new kind. While there are many different types of grisly crossbreeds, rust trolls are among the most pernicious, being both exceptionally hard to slay and very dangerous. Many an adventurer has moved boldly forward, torch in hand, to confront a rust troll, only to discover their armor or weapon falling apart at the troll's touch.

Like their troll forebears, rust trolls can sometimes be found in cold mountains, but are almost always encountered underground. Metal-using creatures that encounter them usually fear and despise them, while the rust trolls simply see both such creatures and their metal as food to be devoured.

Rust Troll Treasure. The lair of one to six trolls is 40% likely each to hold 1d8 x 500 cp and 1d10 x 250 sp; 35% likely each to hold 1d10 x 10 ep, 1d12 x 100 gp, and 1d6 gems; and 20% likely each to hold 1d4 pieces of jewelry and 1 random magic item.

The lair of a **gang** of seven to fifteen trolls is instead 50% likely each to hold 1d6 x 1,000 cp and 1d8 x 500 sp; 40% likely each to hold 1d12 x 25 ep, 2d10 x 300 gp, and 1d10 gems; 25% likely to hold 1d8 pieces of jewelry; and 20% likely to hold 1d4 random magic items.

The lair of a **pack** of 16 to 50 trolls is instead 50% likely each to hold 1d10 x 1,000 cp and 1d6 x 1,000 sp; 40% likely each to hold 1d6 x 100 ep, 1d12 x 1,000 gp, and 2d8 gems; 25% likely to hold 2d6 pieces of jewelry; and 20% likely to hold 1d8 random magic items.

The lair of a larger **band** of trolls is instead 50% likely each to hold 2d8 x 1,000 cp and 2d6 x 1,000 sp; 40% likely each to hold 1d20 x 100 ep, 3d6 x 1,000 gp, and 2d10 gems; 25% likely to hold 2d8 pieces of jewelry; and 20% likely each to hold 1d6 potions and 1d6+2 random magic items.

Rust Troll

Large Monstrosity, usually chaotic evil

Armor Class 15 (natural armor)

Hit Points 76 (8d10+32)

Speed 30 ft.

**STR 18 (+4), DEX 13 (+1), CON 18 (+4),
INT 5 (-3), WIS 9 (-1), CHA 7 (-2)**

Skills Perception +2

Senses darkvision 60 ft., passive Perception 12

Languages Giant

Challenge 6 (2,300 xp)

Prof +3

Iron Scent. The rust troll can pinpoint, by scent, the location of any ferrous metal within 30' of it.

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

Rust Metal. Any metal item that contacts the rust troll, including a metal weapon that hits it, corrodes. After dealing damage (if applicable), the item gains 1 wear point. A single wear point is cosmetic damage; 2 wear points apply a -1 penalty to the object where applicable; and a third wear point destroys the item. Magic items can typically sustain one additional wear point without suffering more than cosmetic damage.

ACTIONS

Multiattack. The rust troll makes five attacks: one with its Bite, two with its Claws, and two with its Antennae.

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

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

Antennae. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one metal object. *Hit:* The object gains 1 wear point. An unattended object has an AC of 10. If the object is worn or carried by a creature, its AC is 10 + its holder or wearer's Dexterity bonus + any magical bonuses to AC that its holder or wearer has.

RUTTERKIN

Location: *Mordenkainen's Tome of Foes* p136.

Rutterkin Treasure. A rutterkin doesn't usually have treasure.