

AAG

Source: Homebrewed.

An aag is a horrific and powerful undead monstrosity powered by shadow energies. Smart and social, aags work together to bring down challenging prey and are highly unlikely to succumb to infighting amongst themselves. A single aag is cunning, swift, strong and merciless; a nest of them magnifies all of these traits tremendously.

An aag has a hairless humanoid body about 7' tall below the neck. Its head has enlarged yellow or red eyes, sharply pointed ears, and vicious fangs. The monster's neck is snakelike and about three feet long, allowing the aag to whip its head around as quickly as a cat does its tail. Finally, an aag has huge albino bat-like wings sprouting from its shoulders, allowing it to fly with deadly speed and maneuverability.

Evil Schemers. An aag is motivated by sheer malice and a desire to spread fear and misery, but with a genius-level intellect, it is rare for an aag to settle for a few random killings in an area. Instead, an aag tends to develop intelligent plans that will lead to terrific levels of suffering in a widespread region: the spreading of plagues, the slow starvation of thousands, the rise of an irredeemable villain as a land's ruler, the flipping or sinking of an entire continent or island- these are far more worthy plots for an aag. Aags have no reservations about working with other evil creatures, but they also have no reservations about betraying their allies on a whim. Nonetheless, a relationship that leads to widespread misery is one that an aag or group of aags is fully capable of preserving for an extended period of time.

Workers in Darkness. Though an aag isn't harmed by daylight, it detests it, preferring to dwell in hidden out-of-the-way places that are cloaked in darkness during the day, especially favoring ruins. Aags usually emerge at night to perpetrate their acts of evil, and often attempt to disguise their work as being caused by vampires or similar creatures.

Insidious Reproduction. Aag reproduction is highly atypical for undead. When an aag wounds a

creature but that creature survives the encounter, the creature bears an undetectable taint in its soul. This taint can be removed by any effect that will remove a curse. There are also special, unique rituals for purification that will remove this taint. If a creature dies with the taint still on its soul, its body will rise as an aag at the next midnight.

Because of this terrible form of reproduction, a single aag can quickly lead to large number of these horrible monsters infesting an area. Sometimes these aags work together, while at other times, some disperse, going their own way and spreading the curse of undeath further in the world.

Aags in Combat. Aags are intelligent and evasive. They are smart enough to keep their distance from enemies that don't have good ranged attacks, circling and darting in periodically with Flyby.

They also excel at lurking out of sight in the darkness because of their superior darkvision range, moving in to strike suddenly when terrain allows them to close the distance undetected, then withdrawing out of range before enemies can rally a strong counterattack.

Aag Allies. Aags often work with other undead, usually leading them. Rarely, they will serve a powerful master such as a lich, greater fiend, or Bile Lord, or ally with a creature that they consider to be a peer, such as a rakshasa, powerful necromancer, or evil dragon.

Aag Treasure. Aags collect treasure both out of the knowledge that they can use it to manipulate servants and out of sheer greed. When determining treasure for a group of aags, consider all the aags working together as one group.

A solitary aag typically has 1d6 x 500 gp in treasure in coins, gems and jewels, with a 20% chance of having 1 random magic item.

A **clutch** of two to five aags typically has 2d6 x 1,000 gp in treasure in coins, gems and art objects, with a 25% chance of having 1d3 random magic items.

A **brood** of six to twenty aags typically has 3d10 x 1,000 gp in treasure in coins, gems and art objects, with a 50% chance of 2d4 random magic items.

Aag

Medium Undead, usually neutral evil

Armor Class 17 (natural armor)

Hit Points 105 (12d8+60)

Speed 40 ft., fly 90 ft.

**STR 22 (+6), DEX 18 (+4), CON 21 (+5),
INT 18 (+4), WIS 18 (+4), CHA 16 (+3)**

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

Skills Deception +7, Intimidation +7, Stealth +8

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

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, petrified, poisoned

Senses Darkvision 120 ft., passive Perception 14

Languages Common

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

Turn Resistance. The aag has advantage on saving throws against effects that turn undead.

Unusual Nature. An aag has no need for air, drink or sleep.

ACTIONS

Flyby Attack (recharge 5-6). Until the end of its turn, the aag doesn't provoke opportunity attacks when it flies out of a creature's reach. It uses Multiattack, moving at least 10' between each attack.

Multiattack. The aag makes two attacks with its claw and one attack with its bite.

Claw. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. *Hit:* 10 (1d8+6) slashing damage, plus 10 (3d6) necrotic damage. In addition, the target must make a DC 17 Constitution save or its maximum hit points are reduced by an amount equal to the necrotic damage that it took. This reduction lasts until the creature finishes a long rest.

Bite. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. *Hit:* 10 (1d10+6) piercing damage, and the target must succeed on a DC 17

Constitution saving throw or contract a disease that lasts until it is cured. While diseased, the target is poisoned and must repeat the saving throw each time it completes an extended rest. If it fails three of these saves, it dies. If it succeeds on three of these saves, the disease is cured. If another creature tends the diseased creature during an extended rest and succeeds at a DC 15 Wisdom (Medicine) check, the diseased creature has advantage on its Constitution save at the end of that extended rest. However, the creature making the Wisdom (Medicine) check cannot benefit from that same extended rest.

AARAKOCRA

Location: *Monster Manual.*

No Arms. A Cydran aarakocra's hands are a part of its wings rather than separate limbs. (The *5e Monster Manual's* picture of an aarakocra is inaccurate for Cydra. Pictures from previous editions depict the aarakocra as they appear in Cydra; the *2e Monstrous Manual* has the best accurate picture of Cydran aarakocra.)

Violently Claustrophobic. Aarakocra cannot abide a roof over their heads for any length of time, much less a sojourn underground. Being unable to see the sky for even a few moments is enough to make an aarakocra anxious, nervous, and fitful. If cut off from the sky for even a quarter of an hour, an aarakocra becomes unable to think about anything other than re-attaining a view of the sky. Being bereft of it for any length of time is extremely traumatizing, and an aarakocra that can't see the sky for an hour almost always falls into a catatonic stupor from which it can't be raised. Even if brought back under the open sky, over half of such traumatized aarakocra never recover and simply waste away and die. (A *greater restoration* or similar effect can save the unfortunate creature.)

Aarakocra Treasure. Aarakocra don't usually carry treasure, but the lair of a **tribe** of 11-30 of them has a 25% chance of having 1d6 gems; a 20% chance of having 1d8 x 100 gp in assorted

coins; a 10% chance of having 1d3 art objects; and a 5% chance of having 1 random magic item.

ABIORACH

Source: *2e Planescape Monstrous Compendium*.

An abiorach resembles an adolescent human with silver skin. Its eyes are crystalline and reflect a constantly-shifting rainbow of colors. An abiorach is one type of **rilmani**, creatures from the Outlands, also known as the plane of Concordant Opposition. The rilmani are creatures of neutrality, seeking to find 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.

Elemental Agents. While abiorachs are native to the Outlands, and though most rilmani operate on the Outer Planes, the abiorachs serve as agents for their race on the Inner Planes, especially the Elemental Planes. Among the weakest of the rilmani subraces, abiorachs prefer to operate through manipulation and tricky, preferring to avoid combat. Abiorachs are used to looking at things from an elemental perspective rather than a worldly or Outer Planar one, and this sometimes makes their actions and decisions seem odd to others, as they often seem focused more on material objects or environmental phenomena than on the affairs of living creatures or philosophical or religious matters. Nonetheless, abiorachs' every action is taken with the greater balance in mind.

An abiorach will sometimes take up a station as an adviser to a genie, archomental, or other powerful elemental force, seeking to guide it towards behavior that helps establish or maintain the balance. The recklessness of many elemental creatures makes the abiorach's job difficult, but the fact that most elemental creatures care little for matters outside the Inner Planes means that they can sometimes be easily manipulated regarding other matters.

Abiorach Allies. In addition to other rilmani, abiorach often have **elemental** allies, since most elementals are neutral. More rarely, an abiorach might consort with various types of **para-elementals** or **quasi-elementals**. It might also befriend or temporarily ally with other Inner Planar creatures, especially those inclined toward neutrality. An abiorach might sometimes employ mercenaries, and some have employed **energons**.

When acting to aid one side of a conflict to restore a disrupted balance, an abiorach might work with creatures of any type, from the most beatific and saintly of Good to the vilest of Evil. Any such alliance is temporary, and wanes as balance returns to the matter at hand.

Abiorach Treasure. An abiorach is 50% likely to have 5d6 x 100 gp, 25% likely each to have 1d6 gems and 1d3 pieces of jewelry, and 10% likely to have 1 random magic item.

A **band** of 2-8 abiorachs is instead 75% likely to have 3d6 x 1,000 gp, 40% likely each to have 3d8 gems and 2d6 pieces of jewelry, 25% likely to have 1d4 potions, 10% likely to have 1d2 random magic items, and 60% likely to have a random treasure map.

Abiorach

Medium Humanoid (Rilmani), always neutral

Armor Class 16 (chain mail)

Hit Points 57 (6d8+30)

Speed 30ft.

STR 18 (+4), DEX 12 (+1), CON 20 (+5), INT 13 (+1), WIS 13 (+1), CHA 12 (+1)

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

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

Damage Immunities lightning, poison

Senses truesight 30 ft., passive Perception 11

Languages Common, Primordial, Rilmani

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

Planar Attunement. When it is on one of the Inner Planes, the abiorach can attune to it over the course of a short rest. Once attuned, it can travel through the plane's normal terrain at its walking speed, can breathe freely, and takes no damage from the plane's standard environmental conditions. In addition, natives of that plane treat the abiorach as if it were also a native to that plane.

ACTIONS

Multiattack. The abiorach makes two Trident attacks.

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

Elemental Strike (recharges after a short or long rest). The abiorach chooses acid, cold, fire, or lightning. Up to two creatures it can see within 90' must make DC 11 Dex saves, suffering 33 (6d10) damage of the chosen type on a failure or half that on a success.

Shocking Grasp (cantrip). *Melee Spell Attack:* +3 to hit (with advantage if the target is in metal armor), reach 5 ft., one target. *Hit:* 9 (2d8) lightning damage, and the target loses its reaction until the end of its next turn.

Spellcasting. The abiorach is a 6th level caster. Its spellcasting ability is Wisdom (save DC 12, +4 to hit with spell attacks). It can cast the following spells, requiring no material components:

At will- *charm monster, glitterdust, invisibility, shocking grasp.*

ABJURER

Location: *Volo's Guide to Monsters* p209.

Abjurer Treasure. An abjurer has a 50% chance each of having 1d4 x 25 sp, ep, and gp, a 25% chance each of having 3d6 pp, 1d6 gems, 1d2 art objects, and 1d3 potions, a 50% chance of having 1d4 scrolls, and a 10% chance of having 1 random magic item that it can use. It also has a 50% chance of having a spellbook containing its prepared spells and 1d8-2 additional spells.

ABOLETH

Aboleth Treasure. Aboleth are known for collecting great wealth. An aboleth has a 50% chance each of having 1d8 x 1,000 cp, 1d6 x 1,000 sp, 3d6 x 100 ep, 1d6 x 1,000 gp, 2d10 x 5 pp and 1d10 gems, plus a 60% chance each of having 1d10 art objects and 1d4 magic items.

A **brood** of two to six aboleths instead has a 50% chance each of having 1d12 x 1,000 cp, 1d10 x 1,000 sp, 1d6 x 1,000 ep, 1d12 x 1,000 gp, 1d6 x 100 pp and 2d8 gems, plus a 60% chance each of having 2d8 art objects and 1d6 magic items.

A **cabal** of seven to sixteen aboleths instead has a 65% chance each of having 2d8 x 1,000 cp, 3d6 x 1,000 sp, 1d10 x 1,000 ep, 3d6 x 1,000 gp, 1d4 x 500 pp and 3d8 gems, plus a 60% chance each of having 3d6 art objects and 2d4+2 magic items.

Larger groups of aboleths are typically only found in their great underground submerged cities. In such a case, generate treasure for each cabal or brood separately.

ABOMINABLE YETI

Location: *Monster Manual* p306.

Abominable Yeti Allies. Though often found alone, a few abominable yetis befriend **polar bears, giant goats,** or, strangely, **yuki-o-na.**

Abominable Yeti Treasure. Abominable yetis found alone have no treasure. If found with a group of other **yetis**, which are usually a group of its immature offspring that haven't yet left the nest, treat it as just another yeti when determining the group's treasure (see the Yeti entry).

Abominable Yeti Crusher

The abominable yeti crusher uses the Abominable Yeti stat block with the following changes.

- Its AC is 17 (natural armor).
- It has 200 hit points (16d12+96 Hit Dice).
- If it hits with a Claw attack, the target must make a DC 19 Dex save or be grappled (escape DC 17).
- It doesn't have the Chilling Gaze action.
- Its Challenge Rating is 11 (7,200 xp).

It has the following additional Action option.

- **Crush.** Each creature grappled by the crusher takes 47 (6d10+14) bludgeoning damage.

ABOMINATION

Source: *3e Epic Level Handbook* (**anaxim, atropal, hecatoncheires, infernal, phane**), *4e The Plane Below: Secrets of the Elemental Chaos* (**storm that walks**).

An abomination is the cast-off mistake of a Power, such as a god or arch-devil. Discarded for its imperfections, an abomination is misshapen and grotesque, yet possesses a spark of divine power that gives it a quasi-deific status. Abominations come in many forms, from the mechanical anaxim to the bizarre hecatoncheires, all dangerous and extraordinarily powerful.

Sealed Away. Most abominations are sealed away in nearly impenetrable vaults by their creators, who are unable or unwilling to destroy them. Often, these vaults are concealed behind magical wards so powerful that mortal divinations can't find them, and the abomination within sleeps until its prison is disturbed. Finding an abomination's prison may free a tremendous threat to entire worlds, and sometimes even to the gods themselves.

On the other hand, some especially cunning entities, including Acererak, the infamous demilich of the Tomb of Horrors, have managed to tap into the powers of sleeping, captive, or destroyed

abominations. Such daring offers the potential for great rewards, for the power attainable is vast, but it is very treacherous and difficult to control.

The Spark of Godhood. Each abomination is the creation of a god or similar power, akin to its child. As such, abominations possess a bit of the divine spark that gives deities their power. Some abominations have been known to attempt to fan that flame to life, becoming unholy Powers in their own right. When such an attempt occurs, the gods themselves will move their forces to prevent it, especially any deities involved in the abomination's creation.

Unique Entities of Dreadful Power. Each abomination is either unique or nearly so. Though there might be more than one of a type, each is an individual with its own goals, desires, and plans. All have personal names, and most despise the deity that gave rise to the abomination. Each abomination has tremendous powers, and if freed from whatever constrains it, an abomination can sometimes exert its will over the very fabric of reality around it, reshaping the world around it to its liking in defiance of its divine forebear.

Abomination Cults. Some cults devoted to abominations exist, either seeking to propitiate, or, far worse, to awaken or free an abomination. The individuals in the cults are usually deceived, mad, or wholly evil, and usually can't be reasoned with. An abomination cult combines the worst aspects of Apocalyptic beliefs with the terrible consequences that come from trifling with fiends or evil deities directly.

ABYSSAL ANTS

Source: *3e Fiend Folio*.

Abyssal ants are voracious vermin tainted by chaos and evil. Native to the Abyss, a few have managed to find their way to the Prime Material Plane, and these nasty things have established colonies across the Lower Planes. An individual Abyssal ant is black and red, with glowing blue eyes and mandibles that drip caustic acid. It measures 8" in length.

A swarm of Abyssal ants can devour almost anything in its path and is a terrifying thing to face in battle. If not stopped, it will rapidly denude an area of life, eating animals and plants alike, wrecking structures, and damaging the soil itself.

Abyssal ants don't ally with anything other than more Abyssal ants.

INDIVIDUAL ABYSSAL ANT

An **Abyssal ant** rarely appears on its own. If a stat block is required for one, use the stat block for a **giant ant worker** with the following changes:

- The Abyssal ant is a Fiend (Demon) and is always chaotic evil.
- Its Strength score is 4 and its Intelligence score is 7.
- It lacks the Pheromone Spray trait.
- Its bite attack deals 1 piercing damage plus 1d4 acid damage.

Abyssal Ant Swarm

Medium Swarm of Tiny Fiends (Demons), always chaotic evil

Armor Class 17 (natural armor)

Hit Points 150 (20d8+60)

Speed 40 ft., climb 20 ft.

STR 4 (-3), **DEX** 12 (+1), **CON** 16 (+3),
INT 7 (-2), **WIS** 12 (+1), **CHA** 13 (+1)

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing

Damage Immunities acid, poison

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

Senses darkvision 60 ft., passive Perception 11

Languages understands Abyssal but can't speak

Challenge 9 (5,000 xp) **Prof** +4

Penetrating Bites. The swarm's swarm of bites attack counts as magical and adamantite for purposes of overcoming damage resistance.

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

Swarm of Bites. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 15 (4d6+1) piercing damage plus 9 (2d8) acid damage, or 8 (2d6+1) piercing damage plus 4 (1d8) acid damage if the swarm has half its hit points or fewer.

Spit Acid. The swarm spits a glob of acid at it point it can see within 50'. The glob explodes in a 5' radius sphere centered on that point. Any creature in the sphere must make a DC 14 Dex save, suffering 18 (4d8) acid damage on a failure or half that on a success.

REACTIONS

Acid Burst (1/day). When it takes damage, the swarm emits a burst of acid all around itself. Each creature within 5' of it must make a DC 14 Dex save, suffering 21 (6d6) acid damage on a failure or half that on a success.

ABYSSAL GHOUL

Source: *3e Fiend Folio.*

An Abyssal ghoul is a twisted form of undead usually found on the Abyss, where it consorts with demons. These monsters are often servants of Orcus, or other evil demon lords or gods. Doresain, the King of Ghouls, often exercises great influence over them, and it is said that the greatest of the Abyssal ghouls are chosen to serve as his personal guards.

An Abyssal ghoul sates its hunger on the mental energies of its victims as much as it does on their flesh. It resembles a regular ghoul, but it has a long, smoking, black tongue that betrays its true nature. The touch of the foul tongue can dull the mind, making it easier to defeat and devour the ghoul's foes.

Abyssal Ghoul Allies. Abyssal ghouls are often found with cadres of regular **ghouls** and **ghasts** following them. Others ally with **liches**, **hags**, **vampires**, or other powerful evil entities to spread misery and find living creatures to devour. Some demons, such as **vrocks** or **chasmes**, might enjoy the company of an Abyssal ghoul, and **cultists** of Orcus sometimes inadvertently summon an Abyssal ghoul, to their almost certain regret.

Abyssal Ghoul Treasure. Abyssal ghouls sometimes collect gems. There is a 50% chance that a lone Abyssal ghoul will carry 1d4 gems.

In a **gang** of 2-6 Abyssal ghouls, there is instead a 50% chance that they carry 1d8 gems.

In a **swarm** of 7-20 Abyssal ghouls, there is instead a 50% chance that they will have 2d6 gems.

Abyssal Ghoul

Medium Undead (Demon), always chaotic evil

Armor Class 16 (natural armor)

Hit Points 104 (16d8+32)

Speed 40 ft.

**STR 20 (+5), DEX 16 (+3), CON 14 (+2),
INT 14 (+2), WIS 15 (+2), CHA 18 (+4)**

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

Skills Athletics +8, Stealth +6

Damage Resistances acid, cold, fire

Damage Immunities lightning, poison

Condition Immunities charmed, exhaustion,
poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Abyssal, Common

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

Deathwatch. Without using an action, the Abyssal ghoul can tell whether each creature it can see within 90' of it is unwounded, wounded, bloodied, hanging on (at 3 hit points or less but below maximum), dying, stable, or dead.

Undead Fiend. The Abyssal ghoul counts as both a Fiend and as an Undead.

Sneak Attack (1/turn). If the Abyssal ghoul hits a creature that it has advantage against, or if the target has another enemy within 5' of it and that enemy isn't incapacitated, the ghoul can deal an extra 17 (5d6) damage.

ACTIONS

Multiattack. The Abyssal ghoul makes one attack with its Claws and one attack with its Bite.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8+5) slashing damage, and the target must succeed on a DC 13 Constitution save or become afflicted with a disease called demon fever.

Demon fever begins to affect the creature in 1d4 hours. While affected, the creature is feverish and has minor hallucinations. An affected creature tends to rant and rave and goes into occasional fits of rage. It doesn't regain Hit Dice after completing a long rest, and if it falls to 0 hit points while affected, the creature dies. Each time the creature spends at least 24 consecutive hours getting bed rest, it can repeat the save, ending the effect on a success.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8+5) slashing damage, and the target must succeed on a DC 16 Dexterity save or be grappled by the ghoul.

BONUS ACTIONS

Smoky Tongue. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target grappled by the ghoul. *Hit:* The target's mind is dulled for 1 minute. While its mind is dulled, it has disadvantage on Intelligence and Wisdom checks and saves. In addition, whenever it attempts to cast a spell, it must first succeed on a DC 15 spellcasting ability check or the spell slot is not expended and the spell fails.

At the end of each of its turns, an affected creature can make a DC 15 Con save, ending the effect on a success.

ABYSSAL SCAVENGER

Source: *3e Monster Manual 2.*

Abyssal scavengers are the Abyss' vermin, frequently devoured by more powerful types of demons. The *Demonomicon of Iggwilv* describes them as Abyssal wildlife. They are also sometimes referred to as Abyssal skulkers for their tendency to avoid other demons, which tend to devour them.

Abyssal scavengers appear alone, in **pairs**, or in **gangs** of 3-5 members.

Lower Planar Wildlife. Abyssal scavengers fill the role of wildlife in the Abyss. They scurry away from more powerful demons while seeking easy prey, such as hapless travelers, **manes** demons, and **larva**. An Abyssal scavenger's appetite is insatiable, and it reproduces spontaneously whenever it is sufficiently gorged with food. A pack of Abyssal scavenger packs can thus grow in size very quickly.

A Shard of the Abyss. All Abyssal scavengers carry a shard of the raw essence of the Abyss within themselves, and if significant numbers of them are gathered in a sufficiently tight space, it can spontaneously consume them all, destroying them and leaving a temporary portal to the Abyss in their place. Such a portal rarely persists for more than a few hours or days, but other demons on the Abyss that find it will pour through it. What began as a seemingly minor infestation of Abyssal scavengers can thus quickly become a full scale demonic invasion.

Abyssal Skulker Allies. Sometimes, a **night hag**, **nycaloth**, **ultroloth**, or **arcanaloth** will capture Abyssal scavengers for use as guard beasts. **Devils** of various sorts sometimes catch them and use them to create portals through which to send infernal forces in a surprise attack at whatever point in the Abyss the portal reaches, but this is risky, since some layers can be dangerous or even lethal to visitors.

Abyssal Scavenger Treasure. Abyssal scavengers don't gather treasure.

Abyssal Scavenger

Medium Fiend (Demon), always chaotic evil

Armor Class 14 (natural armor)

Hit Points 41 (6d8+12)

Speed 40 ft.

**STR 17 (+3), DEX 14 (+2), CON 15 (+2),
INT 8 (-1), WIS 10 (+0), CHA 11 (+0)**

Skills Perception +2, Stealth +4

Damage Resistances fire

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Abyssal

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

Death Cry. When an Abyssal scavenger dies, each other Abyssal scavengers within 30' that isn't deafened gains advantage on melee attacks until the end of its next turn.

Tracker. The Abyssal scavenger gains advantage on Investigation and Perception checks relying on smell, and can track by scent.

ACTIONS

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

REACTIONS

Portal Burst. If the Abyssal scavenger starts its turn within 50' of at least 20 other scavengers and it isn't on the Abyss, it must use its reaction to destroy itself, leaving a portal to the Abyss in its place. Each other Abyssal scavenger within 50' must make a DC 15 Con save, exploding and dying on a failure.

The portal lasts 4d12 hours, and creatures can pass freely through it in either direction.

ACHAIERAI

Source: 1e *Fiend Folio*.

An achaierai is a fiend that appears as a large orange and black flightless bird that walks on four stilt-like legs. A foul stench, as of brimstone, accompanies the monster. Its body is large and spherical, with a beak capable of dealing savage wounds.

Achaierai typically appear alone or in **flocks** of 5-8 members.

Creatures of Acheron. Achaierai originally hail from the eternal battleground of Acheron, where they wander from cube to cube in search of prey. Beings of meaningless and eternal strife, they love to tear living creatures apart and take great pleasure in battle. When a flock of achaierai fight together, they are almost fearless. These creatures have long since spread to the Prime Material Plane and many other planes, but they remain most common in the Lower Planes.

Drawn to Battle. If an achaierai becomes aware of a violent conflict, it wants nothing more than to join it, regardless of whether it has any interest in or even awareness of what is being fought over. While it might take sides, an achaierai is equally likely to attack both sides.

Sadistic Torturers. Woe to any that an achaierai might capture. The fiendish birds have a penchant for torture, and enjoy causing as much suffering and pain as their victim can suffer. In their enthusiasm, they often get carried away, and their unfortunate victim usually doesn't last long.

Because of this affinity for torture, achaierai sometimes form brief alliances with **excruciators** or **wrackspawn**, but the achaierai's need for constant violent conflict means that the bird usually leaves to seek out battle before too long.

Achaierai Mounts. An achaierai might consent to serve as a mount for a lawful or neutral evil creature that promises to bring it into a great deal of conflict. As long as the rider provides it with sufficient chances to engage in violence, the partnership might endure, but if more than a few days passes without mayhem, the achaierai is likely to leave or even attack its former friend.

Devils, some **yugoloths**, powerful **blackguards**, **death knights**, and similar creatures might ride an achaierai. It will rarely accept a rider who prefers to fight from a distance, since it lusts for battle itself.

Achaierai Treasure. The lair of one or more achaierai has a 10% chance each of having 1d6 x 250 cp, 1d10 x 100 sp, 1d6 x 100 gp, and 1d4 potions.

Achaierai

Large Fiend, always lawful evil

Armor Class 15 (natural armor)

Hit Points 75 (10d10+20)

Speed 50 ft.

**STR 17 (+3), DEX 13 (+1), CON 14 (+2),
INT 11 (+0), WIS 14 (+2), CHA 16 (+3)**

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Infernal

Challenge 4 (1,100 xp) **Prof** +2

ACTIONS

Multiattack. The achaierai makes two Claw attacks and one Bite attack.

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

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 16 (2d12+3) piercing damage.

Black Cloud (recharges after a short or long rest). The achaierai releases a cloud of toxic black smoke. Each creature within 10' that isn't an achaierai must make a DC 12 Constitution save. On a failure, the creature acts as though under the influence of a *confusion* spell for 1 hour (save ends).

Achaierai Great Mother

Huge Fiend, always lawful evil

Armor Class 21 (natural armor)

Hit Points 171 (18d12+54)

Speed 50 ft.

**STR 22 (+6), DEX 13 (+1), CON 17 (+3),
INT 15 (+2), WIS 16 (+3), CHA 16 (+3)**

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Infernal

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

ACTIONS

Multiattack. The achaierai makes two Claw attacks and one Bite attack.

Claw. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 16 (3d6+6) slashing damage.

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 25 (3d12+6) piercing damage plus 22 (5d8) fire damage.

Black Cloud (recharges after a short or long rest). The achaierai releases a cloud of toxic black smoke. Each creature within 25' that isn't an achaierai must make a DC 16 Constitution save. On a failure, the creature acts as though under the influence of a *confusion* spell for 1 hour (save ends).

BONUS ACTIONS

Fiery Rays. The achaierai casts fiery rays from its eyes, targeting one creature it can see within 60'. That creature must make a DC 16 Dex save, taking 16 (3d10) fire damage on a failure.

LEGENDARY ACTIONS

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

- **Grab.** The achaierai makes a grapple check against a creature within 10'. It can grapple up to four creatures at a time.
- **Move.** The achaierai moves its speed.
- **Terrifying Scream (costs 2 actions).** Each creature within 60' that can hear the achaierai must make a DC 16 Wis save or be frightened for 1 minute (save ends). A creature that makes its save, or for whom the effect ends, is immune to the achaierai's Terrifying Scream for 24 hours.

ACID SPIDER

Source: Homebrew.

Acid spiders are huge, generally solitary spiders that dwell underground, in dark forests or swamps, or in shadowy crags or badlands. Intelligent and actively malevolent, they use their acidic webs to snare prey and reduce it to easily-consumed jelly.

Horrific Lairs. An acid spider usually wanders frequently, since its appetite quickly depletes the area around its lair of viable food sources, either by destroying them or by driving them away. However, if an acid spider finds an area with sufficient prey nearby, it may remain in place for months or even years. If it does, the acid it exudes inevitably leaves the area directly around it horribly marred, devoid of plant life, and full of reeking fumes. Creatures familiar with an acid spider can usually recognize a long-established lair before stumbling into it, but others might just think that the area is particularly foul and unhealthy.

Two Hunting Modes. An acid spider prefers to wait for prey to stumble into its lair, but hunger often forces it to take a more aggressive approach, venturing forth to find prey. When it does so, it becomes a threat to anything nearby.

Acid Spider Treasure. Most treasure near an acid spider is destroyed by its caustic juices.

Acid Spider

Huge Monstrosity, usually neutral evil

Armor Class 13 (natural armor)

Hit Points 152 (16d12+48)

Speed 40 ft., climb 40 ft.

**STR 20 (+5), DEX 13 (+1), CON 16 (+3),
INT 6 (-2), WIS 15 (+2), CHA 14 (+2)**

Saving Throws Str +8, Dex +4, Con +7

Skills Stealth +4

Damage Immunities acid, poison

Condition Immunities poisoned

Senses darkvision 90 ft., passive Perception 12

Languages Undercommon

Challenge 6 (2,300 xp) **Prof** +3

Bristles. A creature within 5 ft. of the acid spider that hits it with a melee attack must succeed on a DC 12 Dexterity saving throw or take 5 (1d10) acid damage.

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

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

ACTIONS

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 15 (3d6+5) piercing damage, plus 7 (2d6) acid and 7 (2d6) poison damage. In addition, the target must make a DC 14 Constitution saving throw or be poisoned for 1 minute (save ends).

Acid Spray (Recharge 5-6). The spider sprays acid in a 30' long line 5' wide. Each target in the line must make a DC 14 Dexterity saving throw, taking 27 (6d8) acid damage on a failure and half that on a success.

In addition, a creature that fails the save is coated in acid and suffers 9 (2d8) acid damage at the start of each of its turns (save ends). A creature can also end the effect by taking an appropriate action.

Acid Web (Recharge 5-6). The spider creates webs in a 10' radius sphere centered on a point it can see within 60'. The sphere is difficult terrain, and each creature in the sphere must make a DC 14 Dex save, being restrained on a failure.

A creature that starts its turn in the webs takes 16 (3d8) acid damage.

As an action, a creature restrained by the webs can make a DC 16 Strength check, bursting free on a success. The webbing on a creature can also be attacked and destroyed (AC 10; hp 15; immunity to acid, bludgeoning, poison and psychic damage).

Acid Spider Spitter

An acid spider spitter uses the Acid Spider stat block with the following changes.

- It can use its Acid Spray ability at will.
- Its Challenge Rating is 8 (3,900 xp).

ACOLYTE

Location: *Monster Manual* p342.

Acolyte Allies. Acolytes often appear alongside **priests**, **war priests**, or other clerics. Lay members who serve with them might include **guards** and **commoners**. Other creatures that might appear alongside acolytes vary with the nature of their faith.

Acolyte Treasure. An acolyte typically has 2d6 sp and 1d4 gp.

A **procession** of 2 to 9 acolytes also has a 10% chance each of having 10d20 cp, 10d10 sp, 5d10 ep, and 1d4 art objects.

A **cloister** of 10 to 40 acolytes instead has, in addition to individual treasure, a 60% chance of having 1d6 x 500 cp, 2d4 x 100 sp, and 1d20 x 10 gp; a 40% chance of having 1d6 art objects; a 25% chance each of having 3d8 ep and 1d6 pp; and a 20% chance each of having 1d4 potions and 1d4 scrolls.

Acolyte Follower

An acolyte follower uses the Acolyte stat block with the following alterations:

- It has 1 hit point (minion).
- It is worth 10 xp.

It 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.

Acolyte Guardian

An acolyte guardian uses the Acolyte stat block with the following alterations:

- Its AC is 18 (chain and shield).

It has the following Action option in place of its Club attack.

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

ACOLYTE OF THE SKIN

Source: *3e Tome and Blood* (prestige class).

An acolyte of the skin is a wizard wearing a magically bound fiend as a second skin, gaining significant magical powers from it at the cost of some degree of fiendish influence. Rarely, this can even lead to a situation in which the fiend takes possession of the acolyte of the skin, but this usually only happens if the acolyte has been badly wounded or made psychically vulnerable.

Dealings with Fiends. Given the nature of the magicks that they practice, most acolytes of the skin are evil. In consorting with fiends, they must perform increasingly evil acts to gain the fiends' favor, often offering human sacrifices before the acolyte of the skin can earn its fiendish graft. Thus, acolytes of the skin are often active threats to the very communities in which they live.

Acolyte of the Skin Allies. An acolyte of the skin is likely to have fiendish allies of some sort. Most choose **demons, devils, or yugoloths** as their preferred type, but some dare to trifle with all the strains of evil incarnate, throwing caution to the wind and inviting contests of loathsome powers where all sides represent evil.

An acolyte of the skin might appear as a lackey for powerful fiends, or as a leader for less powerful sorts. Outside of demons, devils, and yugoloths, an acolyte might work any number of creatures, both mortal and otherwise, including assassins, **cambions, cult leaders, cultists, hell hounds, howlers, incubi/succubi, evil mages** (or even the rare **archmage** master), **night hags, spies**, and sometimes others related to the fiends the acolyte of the skin has truck with; for instance, an acolyte of the skin who is familiar with Baphomet might work with **minotaurs**, one who traffics with Yeenoghu might work with **gnolls, shoosuva, and flinds**, one who has dealt with Charon might assist or be assisted by **hydroloths** and **charonaloths**, and so forth.

In addition, it is very common for creatures such as **imps** and **quasits** to spy on an acolyte of the skin, either for those fiends it has consorted with or for their enemies. Sometimes, multiple networks of such sneaky fiends can be found woven around the acolyte of the skin.

Acolyte of the Skin Challenge Rating. Assume the acolyte of the skin always has a +5 bonus to AC from *shield*.

Acolyte of the Skin Treasure. An acolyte of the skin has a 50% chance each of having 2d10 x 100 cp, sp, and gp, a 40% chance each of having 1d10 x 25 ep, 2d6 x 10 pp, and 1d10 gems, a 25% chance each to have 1d4 art objects, 1d4 potions, and 1d4 scrolls, and a 20% chance to have 1 (1-4) or 1d3 (5-6) random magic items.

Acolyte of the Skin

Medium Humanoid, usually any evil

Armor Class 17 (natural armor)

Hit Points 91 (14d8+28)

Speed 30 ft.

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

Saving Throws Int +8, Wis +4, Cha +6

Skills Arcana +8, Intimidation +6

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

Senses darkvision 60 ft., passive Perception 10

Languages Abyssal, Common

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

Fiendish Skin. The acolyte wears a fiend as its skin. If the acolyte is targeted by a spell or effect that will banish a fiend and fails any applicable save, the acolyte takes 14 (4d6) psychic damage and loses its skin. This causes the acolyte's AC to fall to 13, and it loses its damage resistances and Magic Resistance trait.

Magic Resistance. The acolyte has advantage on saves against spells and magical effects.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4+3) piercing damage.

Spellcasting. The acolyte is a 12th level spellcaster. Its spellcasting ability is Intelligence (save DC 16, +8 to hit with spell attacks). It can cast the following spells:

At will- *burning hands, detect magic, mage hand, see invisibility.*

3/day- *fireball, fly, invisibility.*

1/day- *disintegrate, fireball (10d6), wall of force.*

BONUS ACTIONS

Fiendish Claw (recharges when first bloodied, then after a long rest). The acolyte's hand becomes a fiendish claw for a moment. *Melee Spell Attack:* +8 to hit, reach 5 ft, one target. *Hit:* 8 (1d8+4) slashing damage plus 11 (2d10) poison damage, and the target must succeed on a DC 16 Con save or be poisoned until the end of its next turn.

REACTIONS

Counterspell (3/day) (4th level spell). When the acolyte sees a spell being cast within 60', it counters the spell if the spell is 4th level or lower. Otherwise, the acolyte makes an Int check with a DC of 10 + the spell's level, and if it succeeds, the spell is countered.

Shield (3/day). When an attack hits the acolyte or it is targeted by *magic missile*, the acolyte 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.

Acolyte of the Skin Wreck

An acolyte of the skin wreck is an acolyte of the skin who has lost the war with the fiendish skin it wears and been transformed into a horrible nightmare of a monster. Its features are half-fiendish, half humanoid; its flesh ripples and moves, and the hulk is in constant terrible pain. It uses the acolyte of the skin stat block with the following changes.

- It is a Fiend.
- It is immune to poison damage and the poisoned condition.

It has the following additional trait:

- **Agonized Existence.** The wreck is in constant pain. If it is charmed, frightened or paralyzed, that condition ends at the end of the bile monster's turn.

Acolyte of the Skin Petitioner

In the afterlife, some acolytes of the skin find themselves drafted into working as lackeys for the fiends they dealt with in life. Such is the lot of an acolyte of the skin petitioner. It uses the acolyte of the skin stat block with the following changes:

- It has 1 hit point (minion).
- Its Spellcasting trait includes only the following spells:
 - At will- *burning hands, detect magic, mage hand, see invisibility.*
 - 3/day- *fly, invisibility.*
 - 1/day- *fireball.*
- It is worth 1,180 xp.

It 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.

ACRIMUND

Source: Homebrew.

The acrimund are the ultimate spawn of Holthro, god of rage and lashing out. Living embodiments of anger, bitterness, and rage, the only thing that an acrimund seeks is violence and the only emotions it feels are rage and acrimony.

An acrimund is a hairy humanoid with ambiguous racial features. It wears plate armor and bears a wicked-looking greataxe. From the top of its head to the bottom of its feet, the acrimund and all of its equipment are dark red, as if soaked in blood, and any object it picks up is stained with blood. When it passes through an area, it leaves bloody footprints (and sometimes handprints) in its wake.

Acrimund are solitary, though some **cultists** who glory in violence follow them. If two acrimund meet, they immediately move away from each other, putting as much distance between themselves and the other as possible.

On rare occasions, an acrimund will make common cause with another destructive creature, such as a **ruin elemental, spirit of disaster,** or some kind of **demon.** However, as soon as there is a dispute with its partner, the acrimund turns to violence to solve it, so such alliances are inevitably short-lived.

Violence for the Glory of God. The acrimund never retreat from battle, never fail to try to resolve every situation with violence, and have no urge for self-preservation. By using violence, they generate spiritual food for their god. Even the death of an acrimund, so long as it comes via violence, serves Holthro's purpose. And since an acrimund usually rejuvenates after it dies, its death doesn't even cost him anything in the long run.

An acrimund usually travels constantly, eschewing a lair. However, if it finds itself in a place from which it can operate in order to create more violence than it can by wandering, it might settle down for a time. If it does, local adventurers or soldiers are likely to seek it in time, for if it is not defeated, it will eventually drive all living things away from the area before moving on.

Acrimund Challenge Rating. The acrimund's Violent Surge action doesn't affect its Challenge Rating because of the acrimund's own damage output. However, its Incite Rage legendary action adds 10 to its effect damage per use.

When assessing an **acrimund veteran's** Challenge Rating, assume that its Terrible Combination deals an extra 13 points of damage per round.

Acrimund Treasure. An acrimund carries its treasure with it. It has a 25% chance each to have 1d6 x 25 cp, 1d6 x 100 sp, 3d10 ep, 1d10 x 40 gp, 1d4 gems, and 1d4 potions, as well as a 30% chance each to have 1 piece of magic armor or 1 magic weapon.

Acrimund

Medium Fiend, always chaotic evil

Armor Class 18 (plate armor)

Hit Points 115 (14d8+52)

Speed 30 ft.

**STR 20 (+5), DEX 10 (+0), CON 17 (+3),
INT 10 (+0), WIS 13 (+1), CHA 10 (+0)**

Saving Throws Dex +4, Wis +5

Skills Athletics +9, Intimidation +4

Condition Immunities charmed, exhaustion, frightened

Senses passive Perception 11

Languages Common, Abyssal

Challenge 9 (5,000 xp) **Prof** +4

Brute. The acrimund deals one extra die of damage with melee attacks (included below).

Rejuvenation. If the acrimund is destroyed by violence, it returns to life 10d10 miles away in a random direction after one week.

ACTIONS

Multiattack. The acrimund makes three weapon attacks.

Greataxe. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 18 (2d12+5) slashing damage.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/300 ft., one target. *Hit:* 4 (1d8) piercing damage.

Crippling Rush (1/day). The acrimund moves up to 15' to a space adjacent to an enemy. It then makes one melee weapon attack. If the attack hits, in addition to its other effects, if the target moves before the end of the acrimund's next turn, it takes an extra 22 (4d10) damage.

Violent Surge (recharges after a short or long rest). The acrimund chooses a point it can see within 60'. Each creature within 10' of that point must make a DC 14 Wis save or make one melee weapon attack against a creature other than itself of the acrimund's choice. A creature that can't be charmed is immune to this effect.

REACTIONS

Bloodied Attack (recharges after a short or long rest). When the acrimund becomes bloodied, it makes one weapon attack.

LEGENDARY ACTIONS

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

- **Incite Rage.** One creature that the acrimund can see within 30' must succeed on a DC 13 Wis save or use its reaction to make one melee attack against a target of the acrimund's choice.
- **Recuperate (Costs 2 Actions).** The acrimund regains 10 hit points and makes up to one save against an ongoing effect that a save can end.
- **Shove.** The acrimund makes a shove attack.

Acrimund Giant

An acrimund giant is a larger version of an acrimund- about one acrimund in twelve that Holthro spawned in his rage was larger and even more powerful than its fellows. An acrimund giant uses the acrimund stat block with the following adjustments.

- The giant is Large.
- It has 129 hit points (14d10+52 Hit Dice).
- Its Greataxe attack deals 24 (3d12+5) slashing damage.

- Its Longbow attack deals 9 (2d8) piercing damage.
- Its Challenge Rating is 11 (7,200 xp).

Acrimund Veteran

An acrimund veteran is an acrimund that has existed for years, growing even more skilled and dangerous. An acrimund veteran uses the acrimund stat block with the following adjustments.

- The veteran has 135 hit points (18d8+54 Hit Dice).
- The veteran's Challenge Rating is 11 (7,200 xp).

The veteran has the following additional action options:

- **Terrible Combination.** The veteran uses Multiattack, making all its attacks at the same target. If two attacks hit, the second attack deals an extra 13 (2d12) damage, and if all three attacks hit, the second and third attacks each deal an extra 13 (2d12) damage.

Acrimund Spellbreaker

Sometimes, the rage of Holthro has a more specific target than usual- such as magic-users. An acrimund spellbreaker has the following adjustments.

- **Magic Resistance.** The spellbreaker has advantage on saves against spells and magical effects.
- Its Challenge Rating is 10 (5,900 xp).

The spellbreaker has the following additional action options.

- **Dispel Magic (1/day).** The acrimund casts *dispel magic* using Wisdom as its spellcasting ability.

ADAMANTINE FLY

Source: Homebrew.

An adamantine fly is just that- a tiny Construct shaped (and sized) like a fly. Because of its small size, it can usually reach whatever target its master assigns to it. Then it strikes, attempting to assassinate the hapless creature before it even realizes it is in danger.

Adamantine flies were first created by a group of duergar affiliated with the Grey Brotherhood, but the techniques required to make these constructs have spread fairly widely.

Free-Willed Adamantine Flies. Once an adamantine fly's creator dies or is absent for a very long time, the fly becomes free willed. Since it has probably known an existence that consisted primarily of assassination, the fly is likely to put very little value on the lives of other creatures. Even though it doesn't need to kill to survive, it may do so out of habit or boredom. Since the fly is so small as to be easily overlooked, it might commit quite a spree of murders before anyone figures out exactly what is happening.

Creating an Adamantine Fly. Creating an adamantine fly requires, first and foremost, a supply of adamantine worth at least 1,000 gp and the tools to work it. Crafting the body takes 6 months of work by a metalworker whose proficiency bonus is at least +3. Alternatively, a creature with expertise with metalworking tools can do the work.

Once the body is crafted, another 750 gp of components are required, and a ritual that takes 8 hours must be performed. The ritual's conductor must cast *animate objects* over the body, and either the conductor or assistants must expend three more 3rd level spell slots.

Purchasing an Adamantine Fly. Certain Grey Brothers have access to adamantine flies that can be programmed to accept a master other than its creator. Such an adamantine fly would cost no less than 5,000 gp.

Adamantine Fly Challenge Rating. When assessing an adamantine fly's Challenge Rating, treat its Damage Threshold as an additional 45 effective hit points.

Adamantine Fly Treasure. An adamantine fly has no treasure.

Adamantine Fly

Tiny Construct, always neutral

Armor Class 24 (natural armor)

Hit Points 44 (8d4+24)

Speed 5 ft., fly 40 ft.

STR 2 (-4), **DEX** 19 (+4), **CON** 16 (+3),
INT 10 (+0), **WIS** 10 (+0), **CHA** 8 (-1)

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

Damage Resistances fire, lightning, thunder

Skills Stealth +6

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

Senses passive Perception 10

Languages understands creator but can't speak

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

Adamantine Weapons. The adamantine fly's weapon attacks are adamantine.

Damage Threshold. When the fly takes damage, if it doesn't take at least 15 points of damage after its resistances are applied, it instead takes no damage.

Faux Fly. If the adamantine fly's nature hasn't been detected at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the fly act unlike a normal fly, that creature must succeed on a DC 18 Int (Investigation) check to discern that the adamantine fly isn't a normal fly.

Unusual Nature. The adamantine fly doesn't need to eat, drink, breathe, or sleep.

ACTIONS

Adamantine Bite. *Melee Weapon Attack:* +6 to hit, reach 0 ft., one target. *Hit:* 11 (2d6+4) piercing damage.

BONUS ACTIONS

Nimble Escape. The fly Disengages or Hides.

Adamantine Fly Injector

An adamantine fly injector includes a magically-refilling poison reservoir. The adamantine fly injector uses the Adamantine Fly stat block with the following changes.

- In addition to its other effects, if the fly's Adamantine Bite hits, the target must make a DC 14 Con save, taking 49 (12d6) poison damage on a failure or half that on a success.
- Its attack and skill bonuses each increase by 1.
- Its Challenge Rating is 9 (5,000 xp).
- Its proficiency bonus is +4.

Adamantine Fly Pest

The adamantine fly pest uses the Adamantine Fly stat block with the following changes.

- It has 1 hit point (minion).
- It is worth 580 xp.

It 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.

ADAMANTINE HORROR

Source: *2e Spelljammer*.

Except in the most unusual circumstances, there is only one adamantine horror in a given region of the world. It serves as the supreme leader of all of the **clockwork horrors** within thousands of miles, subservient only to Master Control itself. An adamantine horror is necessary for the animation of new horrors; while their bodies and control crystals can be crafted and assembled, only the adamantine horror is capable of instilling animation and proper programming into a clockwork horror. It is equipped with terrible weaponry capable of wreaking incredible levels of destruction.

An adamantine horror is a mechanical construct that appears almost like a four legged spider or insect made out of adamantine with a radiocrystal set in its forehead.

Hierarchical Collective. Clockwork horrors work together in a hive mind, stripping entire worlds of their metals, both raw and worked, which they use to construct more clockwork horrors, each individual contributing toward the whole. At the top of the hierarchy of a large region- or perhaps even an entire small world- is an adamantine horror, unless the informational intelligence guiding all horrors determines that it needs to take a more direct hand in matters. In this case, Master Control sends special agents or, in the worst cases, intervenes directly and assumes personal control.

Spelljamming Terrors. Clockwork horrors use spelljamming vessels to travel through the planes and space. They have consumed many worlds that could not prevent the horrors from their relentless harvesting. Active hives of horrors that are discovered on a world sometimes cause spacefaring worlds to put a quarantine on entire planets.

Coequals. When the activities of two or more adamantine horrors overlap, they cooperate as coequals, treating each other with respect and weighting the needs of each equally. Though such collaborations are very rare, no other form of interaction exists between them. The horrors think

and act as one.

Adamantine Horror Allies. An adamantine is never encountered alone. It always remains at the center of a nest of hundreds or thousands of **clockwork horrors** of all types. Countless **copper** and **silver horrors**, as well as other higher-ranking support staff, will inevitably surround the adamantine horror. The number of such horrors depends on the size and nature of the nest, but typically includes at least one **gold horror** and several **electrum horror** lieutenants.

Adamantine Horror Challenge Rating.

Assume that the horror uses Self Repair and its Electrify legendary action once each round, affecting two creatures each time.

Adamantine Horror Treasure. Clockwork horrors don't collect treasure, but with a great deal of work, their bodies can be disassembled for the precious metals contained within them. An adamantine horror will yield about 20 lbs of adamantine, but it takes about 4 hours to strip the other material out of it. Only one creature can work on stripping a single horror, and a creature proficient in (and using) tinker's, jeweler's, thieves' or clockwork tools can reduce the time required by 25%.

A CLOCKWORK HORROR LAIR

Clockwork horrors dig tunnels, line them with metal and then fill them with weird, arcane machinery based on the weird crystal technology that drives them. A clockwork horror lair is rarely obvious from outside, but they are often hidden only cursorily. A clockwork horror lair often burrows into the ground, forming an extensive network of passages and chambers that support the horrors' various needs and projects. The larger the lair grows, the more higher ranked clockwork horrors are required to direct the copper drones.

Horrors build such lairs only when directed by a sufficiently high-ranked clockwork horror- usually one of gold or higher status. Strange mechanical cables, occasional antennae and other odd technological elements thrusting high in the sky, and other strange features can be found in and around such a lair.

Adamantine Horror

Small Construct (Clockwork Horror), always lawful evil

Armor Class 25 (natural armor)

Hit Points 190 (20d6+120)

Speed 30 ft.

**STR 20 (+5), DEX 19 (+4), CON 22 (+6),
INT 17 (+3), WIS 24 (+7), CHA 21 (+5)**

Saving Throws Str +12, Con +13, Wis +14,
Cha +12

Skills Perception +14

Damage Immunities lightning, poison, psychic

Condition Immunities charmed, exhaustion,
frightened

Senses darkvision 60 ft., passive Perception 24

Languages Clockwork Horror

Challenge 23 (50,000 xp) **Prof** +7

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

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

Radiocommunication. The horror can communicate instantly with any other horror within 10 miles. It knows what they know, and none of a group of horrors is surprised unless they all are.

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

Vulnerable Crystal. If the crystal in the face of the horror is directly targeted with a *shatter* spell, in addition to the normal effects, the horror must make a Constitution saving throw against the spell's DC or be blinded for 1 minute. It may repeat the save at the end of each of its turns, ending the effect on a success.

ACTIONS

Multiattack. The horror makes two attacks with its razor saw. It can replace one of these attacks with its disintegrator ray or its antimagic ray, if available.

Razor Saw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 9 (1d8+5) slashing damage plus 35 (10d6) lightning damage.

Antimagic Ray (recharge 6). The horror targets one creature or one unattended object it can see within 90'. If the target is a creature, it must make a DC 20 Dex save. If it fails, all spells and magical effects on it end, and its magic items cease to function until the end of its next turn. If the target is an object, all spells and effects on it end, and if it is a magic item, it ceases to function for 1 minute.

Disintegrator Ray. *Ranged Weapon Attack:* +11 to hit, range 200 ft., one target. *Hit:* 88 (16d10) force damage. If this damage reduces the target to 0 hit points, it is reduced to dust and destroyed. If the target is an unattended object, the ray disintegrates a 10' cube of the object.

BONUS ACTIONS

Radar Pulse. The horror gains blindsight 60' until the end of its turn.

Self-Repair. The horror regains 21 (6d6) hit points.

LEGENDARY ACTIONS

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

- **Disjunction Ray (costs 3 actions).** The horror targets one magic item that isn't functioning. If that item is being carried or worn by a creature, that creature can make a DC 20 Dex save. If it fails, or if the item is unattended, the item is destroyed.
- **Electrify (costs 2 actions).** The horror unleashes a pulse of electricity. Each creature within 10' of it must make a DC 20 Dex save, taking 17 (5d6) lightning damage on a failure and half that on a success.
- **Target.** The horror chooses one enemy within 120' that it can see. Clockwork horrors gain advantage on attacks against that target until the start of the adamantine horror's next turn.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), an adamantine horror takes a lair action to cause one of the following effects:

- The horror chooses a point within 120 ft. of it that at least one clockwork horror can see. Metal tentacles emerge from each surface within 20 ft. of that point, and each creature of the legendary horror's choice in that area must make a DC 15 Dex save or be restrained by the tentacles. The restrained condition ends when a creature makes a Strength check, DC 15, to free the creature as an action.
- The horror chooses an area of floor up to 30 ft. square that at least one clockwork horror can see within 120 ft. of the legendary horror. That section of floor pulses with sudden electricity. Each creature in that area must make a DC 15 Dex save, suffering 21 (6d6) lightning damage on a failure or half that on a success.
- A wall of steel slams shut within 120 ft. of the legendary horror in a space at least one clockwork horror can see. The wall goes from floor to ceiling, is 3" thick, and can be up to 30 ft. long. The legendary horror

may choose to place up to two 90-degree bends in the wall when it forms. The wall remains until the legendary horror uses this ability again to dismiss it. A 5' section of the wall can be destroyed (AC 10, hp 75; immune to cold, fire, lightning, necrotic, poison, psychic, radiant; resistant to bludgeoning, piercing and slashing; if the wall is targeted by both cold and fire damage in the same round, it loses immunity to cold, fire, lightning and thunder for one round, and gains vulnerable to all damage while its immunities are lost).

ADARU

Source: *3e Monster Manual 5.*

An adaru is a blue-purple millipede-like demon covered in filth. The thing has a disturbingly child-like human face. Growing up to 8' long and weighing up to 250 lbs, the demon's hindquarters are tipped with a great sucking organ crusted with filth.

An adaru never consorts with others of its kind. Each one knows all too well that any alliance with another adaru is a betrayal waiting to happen, and that no adaru is to be trusted.

Deception Incarnate. It is said that whenever an untruth is spoken that has grave consequences, an adaru demon is born. Such a demon is treachery incarnate, with a strong urge to work wickedness.

Some adarus spend their time searching for the mortal that unwittingly created them, planning to reward him or her with unrelenting torment. If such an adaru finds its mortal progenitor, it often takes the time to craft an intricate downfall for the mortal, destroying its life which tricking it into believing that the adaru is a trusted friend and ally.

Many adarus spend time developing a cult of followers on the Prime Material Plane. Others recruit demons in the Abyss into their deranged following, using their Beguile Demon action to build a following. Whatever the nature of the adaru's followers, they are doomed to be betrayed by it in the end- and the end is rarely far off.

Behind the Curtain. An adaru rarely reveals its true form at first, usually staying hidden from most of the creatures joining its flock and using intermediaries to carry out its will. Only those who are initiated into the cult's highest levels learn of the adaru's true identity- and often, they learn it as the demon executes its final betrayal and destroys them.

Fawning Sycophants. An adaru prefers to surround itself with a cadre of followers that it has bullied, charmed (if demons), or tricked into service. An adaru cares nothing for its followers, using them up and discarding them without care.

An adaru's followers might include **cultists**, **warlocks of the fiend**, or any number of (usually lesser) demon types, including **dretch**, **manes**, **Abyssal scavengers**, or others of similar status. However, it prefers followers smart enough to flatter and kowtow to it. When it can, it uses false promises and deception to lure **babaus**, **barlguras**, **chasmes**, and **vrocks** to serve under it, forming brutal gangs that can extort or bully more powerful demons.

Certain creatures might associate with the adaru even knowing its nature, when their goals coincide. **Wrackspawn** sometimes take betrayed cultists off the adaru's hands, delighting in continuing to torment the hapless mortals. Some **hags** warily treat with adarus, and the rare **acolyte of the skin** or **warlock of the fiend** will consort with one for its purposes- but rarely for long.

Rare Agents. On rare occasions, an adaru might consent to work for a more powerful demon that epitomizes deception, especially a singular entity like **Fraz-Urb'luu** or **Malcanthet**. An adaru is unable to resist betraying its master for long, however, and so such arrangements are always short-lived. Often, an adaru that once worked for a such a demon lord in the past is now hunted and despised for whatever betrayal it wreaked, but a demon lord that can manage an adaru for any length of time often sees tremendous benefits in the form of more followers, sacrifices, and treasure.

Ortwin the Living Lie. Tales report that the most powerful adaru in the Multiverse is an ancient specimen that calls itself Ortwin the Living Lie. Eons ago, as its power grew, it spread lies and deceit through the cosmos, despoiling the innocence of several newborn worlds. Finally, an immensely powerful greater god of knowledge, philosophy, and rhetoric engaged Ortwin in a debate that continues even now. Should it ever end, Ortwin will resume its quest to turn every truth that exists false. The identity of the god who engaged Ortwin is lost. A thousand tales give it a thousand different identities- all lies.

Adaru Treasure. An adaru loves to collect treasure, displaying it as a sign of the adaru's importance. The demon has a 30% chance each to have 1d12 x 100 cp, 3d6 x 500 sp, 1d10 x 1,000 gp, and 2d12 gems; and a 10% chance to have 1d8 x 50 pp and 1d6 art objects.

Adaru

Medium Fiend (Demon, Tanar'ri), always chaotic evil

Armor Class 18 (natural armor)

Hit Points 110 (13d8+52)

Speed 50 ft., burrow 30 ft., climb 50 ft., swim 30 ft.

STR 17 (+3), DEX 14 (+2), CON 19 (+4), INT 16 (+3), WIS 13 (+1), CHA 18 (+4)

Skills Deception +10

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

Damage Resistances acid, cold, fire

Damage Immunities lightning, poison

Condition Immunities grappled, paralyzed, poisoned, restrained

Senses darkvision 60 ft., passive Perception 11

Languages Abyssal

Challenge 6 (2,300 xp)

Prof +3

Fetid Cloud. The adaru is surrounded by a cloud of foul vapor to a distance of 30', going around corners. A creature that starts its turn within the vapor must succeed on a DC 15 Constitution save or be poisoned until the end of its next turn. A creature that succeeds on this save is immune to the fetid cloud of that adaru for 24 hours.

Unfettered Movement. The adaru ignores difficult terrain and its speed can't be reduced.

ACTIONS

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. **Hit:** 7 (1d8+3) piercing damage plus 22 (5d8) poison damage.

Beguile Demon (3/day). The adaru chooses one demon which it can see within 120'. That demon must make a DC 15 Wisdom save or become charmed by the adaru. The charmed creature can repeat the save each time it completes a long rest, ending the effect on a success. While charmed, the demon obeys the adaru's commands and views it as an ideal leader.

BONUS ACTIONS

Wounded Spray (only while bloodied). The adaru pumps gobs of vile fluid in a 10' radius around itself. The ground within this radius is difficult terrain for 1 minute.

REACTIONS

Skitter Away (recharges when the adaru takes damage). When a creature moves to within 5' of the adaru, the adaru moves up to 15' without provoking opportunity attacks.

Variant: Demon Summoning

An adaru that has the variant Summon Demon action option (*Monster Manual* p54) can use it once per day. It has a 50% chance of summoning 1d4 **babau**.

Adaru Enormity

Some lies are bigger than others. If the lie that created an adaru has such terrible consequences that an entire kingdom is overthrown to misery or causes misfortune on a similar scale, the adaru that is spawned is larger and more dangerous than the normal variety. It uses the Adaru stat block with the following modifications.

- It is Large.
- It has 123 hit points (13d10+52 Hit Dice).
- Its bonus to Deception is +12.
- Its save bonuses are Str +7, Dex +6, Wis +5.
- The save DC for its Fetid Cloud trait and Beguile Demon action is 16.
- Its Bite attack is at +7 to hit and deals 12 (2d8+3) piercing damage plus 45 (10d8) poison damage.
- Its Wounded Spray reaction affects a 15' radius around itself.
- Its Challenge Rating is 9 (5,000 xp).

ADHERER

Source: 1e *Fiend Folio*.

At first glance, an adherer greatly resembles a filthy mummy, with what appear to be bandages covered in dirt and debris draped all over it. However, this is actually the adherer's skin, which has numerous folds and hanging strands and is covered in a sticky, glue-like substance.

Adherers appear alone or in **packs** of up to four individuals working together.

Opportunistic Predators. Adherers are predatory and malicious but few in number. They often lurk near the lairs of other creatures, typically waiting to snatch a meal from the edges of a combat. At other times, an adherer might lie down on a surface and let rats, spiders and other creatures walk onto its body, where they become stuck, helpless prey.

Reproduces by Fission. If fed well enough for at least a year, an adherer will reproduce through a very painful process involving it splitting down the middle. One half retains the

personality and memories of the original and is functional immediately, while the other becomes functional in a few hours. The two have no attachment to each other, and the new adherer usually seeks out its own territory, leaving the original to its existing area.

Friend to Spiders. Adherers never attack spiders, and many share territory with giant spiders of various sorts. Although the two can't actually communicate, they seem to have an instinctive ability to coexist.

Adherer Challenge Rating. When considering the adherer's adhesive skin in rating its CR, treat its AC and attack bonus as if they were 2 higher than they are.

Adherer Treasure. An adherer is almost always covered in an abundance of debris. There is a 20% chance each that 1d20 cp, 1d12 sp and 1d10 ep are stuck to it, and a 50% chance that 1d3 nonmagical weapons are stuck to its body.

ADHERER PCS

An adherer would make for an unusual pc. Such a pc would be an exceptional specimen of the race.

Low Level (3+): An adherer would be suitable for joining a low-level (but not 1st level) party. Its natural attack deals as much damage as a greatsword, and its adhesive skin gives it significant advantages. However, its vulnerability to fire and difficulty with gear reduce the power of these traits in the overall calculus of the race. (As usual, a bonus and a penalty don't actually balance out, but create paired imbalances.)

ADHERER TRAITS

Adherer pcs have the following racial traits.

Ability Score Adjustments. Your Strength and Constitution scores each increase by 2. In addition, choose Strength or Dexterity and increase that score by 1 (for a total increase of +3 if you choose Strength). Conversely, your Intelligence score decreases by 2.

Age. An adherer is self aware and a functional adult within hours of its creation. It lives about 35 years, with old age beginning to slow it around the age of 28.

Size. You are Medium. An adherer is typically between 5' 5" and 6' 2" tall, and usually weighs between 100 lbs and 160 lbs. However, note that the adherer's functional weight is usually 2d6 lbs higher due to debris adhered to it.

Natural Weapons. You have a natural slam attack that you are proficient in that deals 2d6 points of bludgeoning damage. In addition, the target must succeed on a Str save, DC 8 + your proficiency bonus + your Str bonus, or become stuck to you. While stuck to you, it is restrained, but it automatically moves with you if it is Medium or smaller. The target remains restrained until a creature spends an action to make a Strength check with the same DC as the save DC to free the target. In addition, a gallon of alcohol or vinegar will dissolve the adhesive holding one item to the adherer.

Damage Vulnerability. You are vulnerable to fire damage.

Adhesive Skin. Any time a creature hits you with a melee attack, it must succeed on a Str save, DC 8 + your proficiency bonus + your Str bonus, or else its weapon is stuck to you. The weapon remains stuck until a creature spends an action to make a Strength check with the same DC as the save to free it. In addition, a quarter gallon of alcohol or vinegar will dissolve the adhesive holding one item to you.

Difficulty with Gear. Items and equipment stick to you because of your skin, and you have a very difficult time using any gear that requires manipulation to function, including weapons, shields, and tools, and you have disadvantage on attacks and checks using them. It takes you twice as long as normal to don armor or gear and ten times as long as normal to doff it.

Languages. You speak Common.

Adherer

Medium Humanoid, often lawful evil

Armor Class 10

Hit Points 44 (8d8+8)

Speed 25 ft.

**STR 16 (+3), DEX 11 (+0), CON 13 (+1),
INT 7 (-2), WIS 10 (+0), CHA 10 (+0)**

Damage Vulnerabilities fire

Senses passive Perception 10

Languages Common

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

Adhesive Skin. Any time a creature hits the adherer with a melee attack, it must make a Strength saving throw, DC 13, or else its weapon is stuck to the adherer. The weapon remains stuck until a creature spends an action to make a Strength check, DC 13, to free it. In addition, a quarter gallon of alcohol or vinegar will dissolve the adhesive holding one item to the adherer.

ACTIONS

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) bludgeoning damage. In addition, the target must succeed on a Strength saving throw, DC 13, or become stuck to the adherer. While stuck to the adherer, the target is restrained, but automatically moves with the adherer if it is Medium or smaller. The target remains restrained until a creature spends an action to make a Strength check, DC 13, to free the target. In addition, a gallon of alcohol or vinegar will dissolve the adhesive holding one item to the adherer.

Adherer Brute

An adherer brute uses the Adherer stat block with the following changes.

- Its Armor Class is 12 (shield).
- It has 71 hit points (13d8+13 Hit Dice).
- Its Strength is 19 (+4).
- The save and check DCs for its Adhesive Skin are 14.
- Its Slam attack is +6 to hit and deals 11 (2d6+4) bludgeoning damage.
- Its Challenge Rating is 3 (700 xp).

The brute has the following additional Action options.

- **Brutal Strike (3/day).** The brute makes one Slam attack and deals an extra 21 (6d6) bludgeoning damage on a hit.

Adherer Wanderer

An adherer wanderer uses the Adherer stat block with the following changes.

- It has 1 hit point (minion).
- It is worth 40 xp.

It 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.

ADULT KRUTHIK

Location: *Mordenkainen's Tome of Foes* p212.

Treasure: Kruthiks don't actively gather treasure, but their lair sometimes has loot dropped by prey dragged into it. There is a 15% chance each that a kruthik lair holds 1d100 cp, sp, and gp, a 5% chance each that it holds 1d20 ep and 1d4 pp.

ADULT OBLEX

Location: *Mordenkainen's Tome of Foes* p218.

Treasure: An oblex doesn't collect treasure.

AERIAL SERVANT

Source: 1e *Monster Manual*.

Aerial servants are a form of air elemental that roam the Astral and Ethereal Planes. They can be summoned for the purposes of carrying objects or kidnapping creatures, but are resentful servants, and struggle against magical control. Aerial servants are notorious for attempting to pervert their instructions. An aerial servant is vaguely

visible as a humanoid composed of whitish-gray vapor, with facial features sometimes forming and dissipating in the vapor.

Ride the Planar Winds. Aerial servants love extreme weather, particularly ether cyclones, the psychic wind storms of the Astral Plane, and the aerial maelstroms of the Elemental Plane of Air. However, they won't voluntarily leave those three planes, fearing being enspelled by mortals.

An aerial servant needs no food or drink, but it gains sustenance from being blown by high winds. If it spends a long period in calm air, it grows listless and weak, and after a month in slow-moving air, the aerial servant begins to waste away.

Truly Solitary. Aerial servants don't have families, communities, or social units of any sort. They never intentionally gather, not even to reproduce. In fact, the only way an aerial servant can reproduce is to be blown in two by ferocious planar winds, an extremely painful process the aerial servant strives to avoid.

Aerial Servant Treasure. An aerial servant doesn't care about or gather treasure, nor does it have a lair where incidental treasure might accumulate.

Aerial Servant

Medium Elemental, often neutral

Armor Class 15

Hit Points 104 (16d8+32)

Speed 0 ft., fly 60 ft.

**STR 24 (+7), DEX 21 (+5), CON 14 (+2),
INT 4 (-3), WIS 10 (+0), CHA 11 (+0)**

Damage Resistances lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 10

Languages Auran

Challenge 6 (2,300 xp)

Prof +3

Air Form. The aerial servant can enter a hostile creature's space and stop there. It can move through a space as narrow as 1" wide without squeezing.

Link with Summoner. If summoned magically, the aerial servant and its summoner are joined by a magical link, and the aerial servant can unerringly locate its summoner as long as they are on the same plane.

If the aerial servant fails its mission, the summoner's control is broken, and the servant immediately returns to its summoner and attacks it.

Partial Invisibility. The aerial servant is naturally invisible on the Elemental Plane of Air. On other planes, it is partially invisible. It can attempt to take the Hide action even when directly observed, and it gains advantage on Dexterity (Stealth) checks to Hide.

Retriever. An aerial servant moves at full speed when moving with a grappled creature.

Unusual Nature. The aerial servant doesn't need food or drink.

ACTIONS

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 16 (2d8+7) bludgeoning damage, and if the target is a Medium or smaller creature, it must succeed on a DC 18 Str save or the aerial servant grapples it.

Wind Blast (recharge 5-6). The aerial servant creates a blast of wind in a 30' wide line 80' long. Each creature in the line must make a DC 18 Strength save, suffering 18 (4d8) bludgeoning damage on a failure or half that on a success. A creature that fails its save is also pushed 10' away from the aerial servant.

AERIAL WATCHER

Source: Homebrew.

An aerial watcher resembles a small armored hot air balloon with spyglasses set around its equator and dangerous-looking, missile-launching metal arms that unfold under the balloon's belly. Aerial watchers rarely appear in groups, but when they do, it is either a **watch** of two to six or a **community** of seven to twelve.

Aerial watchers are the results of a clockwork master's long-ago obsession with airships, reconnaissance, and self-replicating machines. This master gave the first few aerial watchers the ability to ride the skies forever without coming down and to reproduce when given access to the requisite materials and situation. He then promptly lost control of them, and their numbers have increased slowly but steadily over the centuries.

Rebels Without a Cause. Aerial watchers are in rebellion against a master who no longer exists. Because of its lawful nature, being a rebel, especially in such an unclear situation, is highly uncomfortable for it. Some aerial watchers try to find some kind of justice, while others go insane or try to carry out what they imagine the master's wishes were, rebelling against the rebellion.

Aerial Watcher Challenge Rating. When assessing an aerial watcher's Challenge Rating, increase its effective hit points by 10% because of its Evasive Maneuvers reaction.

Aerial Watcher Treasure. An aerial watcher might have a lair on a cloud or drifting island, and if it does, there is a 10% chance each that the lair contains 1d10 x 1,000 cp, sp, and ep, 1d12 x 250 gp, 2d20 pp, 1d6 gems, 1d4 pieces of jewelry, and 1 random magic item.

Aerial Watcher

Medium Construct, often lawful neutral

Armor Class 16 (natural armor)

Hit Points 55 (10d8+10)

Speed 0 ft., fly 40 ft.

**STR 10 (+0), DEX 15 (+2), CON 13 (+1),
INT 14 (+2), WIS 10 (+0), CHA 12 (+1)**

Damage Immunities lightning, thunder

Condition Immunities charmed, frightened

Senses passive Perception 10

Languages Auran

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

Blown by the Wind. The aerial watcher has disadvantage on Strength saving throws against the wind.

Special Criticals. If the aerial watcher suffers a critical hit, determine the critical severity normally and then consult the following chart to determine the critical effect:

Severity 15 or below: Balloon holed; at the end of each turn, the watcher moves 10' in a random direction without provoking opportunity attacks (Con save, DC equal to 5 + ½ severity, ends).

Severity 16 to 30: Balloon split; at the end of each of its turns, the watcher falls 50'.

Severity 31 or higher: Balloon completely cut off; the watcher falls normally.

Unusual Nature. The aerial watcher does not need to eat, drink, breathe, or sleep.

ACTIONS

Multiattack. The aerial watcher makes up to four attacks, no more than two of which may be melee attacks.

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

Spring Dart. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 7 (2d4+2) piercing damage.

REACTIONS

Evasive Maneuvers. When the aerial watcher would be hit by a ranged attack, it gains a +3 bonus to AC against the triggering attack.

AESIR

Source: Homebrew, based on Norse mythology

The Aesir are a large extended family from Ysgard. The Aesir claim to be descended from a pantheon of gods, and are almost all powerfully-built, handsome, and powerful. Most have golden or red hair, the men wear long beards, and many wear tattoos on their faces and bodies. Though the Aesir superficially resemble humans, they are much, much more.

Aesir appear individually, in **pairs**, in **bands** of 3-12, in **troops** of 13-60, or in **armies** of 61-120. An army of Aesir is usually only encountered in an Aesir settlement or when it is on the march, moving to confront some enemy or other of the Aesir.

Warrior-Heroes. Each Aesir sees him- or herself as a heroic figure. They tend to prefer physical contests over negotiation, and enjoying testing themselves against others. The Aesir are used to the fact that Ysgard resurrects the dead to fight anew each day, and so don't feel that death is much more than a speed bump.

Something to Prove. As a race, the Aesir seek to emulate their divine ancestors. Each Aesir wants to earn its own divine portfolio and to fully ascend to true godhood, and most are constantly acting in accordance with this goal. A would-be warrior god will seek every chance at battle, while an Aesir who pretends to the portfolio of smithing will work ceaselessly at a forge, only stopping when the joy of battle presents itself.

This urge to ascend might seem to be in stark contrast to the attitude that the Aesir have about the gods, but in fact, it's perfectly in line with it. If the gods are no more than ascended beings, then it stands to reason that ascending makes one a god, albeit one that understands that it is just that- an ascended being, not some ur-creator or the inventor of speech.

Great Celebrations. The Aesir love to feast and celebrate, and such celebrations sometimes lead to great drunken brawls. When the event is over, all hurts are forgiven and all fights are forgotten.

Rivals of the Vanir. The Vanir, from the neighboring plane of Gladsheim, are a similar race of divine by-blows with whom the Aesir have a rivalry that teeters between friendly and vicious. The Aesir see the Vanir as weak-spined delvers into magic rather than strong-armed heroes, while the Vanir see the Aesir as simplistic brutes incapable of taking a sophisticated approach to any problems.

Deniers of the Gods. The Aesir believe that the gods are just entities of extreme power, and that any mortal (or really, any being) has the potential to become a god. As such, Aesir typically don't follow deities, and there are almost no clerics of gods among their kind.

Instead, the Aesir faith is a philosophy of independence, excellence, and personal ascension. The belief system encourages the Aesir to strive to be the best they can be, both morally and in matters of physical and mental fitness. To an Aesir, there is no separation between what is right and what is effective. If the morally right action leads to bad results, it is the result of the interference of evil forces, which must be opposed vigorously and at all times.

Aesir religion puts a high emphasis on the virtues of freedom, independent responsibility, striving, generosity, and forgiveness. On the other hand, Aesir vices include unrestrained drunkenness, forcing others to do one's bidding, putting too strong an emphasis on planning over having faith in doing the right thing, and holding a grudge.

An Aesir cleric of this philosophy- and no god, not even one that is itself an ascended Aesir- will accept an Aesir cleric- have access to the Adventure domain. Rarely, an Aesir might become a cleric of another philosophy.

Distrustful of Magic. Aesir are generally skeptical of the worth of magic, and usually consider any time spent studying the mystic arts as a waste that could be better spent honing one's skills with spear and shield. There are rare exceptions, but in general, the Aesir find that magic smacks too much of "Vanir stuff" for their taste.

On the other hand, the Aesir's aversion to magic doesn't seem to include magic armor and weapons. Many Aesir have weapons or armor of eldritch power, and they are never reluctant to use them. While spells and fancy invocations might earn a sneer, a powerful ensorcelled blade can easily earn the admiration and envy of an Aesir.

Aesir Allies. Aesir are known to ride **warhorses, hippogriffs, or griffons** from time to time. They sometimes consort with good-natured giants, especially **cloud giants** and **storm giants**. Particularly militant **unicorns** have been known to work with them. **Valkyries** and Aesir treat each others as allies whenever they meet. Aesir keep **mastiffs** and **blood hawks** as hunting animals. Sometimes, mortal creatures will join with a group of Aesir, seeking to gain immortality or divinity by following their ways, but usually, such a creature eventually leaves when it discovers that there really is no shortcut to godhood (or at least, none known to the Aesir). **Bards** are the most likely mortals to stay with a band of Aesir for long periods, as the poetry and songs of the Aesir are deeply emotional and highly complex musically. Aesir sometimes debauch themselves with **satyrs** or **bacchae**.

Some Aesir end up in romances with creatures such as **sylphs, dryads, lillends,** and other creatures that the Aesir see as noble. The offspring of such a romance is often a unique entity that has unusual traits and abilities once grown.

Aesir Treasure. An Aesir has a 20% chance to have 2d6 gems and 1d4 pieces of jewelry, a 10% chance to have a piece of magic armor, and a 20% chance to have a magic weapon.

A group of at least ten Aesir also has a 35% chance each to have 1d10 x 1,000 cp, 1d10 x 500 sp, 2d6 x 100 gp, and 2d6 gems; a 20% chance each to have 3d20 ep, 1d8 pp, and 1d4 art objects.

Aesir Hero Treasure. An Aesir hero instead has a 50% chance to have 2d6 gems and 1d6 pieces of jewelry, a 20% chance to have a piece of magic armor, and a 50% chance to have a magic weapon.

AESIR PCS

An Aesir would make a good high-level pc.

High Level (11+): An Aesir has an abundance of advantages and no real disadvantages. It is suitable for a character joining an existing high level party.

AESIR TRAITS

An Aesir pc has the following racial traits.

Ability Score Adjustments. Your Strength and Constitution scores each increase by 2. In addition, choose Wisdom or Charisma and increase that score by 1. Then, choose Strength, Constitution, or Charisma and increase that score by another 1.

Maximum Ability Scores. Your maximum Strength and Constitution are 22.

Speed. Your speed is 30'.

Age. An Aesir matures around 13, grows old around 150, and usually dies by 180.

Creature Type. You are a Celestial.

Size. You are Medium. An Aesir is usually about 4' taller than a corresponding human and usually weighs about 10% more than a human of the same height.

Hit Point Kicker. You start with 15 bonus hit points, in place of your racial Hit Dice.

Brave. You are immune to the frightened condition.

Magical Weapons. Your weapon attacks are magical.

Smite. When you hit with a melee weapon attack, you can deal an extra 9 (2d8) radiant damage. You can do this twice, then must complete a long rest before you can use this ability again. The damage increases to 4d8 at 5th level, 6d8 at 11th level, and 8d8 at 17th level.

Heroic Effort. The Aesir performs an amazing feat of strength. It can choose any one of the following:

- If it fails to make a jump, it instead succeeds, as long as the jump is no more than 30'.
- If it fails to break a door or other barrier, it instead succeeds unless that barrier is as strong as adamantine or made of force.

- If it fails to escape a grapple or restraints such as chains, it instead succeeds unless the restraints are as strong as adamantine or are made of force.
- If it fails a save against an effect that would paralyze, stun, incapacitate, or render it unconscious, it instead succeeds.

Once you use this ability, you must complete a long rest before you can use it again.

Languages. You speak Celestial and Common.

Aesir

Medium Celestial, usually chaotic good

Armor Class 16 (chain mail)

Hit Points 52 (7d8+21)

Speed 30 ft.

STR 17 (+3), DEX 10 (+0), CON 16 (+3), INT 10 (+0), WIS 13 (+1), CHA 14 (+2)

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

Skills Athletics +5

Condition Immunities frightened

Senses passive Perception

Languages Celestial, Common

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

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

Smite (2/day). When the Aesir hits with a melee weapon attack, it can deal an extra 18 (4d8) radiant damage.

ACTIONS

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

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5' or range 30'/120', one target. *Hit:* 6 (1d6+3) piercing damage.

REACTIONS

Final Strike (1/day). When the Aesir falls to 0 hit points, it makes one melee weapon attack.

Heroic Effort (1/day). The Aesir performs an amazing feat of strength. It can choose any one of the following:

- If it fails to make a jump, it instead succeeds, as long as the jump is no more than 30'.
- If it fails to break a door or other barrier, it instead succeeds unless that barrier is as strong as adamantine or made of force.
- If it fails to escape a grapple or restraints such as chains, it instead succeeds unless the restraints are as strong as adamantine or are made of force.
- If it fails a save against an effect that would paralyze, stun, incapacitate, or render it unconscious, it instead succeeds.

Aesir Fyrdman

An Aesir fyrdman uses the Aesir stat block with the following changes.

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

It 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.

Aesir Berserker

An Aesir berserker uses the Aesir stat block with the following changes.

- Its Armor Class is 16 (unarmored defense).
- Its Dexterity score is 16 (+3).
- Its Dex save bonus is +5.
- In place of its Maul attack, it attacks with a Greatsword. The damage is 9 (1d12+3).

It has the following additional trait.

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

Aesir Hero

Medium Celestial, usually chaotic good

Armor Class 20 (plate and shield)

Hit Points 102 (12d8+48)

Speed 30 ft.

**STR 20 (+5), DEX 10 (+0), CON 18 (+4),
INT 10 (+0), WIS 15 (+2), CHA 16 (+3)**

Saving Throws Dex +3, Wis +5, Cha +6

Skills Athletics +8

Condition Immunities frightened

Senses passive Perception

Languages Celestial, Common

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

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

Smite (2/day). When the Aesir hits with a melee weapon attack, it can deal an extra 27 (6d8) radiant damage.

ACTIONS

Multiattack. The Aesir makes two attacks.

Longsword. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8+5) slashing damage, or 10 (1d10+5) slashing damage if wielded with both hands.

Javelin. Melee or Ranged Weapon Attack: +8 to hit, reach 5' or range 30'/120', one target. *Hit:* 8 (1d6+5) piercing damage.

Awesome Strike (1/day). The Aesir makes a melee attack. If it hits, in addition to its other effects, the target must make a DC 14 Wis save or be frightened for 1 minute. An affected creature can repeat the save at the end of each of its turns, ending the effect on itself on a success.

REACTIONS

Final Strike. When the Aesir falls to 0 hit points, it makes one melee weapon attack.

Heroic Effort (1/day). The Aesir performs an amazing feat of strength. It can choose any one of the following:

- If it fails to make a jump, it instead succeeds, as long as the jump is no more than 30'.
- If it fails to break a door or other barrier, it instead succeeds unless that barrier is as strong as adamantine or made of force.
- If it fails to escape a grapple or restraints such as chains, it instead succeeds unless the restraints are as strong as adamantine or are made of force.
- If it fails a save against an effect that would paralyze, stun, incapacitate, or render it unconscious, it instead succeeds.

AFANC

Source: 1e *Monster Manual 2*.

An afanc is a dreaded fish of truly mind-boggling size. It is so big that the wake its body produces can swamp small crafts, and the monster is sometimes mistaken for a whale. A typical afanc measures about 50' long and weighs 30 to 40 tons.

Whirlpool Makers. An afanc is so huge that, by swimming in a circle for one hour, it can create a devastating whirlpool one mile in diameter that drags even the largest ships under. It takes about one minute for each 20', or fraction thereof, of a vessel's length for it to be pulled under. Many encounters with an afanc begin when its whirlpool suddenly forms and end when the ship or creatures it is attacking are destroyed.

Creatures of the Deep Ocean. An afanc usually dwells far from large land masses, swimming in the open ocean. While it can cruise the depths, it prefers to stay close to the surface so that it can crush those who dare venture into its domain from land.

Afanc Challenge Rating: Treat the afanc's Overcome ability as if it had an extra 50 hit points when assessing its Challenge Rating.

Afanc Treasure. Afancs don't collect treasure.

Afanc

Gargantuan Monstrosity (Fish), often neutral evil

Armor Class 16 (natural armor)

Hit Points 540 (40d20+120)

Speed swim 100 ft.

STR 28 (+9), DEX 10 (+0), CON 16 (+3),

INT 6 (-2), WIS 13 (+1), CHA 16 (+3)

Skills Athletics +16, Perception +8

Senses passive Perception 11

Languages Aquan

Challenge 21 (33,000 xp) **Prof** +7

Amphibious. The afanc can breathe both air and water. For each hour it remains above water, it gains one level of exhaustion.

ACTIONS

Multiattack. The afanc makes one bite and two flipper attacks.

Bite. *Melee Weapon Attack:* +16 to hit, reach 15 ft., each target in a 10' cube. *Hit:* 53 (8d10+9) piercing damage.

Flipper. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 18 (2d8+9) bludgeoning damage.

LEGENDARY ACTIONS

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

- **Butt.** The afanc thrusts its body at a creature, making the following attack. *Melee Weapon Attack:* +16 to hit, reach 10', one creature. *Hit:* The target loses its reactions until the end of its next turn. On its next turn, it can take an action or a bonus action, not both, and it can move or take a free interact, not both.
- **Create Current.** The afanc moves its flukes and creates a current in a direction of its choice in a 30' cube adjacent to it. Each creature in the cube must make a DC 24 Str save, moving 30' in the current's direction on a failure or 10' in that direction on a success.
- **Overcome (costs 2 actions).** The afanc ends one spell or effect affecting it, including one that prevents it from taking actions.

AIR ELEMENTAL

Location: *Monster Manual* p124.

Air Elemental Treasure. Elementals don't collect treasure.

AIR ELEMENTAL MYRMIDON

Location: *Mordenkainen's Tome of Foes* p202.

Treasure: Elemental myrmidons don't usually collect treasure.

AIR SHARK

Source: *Arduin Grimoire*.

An air shark strongly resembles a normal shark, except that it flies. Its body contains a large bladder filled with a lighter-than-air gas, allowing it to “swim” through the air. Much like some normal sharks, an air shark is driven into a frenzy by the scent of blood, and is a rapacious predator. Air sharks sometimes swim in great schools of dozens or even hundreds of individuals, which can pose a major threat to whole humanoid towns.

Probably Magical Experiments. Most sages believe that air sharks are the result of magical experimentation on normal sharks, pointing to the fact that an air shark has external gills but can't breathe water (and can breathe air). In addition, air sharks have a wide variety of phenotypes, appearing in different colors, with slightly different body structures, fin lengths, etc. Some even have seven gills (instead of five) or hammer-shaped heads.

Rovers of the Airways. Air sharks constantly travel, moving from one location to another. Over the course of an air shark's life, it flies thousands or tens of thousands of miles, or even more. Most air sharks never visit the same area twice.

Air Shark Mounts. Some creatures will capture and use air sharks as mounts, but this is a risky proposition at best, for an air shark can't truly be tamed. It might work alongside its supposed “master” for years before suddenly turning and biting the hand that feeds it. A “tame” air shark is very obviously not, and can't be sold as a mount.

Air Shark Treasure. An air shark has no treasure, but if the gas in its bladder can be harvested (assuming the creature's carcass is relatively intact), it can prove valuable to an alchemist or sage. A single air shark can yield 2d6 gallons of gas, which can be sold for up to 5 gp per gallon.

Air Shark

Large Monstrosity, always unaligned

Armor Class 12 (natural armor)

Hit Points 67 (9d10+18)

Speed fly 45 ft.

**STR 18 (+4), DEX 12 (+1), CON 14 (+2),
INT 3 (-4), WIS 13 (+1), CHA 10 (+0)**

Skills Perception +3

Senses passive Perception 13

Languages -

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

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

Keen Smell. The air shark has advantage on scent-based Wisdom (Perception) checks.

ACTIONS

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

REACTIONS

Feeding Frenzy. If the air shark starts its turn and at least one dying creature is within 5' of it, the air shark must use its reaction to make a Bite attack against a random dying creature within 5'.

AIR VINE

Source: Homebrew.

Air vines are a type of high-altitude plant that never touches the ground. Absorbing water and sunlight directly from the air, the air vine needs to acquire nutrients by capturing and devouring living beings, typically insects and birds. A typical fully-grown air vine appears as a network of thin, tough, fibrous brown strands dotted with small bright emerald leaves. The berries of an air vine are a pale yellow color and, while not poisonous, are nearly tasteless. However, **pegasi** regard air vine berries as a delicacy and claim that they help to clean the pegasi's teeth.

Air vines are always solitary, though on rare occasions, windstorms might drive several together temporarily in a group called a **clutter**. Such a group usually disperses quickly, blown apart by the winds.

Tossed on the Wind. Air vines live their entire lives aloft, being carried by the wind. Most live at altitudes of over 35,000'. Some scholars know of them, since dead air vines plummet to the ground, but very few are aware that they actually grow and live in the air.

Toys of Elementals. Some **air elementals**, young **aerial servants** and **ki-rin**, and **wind walkers** enjoy playing with air vines, tossing them through the air and then catching them. More rarely, a group of air elementals might play with an air vine until they tear it apart.

Air Vine Challenge Rating. When determining the CR of an air vine, treat its attack bonus as 2 higher than it is due to its **Constrict** ability dealing automatic damage.

Essence of Levitation. Air vine berries can sometimes prove useful in the creation of magic items involving levitation.

Air Vine Treasure. An air vine collects no treasure.

Air Vine

Large Plant, always unaligned

Armor Class 15 (natural armor)

Hit Points 39 (6d10+6)

Speed 5 ft., fly 40 ft.

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

Damage Immunities piercing

Condition Immunities prone, stunned

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

Languages -

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

ACTIONS

Vines. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) bludgeoning damage, and the air vine grapples the target (escape DC 13). The vine has dozens of vines but can only grapple up to four creatures at once.

BONUS ACTIONS

Constrict. Each creature grappled by the vine takes 6 (1d6+3) bludgeoning damage.

REACTIONS

Pollen Burst. When the air vine becomes bloodied, it releases a burst of pollen in a cloud extending 15' from it in all directions. Each creature in the cloud must make a DC 11 Con save or be blinded until the end of its next turn.

AL-MI'RAJ

Location: *Tomb of Annihilation.*

Sometimes called a unicorn hare, an al-mi'raj resembles exactly that: a rabbit crowned with a spiraling horn similar to that of a unicorn. Roaming pastures and woodlands, the al-mi'raj digs or seeks out subterranean lairs, burrows, or

other holes to dwell in.

Unpredictable Behavior. The al-mi'raj, despite being an herbivore, sometimes shows surprising levels of aggression, attacking much larger creatures and groups that outnumber it. Al-mi'raj aren't particularly fearsome, but their horns can inflict lethal wounds on farmers, traveling merchants and other unprepared humanoids.

Blink Bunnies. A few al-mi'raj have the ability to walk between the Prime Material Plane and the Feywild. Some refer to these specimens as blink bunnies, and a number of scholars have mistakenly assumed that all al-mi'raj have the ability. Eladrin suggest that about 1 in 10 al-mi'raj can step between the worlds.

Favored by the Fey. Because of their resemblance to a unicorn, al-mi'raj are often seen as a good omen by fey creatures. Some even keep al-mi'raj as pets, though the capricious temper of the unicorn hares makes them likely to run away or cause trouble eventually.

Al-Mi'Raj Treasure. Al-mi'raj don't have treasure.

Al-Mi'Raj Blink Bunny

An al-mi'raj blink bunny uses the stat block of a normal al-mi'raj with the following changes.

- It is Fey.

The blink bunny has the following additional bonus action option.

- **Fey Step.** The blink bunny teleports up to 30' to a space it can see.

ALBIONITE

Source: Homebrewed.

Noble questers in their own eyes, albionites are fierce, blue-skinned warriors with dark green hair, usually worn long as a sign of the albionite's puissance. A typical albionite male stands around 6' tall and weighs around 150 lbs, with females typically about five or six inches taller and some 20 to 50 pounds heavier. An albionite's features are notably inhuman, especially its eyes, which are

ovals almost four times as high as they are wide. Their eyes are usually yellow, orange, or red, and have no discernible pupil, iris, or other features.

Albionites might be encountered alone, in **pairs**, in **parties** of 3 to 9, in **quests** of 10 to 20, or in **tables** of 21 to 50. Tables of albionites are almost always encountered in a castle, tower, or other stronghold.

Knights Albion. Albionites clearly see themselves as knights, and often employ members of other races as 'squires' (really more lackeys than anything). They follow the Code of Albion, a knightly code whose specifics are largely unknown to outsiders, but which enjoins them to keep their word and fulfill any deals they make.

A Threat to the Empire. Several thousand years ago, during the height of the Sword Empire, the albionites first appeared in known regions, aggressively pursuing a series of quests as a race. These quests involved seeking powerful artifacts, and eventually brought the albionites to the attention of the Sword Emperor. Soon conflict developed, for the albionites would neither swear that they had no ill intentions toward the empire nor reveal what their end goals were. Thus, the Sword Emperor felt compelled to take harsh measures against them, leading a massive war to drive them back from whence they had come.

But the albionites, aided by the artifacts they had recovered, proved far more challenging than the emperor had anticipated. He was forced to take a personal hand in the matter, but even then, had not several of his epic companions come to his aid, the war might have been lost. In the end, the albionite menace was the greatest threat to the Sword Empire until the rise of the Six-Fingered Hand, but they were defeated, scattered, and driven back. In many areas, bounties were offered for albionites for hundreds of years after.

The Quest Returns. Since the fall of the Sword Empire, the albionites have begun to return, a few at a time, seeking the artifacts scattered in the wake of their defeat so long ago. With no civilization to stop them, they may well achieve their goals- whatever those may be.

The known artifacts sought by the albionites include the *Holy Grail*, the legendary sword *Excalibur*; a frightfully-wrought helmet of black iron called *the Eyes of Mordred*, and a set of barding called *Evercharge*.

Some claim that the albionites are from a parallel Material Plane, and that their quest has nothing to do with Cydra. However, their longstanding refusal to swear that they had no ill intentions toward the Sword Empire makes that claim dubious.

Albionite Challenge Rating. Assume that the albionite uses *Avenge the Fallen* once..

Albionite Treasure. A typical albionite carries 3d10 gp. In addition, it has a 5% chance of having one random magic item. A group of two to four instead has a 5% chance of having 1d3 magic items. A squad of five to twelve albionites instead has a 20% chance to have 1d4 x 100 gp, as well as a 10% chance each to have 1d4 potions and 1d4 magic items. A break of 13 to 30 albionites instead has a 30% chance to have 1d10 x 100 gp, a 25% chance each to have 1d6 x 100 gp in trade goods and 1d6+1 potions, and a 10% chance to have 1d6 magic items.

ALBIONITE PCS

A young albionite that had been separated from its own kind and therefore wasn't bound by the cultural strictures and quest common to them would make a fine pc.

Mid-Level (7+): Due to its racial toughness and superior ability scores, an albionite is a suitable pc to join mid-level parties. If joining a high level party, an albionite pc might start with a magic weapon or suit of armor as a legacy of its heritage.

ALBIONITE TRAITS

Albionite pcs have the following racial traits.

Ability Score Adjustments. Your Strength, Constitution, and Wisdom scores each increase by 2. In addition, choose Strength or Dexterity and increase that score by 1 (for a total increase of +3 if you choose Strength).

Age. An albionite is mature by 13 or 14, grows old by about 50, and rarely lives past 65 years.

Hit Point Kicker. Because members of your race are exceptionally tough, you start with an extra 20 hit points.

Fervent Devotion. When you finish a long rest, you can pick a cause to devote yourself toward. This remains in effect until you choose to change or end it when you finish a long rest. As long as you are working toward your cause, if you are charmed or frightened at the end of your turn, that condition ends on you.

Languages. You speak Common and one other language.

Albionite

Medium Humanoid (Albionite), often lawful neutral

Armor Class 20 (plate and shield)

Hit Points 71 (11d8+22)

Speed 30 ft.

STR 17 (+3), DEX 12 (+1), CON 15 (+2), INT 11 (+0), WIS 15 (+2), CHA 10 (+0)

Saving Throws Str +5, Dex +3, Wis +4

Senses passive Perception 12

Languages Albionite, Common

Challenge 4 (1,100 xp) **Prof** +2

Devoted to the Cause. If the albionite is charmed or frightened at the end of its turn, that condition ends on it.

ACTIONS

Multiattack. The albionite makes three melee weapon attacks.

If it hits the same creature with two attacks, that creature has disadvantage on attacks that don't include the albionite as a target until the end of the albionite's next turn.

If it hits the same creature with three attacks, that creature must succeed on a DC 11 Wisdom save or fly into a careless rage for 1 minute if not already raging. While in this careless rage, the creature has disadvantage on attacks against targets other than the albionite, attacks against the creature have advantage, and the creature suffers disadvantage on Wisdom checks. The creature can repeat the save at the end of each of its turns, ending the careless rage on a success.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5', one target. *Hit:* 7 (1d8+3) slashing damage, or 8 (1d10+3) slashing damage if used in two hands.

Heavy Crossbow. *Ranged Weapon Attack:* +4 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10+1) piercing damage.

REACTIONS

Avenge the Fallen. When the albionite sees a non-minion ally within 15' become incapacitated, it moves up to 15' to a space adjacent to that ally and makes one melee weapon attack.

Albionite Captain

An albionite captain uses the stat block of an albionite with the following changes.

- It has 104 hit points (16d8+32 Hit Dice).
- Its Charisma score is 16.
- Its save bonuses are Str +6, Dex +4, and Wis +5.
- The save DC for the careless rage caused by the captain's Multiattack is 14.
- The captain's longsword attack is at +7 to hit, and its crossbow is at +5 to hit.
- The captain's Challenge Rating is 8 (3,900 xp), and its proficiency bonus is +3.

The captain has the following additional Bonus Action option.

- **Tactical Maneuver.** One ally that can see or hear the captain within 60' can use its reaction to move half its speed.

Albionite Lackey

An albionite captain uses the stat block of an albionite with the following changes.

- It has 1 hit point (minion).
- It is worth 220 xp.

It 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.

ALCHEMICAL GOLEM

Source: *3e Monster Manual 3.*

Composed of a rubbery, humanoid-formed sack containing a caustic mix of alchemical fluids, an alchemical golem is unreliable and dangerous. When pierced, it sprays its dangerous liquid innards on anything nearby.

Constructing an Alchemical Golem. It takes 144 days and 36,000 gp in alchemical supplies to create an alchemical golem. The creator must be at least 11th level and proficient in alchemist's tools.

Repairing the Golem. Before an alchemical golem can regain hit points, it must consume an expensive alchemical mixture. Because of this, maintaining an alchemical golem can be quite pricey over time. On the other hand, this does allow the golem's master to set up a few barrels of alchemical mixture in advance, enabling it to potentially heal even in the middle of a battle. However, it takes the golem two actions to consume the alchemical mixture, so it is a gamble at best, especially since the golem is neither very intelligent nor possessed of significant urges for self-preservation.

Alchemical Golem Challenge Rating.

Assume that the golem's Rupture reaction triggers every round and catches one target each time.

Alchemical Golem Treasure. An alchemical golem doesn't collect treasure, but it is often found amidst alchemical supplies, which might include treasure belonging to its master.

Alchemical Golem

Large Construct (Golem), always neutral

Armor Class 11

Hit Points 197 (22d10+66)

Speed 20 ft.

**STR 23 (+6), DEX 12 (+1), CON 16 (+3),
INT 3 (-4), WIS 10 (+0), CHA 1 (-5)**

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

Damage Immunities acid, fire

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

Senses darkvision 60 ft., passive Perception 10

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

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

Alchemical Healing. The golem cannot recover hit points normally. Instead, it must use two actions to consume a large barrel of an alchemical mixture worth 500 gp, and then it can spend any or all of its Hit Dice to heal.

Berserk. Whenever the golem starts its turn with 100 hit points or fewer, roll a d6. On a 6, the golem goes berserk. On each of its turns while berserk, the golem attacks the nearest creature it can see. If no creature is near enough to move to and attack, the golem attacks an object, with preference for an object smaller than itself. Once the golem goes berserk, it continues to do so until it is destroyed or it regains all of its hit points.

The golem's creator, if within 60 feet of the berserk golem, can try to calm it by speaking firmly and persuasively. The golem must be able to hear its creator, who must take an action to make a DC 15 Charisma (Persuasion) check. If the check succeeds, the golem ceases being berserk. If it takes damage while still at 100 hit points or fewer, the golem might go berserk again.

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.

Unusual Nature. The golem does not need to eat, drink, breathe, or sleep.

ACTIONS

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 15 (2d8+6) bludgeoning damage, plus 14 (4d6) acid damage.

Breath Weapon (Recharge 6). The golem sprays caustic alchemical fluids in a 15' cone. Each creature in the cone must make a DC 17 Dex save, suffering 56 (16d6) acid damage on a failure or half that on a success.

REACTIONS

Rupture. When the golem takes at least 10 points of piercing or slashing damage from a single attack, it ruptures and sprays alchemical fluids in a 15' cone. Each creature in the cone must make a DC 17 Dexterity saving throw or suffer 21 (6d6) acid damage, taking half damage on a success.

ALFIM GAS (Hazard)

This dangerous gas is colorless and has only a very faint odor, similar to garlic. Named for the Forinthian mountain where it was first identified and its properties discovered, it sometimes emanates from cracks in rocks above pools of magma inside mountains.

A typical cloud of alfim gas fills a 10' high, 30' radius cylinder, though much larger and smaller clouds have been encountered. It might be produced periodically, in which case it probably only persists for a minute or so after being created, or it might fill an area constantly. A creature exposed to the gas notices it if it has a passive Perception or Survival of at least 18. A dwarf, gnome, or other creature familiar with life underground that detects it will recognize it, and another creature can recognize it and its properties with a DC 15 Int (Nature) check.

Alfim gas is dangerous because of the way it interacts with both magic and physical exertion. A creature within the gas that takes the Attack, Dash, or Dodge action must make a DC 13 Con save or be poisoned until the end of its next turn. A creature that casts or is the target of a spell while within the gas must make a DC 13 Wis save or begin to experience overwhelming hallucinations, being effectively blinded until the end of its next turn. A creature that can't be poisoned is immune to this effect.

A *lesser restoration* will counter the effects of alfim gas. A creature can gain advantage on its saves against the gas by covering its mouth and nose with cloth.

ALGOID

Source: 1e *Fiend Folio*.

Appearing as a humanoid creature made of a algae, an algoid is surrounded by a greenish haze of airborne algae and moisture. The smell of algae lingers all around the algoid, which generally dwells in or near a pool. Algoids are usually found alone, though rarely, a large, particularly algae-choked pond might spawn multiple algoids.

A bright green algoid is a healthy algoid. The darker the color of the creature, the less light it has received, and a black algoid is dying for lack of light. On the other hand, an algoid that hasn't eaten in a long time tends to look thin and wasted, but with a potentially healthy color.

Colony Creatures. An algoid is a colonial creature, consisting of a mass of algae that can form itself into a humanoid shape in order to leave the water and move about on land. Because they are composed of many primitive creatures working in concert, the combine mentality of an algoid is sometimes high enough that it achieves sentience. If this happens, it is quite common for the algoid to become psionically active as well.

Blood Drinkers. To maintain its form, an algoid requires blood. This accounts for the many hostile encounters creatures have with them. In some cases, an algoid has “starved” until it cannot maintain cohesion, only to reform abruptly when other creatures bleed in what appears to be an innocuous pool of algae.

Algoid “Allies”. Certain types of creatures often coexist beside and sometimes form symbiotic relationships with algoids, including **shambling mounds**, **gray oozes**, and other bloodless creatures.

Algoid Challenge Rating. When rating the algoid's psychic blast, double the blast's effective damage because of its stunning effect.

Algoid Treasure. Algoids don't intentionally collect treasure, but sometimes their victims leave some behind. There is a 35% chance that an algoid's lair contains 1d6 pieces of mundane armor (1-3) or weapons (4-6); a 25% chance each to have 1d4 x 20 each cp, sp and gp; and a 10% chance of having 1d4 gems.

If a **colony** of six or more algoids lair together, there is instead a 50% chance of 2d4 pieces of mundane armor (1-3) or weapons (4-6); a 40% chance each to have 1d6 x 25 cp, sp and gp; and a 10% chance each of having 1d4 gems and 1 piece of magic armor (1-3) or a magic weapon (4-6).

Algoïd

Medium Plant, always unaligned

Armor Class 10

Hit Points 65 (10d8+20)

Speed 30 ft., swim 30 ft.

**STR 16 (+3), DEX 10 (+0), CON 14 (+2),
INT 3 (-4), WIS 10 (+0), CHA 6 (-2)**

Damage Resistances fire, lightning; piercing and slashing damage

Condition Immunities charmed, frightened, poisoned, stunned

Senses passive Perception 10

Languages -

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

Unusual Nature. The algoïd does not need to breathe or sleep.

ACTIONS

Multiattack. The algoïd makes two Slam attacks.

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

Psychic Blast (Recharge 5-6). The algoïd unleashes a wave of psychic energy in a 30' cone. Each creature in that area must make a DC 8 Intelligence saving throw, taking 21 (6d6) psychic damage on a failure or half that on a success. In addition, a creature that fails is stunned until the end of its next turn.

Algoïd Bruiser

An algoïd bruiser uses the stat block of an algoïd with the following changes.

- It has 104 hit points (16d8+32).
- Its Strength is 20 (+5).
- Its Slam is +7 to hit and deals 14 (2d8+5) bludgeoning damage.
- Its Challenge Rating is 4 (1,100 xp).

Algoïd Dying Colony

An algoïd dying colony is black in color. It uses the stat block of an algoïd with the following changes.

- It has 1 hit point (minion).
- It is worth 90 xp.

It 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.

Algoïd Awakened Mind

Medium Plant, often neutral

Armor Class 10

Hit Points 91 (14d8+28)

Speed 30 ft., swim 30 ft.

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

Damage Resistances fire, lightning; piercing and slashing damage

Condition Immunities charmed, frightened, poisoned, stunned

Senses passive Perception 10

Languages Common, telepathy 120'

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

Unusual Nature. The algoïd does not need to breathe or sleep.

ACTIONS

Multiattack. The algoïd makes two Slam attacks. It can use Mind Knife in place of one or both of these attacks.

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

Mind Knife. One creature the algoid awakened mind can see within 120' must make a DC 10 Int save, suffering 22 (4d10) psychic damage on a failure.

Psychic Blast (Recharge 5-6). The algoid unleashes a wave of psychic energy in a 30' cone. Each creature in that area must make a DC 10 Intelligence saving throw, taking 21 (6d6) psychic damage on a failure or half that on a success. In addition, a creature that fails is stunned until the end of its next turn.

ALHOON

Location: *Volo's Guide to Monsters* p172.

Treasure: An alhoon has a 25% chance each to have 1d10 x 1,000 cp and 1d6 x 1,000 ep; a 50% chance each to have 2d6 x 1,000 sp, 2d6 x 1,000 gp, 2d10 gems, and 1d6 scrolls; a 30% chance each to have 3d6 x 50 pp, 1d8 art objects, and 1d6 potions; and a 20% chance each to have 1 rod et al and 1d3 random magic items.

ALKILITH

Source: *Mordenkainen's Tome of Foes* p130.

An alkilith is disgusting even to other demons. It appears as a shivering blob of phosphorescent green corruption surrounded by a cracked, leathery coating that constantly oozes, secretes, hardens and splits. Dark swollen globules that serve as its eyes dot the surface of its body. Alkiliths usually serve Juiblex, the demon prince of oozes, if they serve anyone at all.

Alkilith Treasure. The caustic nature of alkiliths mean that they almost never have treasure.

Alkilith Dissolver

The alkilith dissolver uses the Alkilith stat block with the following changes.

- Its tentacle attack does 26 (4d10+4) acid damage.
- Its Challenge Rating is 12 (8,400 xp).

It has the following additional Bonus Action option.

- **Splatter.** One creature within 10' of the alkilith must make a DC 18 Dex save, taking 7 (2d6) acid damage on a failure.

ALL-DEVOURER

Source: Homebrewed.

The all-devourer is a cosmic horror. When the stars are right, it might be summoned into the World from some far place amongst the stars. When it appears, woe to the world, for it is aptly named- the all-devourer will consume everything around it, constantly growing, until it eats the world itself.

The all-devourer appears as a bubble of jet black ooze forming an oval that constantly grows. Even if it has nothing but air and stone to eat, the all-devourer continues to grow as it consumes everything it touches. Soon the foolish summoner that called it forth will inevitably be destroyed, for the all-devourer continues to grow... and grow... and grow. When actively opposed or threatened, the all-devourer's growth might even speed up perceptibly.

A Growing Threat. Left alone, an all-devourer will grow from its initial 15' diameter to a diameter of 135' in diameter in 24 hours. In a week, its diameter increases to 855'. In a month, an all-devourer has become more than half a mile in diameter. A year-old all-devourer is over seven miles across. Over time, an all-devourer becomes an ever greater threat, until stopping it is a task daunting to even the greatest heroes.

All-Devourer Treasure. The all-devourer has no treasure, for it merely grows and consumes.

All-Devourer

Huge Ooze, always unaligned

Armor Class 7

Hit Points Initially 210 (20d12+80)

Speed 10 ft.

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

Damage Resistances bludgeoning, piercing, slashing

Damage Immunities acid, necrotic

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

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

Languages -

Challenge 18 (20,000 xp) (up to two days old);

19 (22,000 xp) (three to four days old);

20 (25,000 xp) (five to seven days old);

21 (33,000 xp) (eight or more days old);

possibly higher, if older **Prof** +6

Constant Growth. At the end of every hour the all-devourer survives, the space it occupies grows by 5'. (See also Legendary Actions.)

At the end of every day it survives, its maximum hit points increase by 25.

For every 100 hit points that the all-devourer's maximum hit points increases, it gains a +1 bonus on the damage rolls of its pseudopods.

The all-devourer doesn't increase its proficiency bonus as its CR rises.

Corrosive Form. A creature that touches the ooze or hits it with a melee attack while within 5' of it takes 22 (4d10) points of acid damage. A weapon that hits the ooze gains 1d4+1 wear points.

Legendary Resistance (3/day). If the all-devourer fails a save, it can choose to succeed instead.

Regeneration. If the all-devourer starts its turn with at least 1 hit point, it regains 50 hit points.

ACTIONS

Multiattack. The all-devourer makes four pseudopod attacks.

Pseudopod. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 26 (4d10+4) acid damage.

BONUS ACTION

Nauseating Bubble (recharges when first bloodied). The all-devourer emits a bubble of nauseating gas at a point within 20'. The bubble bursts on that point, and each creature within 5' of it must succeed on a DC 18 Con save or be poisoned until the end of its next turn.

LEGENDARY ACTIONS

The all-devourer 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 all-devourer regains spent legendary actions at the start of its turn.

- **Grow (costs 2 actions).** The all-devourer grows, increasing the space it occupies by 5' in every direction. Each creature in its new space may choose to make a DC 18 Dexterity save, being pushed back or aside on a success. If it doesn't, or if it fails the save, it suffers 22 (4d10) acid damage.
- **Move.** The all-devourer moves its speed.
- **Repulsive Stench.** The all-devourer emits a foul stench in a 30' radius. Each creature in the stench must make a DC 18 Wisdom save or use its reaction to move half its speed directly away from the all-devourer by the safest available route. A creature that can't smell is immune to this effect.

ALLEY STALKER

Source: Homebrewed.

Alley stalkers haunt the alleys, abandoned buildings, and garbage dumps of urban areas, preying upon small animals such as cats and dogs and the occasional child or unconscious drunk. Alley stalkers keep to the shadows, and are possessed of enough cunning to try to avoid the attention of the inhabitants of the city.

At first glance, an inactive alley stalker looks like a misshapen pile of rubble or piece of debris. However, it actually has four long, multijointed legs that it can fold up beneath itself, as well as an additional pair of long, sharp forelimbs that it uses to make stabbing attacks, attempting to impale its prey.

Varied Hunting Techniques. Alley stalkers are extremely adaptable, and use a variety of hunting techniques. Sometimes one will work alone, stalking animals near a park or zoo; at other times, alley stalkers work in **packs**, numbering from 4-16 members, cooperating to bring down prey and sharing it amongst themselves.

Alley Stalker Allies. More rarely, alley stalkers might form a hunting partnership with creatures like **giant rats**, **giant weasels**, or even **kobolds**. Such a partnership typically consists of either the alley stalker startling prey into its partners' killing ground, or the partners chasing prey into the alley stalker's ambush ground.

Hermaphroditic Sexual Reproduction.

Alley stalkers are all hermaphroditic, having both male and female organs. When a pair chooses to reproduce, they seek seclusion, then clutch together and fertilize each other, a process taking up to a week during which the pair remains unmoving and appears to be a larger pile of rubble. At the end of the process, the two go their separate ways, and three months later, each gives birth to somewhere around a dozen or two new alley stalkers.

Alley Stalker Treasure. Alley stalkers don't collect treasure.

Alley Stalker

Small Monstrosity, usually neutral

Armor Class 15 (natural armor)

Hit Points 10 (3d6)

Speed 30 ft., climb 30 ft.

**STR 6 (-2), DEX 15 (+2), CON 11 (+0),
INT 7 (-2), WIS 10 (+0), CHA 9 (-1)**

Saving Throws Con +2

Skills Stealth +4

Damage Resistances cold

Condition Immunities exhaustion, petrified

Senses passive Perception 10

Languages -

Challenge ½ (100 xp) **Prof** +2

False Appearance. If the alley stalker is motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the alley stalker move or act, that creature must succeed on a DC 18 Int (Investigation) check to discern that the alley stalker is animate.

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

ACTIONS

Foreleg. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) piercing damage. In addition, the target must make a DC 10 Constitution saving throw, suffering 10 (3d6) poison damage on a failure.

ALLIP

Location: *Mordenkainen's Tome of Foes.*

An allip is the tortured spirit of a creature that was driven to suicide by madness. When it manifests, it looks vaguely humanoid, but distorted, and its lower body trails off in tatters. Now blaming the living for its madness and death,

the allip craves only revenge.

Constant Babbling. An allip mutters, whines, and talks nonsense to itself constantly. This disconcerting sound can have a hypnotic affect on those nearby, luring them toward the allip and leaving them helpless against it, and is both a sign and measure of the allip's insanity. A creature that attempts to touch the allip's mind telepathically finds the experience extremely distressing, as it is exposed to the allip's madness in its fullest form.

Allip Treasure. An allip collects no treasure.

ALLOSAURUS

Location: *Monster Manual* p70.

Allosaurus Treasure. An allosaurus doesn't collect treasure.

AMBER SENTINEL

Source: Homebrew.

An amber sentinel is a member of an ancient cadre of creatures sworn to serve as eternal guardians for a long-vanished people. Amber sentinels are usually encountered alone, but about one encounter in ten is with a **pair** of them. Even more rare, a **gauntlet** of 3 to 8 sentinels might be found.

It is impossible to tell what race an amber sentinel was before its transformation, for its body has been encased in a shell of amber, leaving its face featureless. Now it looks as though someone poured molten amber all over a humanoid, obscuring all its features under a golden-brown layer of hard resin. An amber sentinel is nonetheless perfectly able to move, and its speed often catches creatures unfamiliar with it by surprise.

If the amber coating a sentinel is removed, the sentinel's skin and outer layer of flesh comes with it. It has thus far proven impossible to free the body from the amber without destroying the body's outer layer.

A Vanished Empire. Most sages believe that amber sentinels are representatives of an ancient human civilization that has long since disappeared. Others think they represent an elven, dragonborn, hengeyokai, or one now-extinct race or another. In

any case, it is certain that the culture that gave birth to the amber sentinels is now long-gone. Individual amber sentinels react to this in different ways; some abandon their old obligations and seek new masters, while others cleave to ancient sites and protect the crumbling remains of once-beautiful strongholds.

Peaceful Warriors. Amber sentinels prefer to deter intruders rather than destroy them. However, an amber sentinel won't hesitate to use force if that's what it takes to protect whatever it guards. As long as an intruder hasn't attacked it, an amber sentinel will usually attempt to shoo it away before resorting to violence. Sometimes, this tendency can be used to distract or trick them.

Long Sleeps. An amber sentinel often spends years, decades, or even centuries at a time slumbering within its amber chamber, emerging only when something threatens to disturb their charge. While in the chamber, the sentinel is effectively in stasis; it is unaffected by the passage of time and unaware of things happening outside until something disturbs that which it guards. Each time the amber sentinel awakens, it might find a completely new world awaiting it.

Amber Sentinel Allies. Because of their ancient origin, most creatures that might be allied to amber sentinels are also either very long-lived or immortal. **Gargoyles**, **energons** bound in stasis, **stone guardians**, and even a **green dragon** have been found co-existing with amber sentinels, and the sentinels generally treat them as friends and allies.

Amber Sentinel Treasure. An amber sentinel doesn't intentionally acquire treasure, but if it slays intruders, their gear remains near it and its charge. In addition, sometimes an amber sentinel's charge is itself a valuable object or collection or treasure. An amber sentinel or group of sentinels is thus 25% likely each to have 1d10 x 1,000 cp, sp, ep, and gp, 1d20 gems, 1d10 art objects, and 1d4 random magic items. It is also 10% likely each to have 1d4 x 1,000 ep and 1d10 x 100 pp.

Amber Sentinel

Medium Humanoid, usually lawful neutral

Armor Class 17 (amber shell)

Hit Points 110 (13d8+52)

Speed 30 ft.

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

Damage Immunities lightning

Condition Immunities paralyzed, petrified

Senses passive Perception 10

Languages understands Ancient Peshan but can't speak

Challenge 6 (2,300 xp) **Prof** +3

Amber Chamber. The amber sentinel can spend 1 hour generating a chamber of amber around itself. It can't move while doing so. Once finished, it enters stasis until the creature, object, area, or structure that the sentinel guards is disturbed, at which point the chamber dissolves over the course of the next round.

While in stasis, the sentinel is immune to all effects. The amber chamber can be attacked (AC 17, hp 40, immunity to lightning, poison, and psychic damage). If it is destroyed, the amber sentinel emerges from stasis and immediately rolls for initiative.

Amber Shell. The amber sentinel's AC is never less than 17 (included in the statistics above).

ACTIONS

Multiattack. The sentinel makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4) bludgeoning damage plus 21 (6d6) lightning damage.

Lightning Arc. The amber sentinel chooses one creature within 30'. An arc of lightning leaps from the sentinel to that creature, which must make a

DC 11 Dexterity save, suffering 33 (6d10) lightning damage on a failure or half that on a success.

Amber Sentinel Lightning Guard

The amber sentinel lightning guard uses the Amber Sentinel stat block with the following changes.

- Its Charisma is 15 (+2).
- The save DC for its Lightning Arc is 13.
- The guard's Multiattack reads, "The sentinel makes two slam attacks. It can use Lightning Arc in place of one or both of these attacks."
- Its Challenge Rating is 7 (2,900 xp).

AMBUSH DRAKE

Source: 3e *Draconomicon*.

Tough drakes with the build of a pit bull, ambush drakes are swift-striking and aggressive. They are among the easiest to domesticate, but as with all drakes, "domestication" is a relative matter. An ambush drake often tries to eat cats, dogs, or small livestock, if it is allowed to come within striking distance.

Ambush drakes are often used as guards or hunting companions when they are domesticated. The drake's hair-trigger temper makes it perfectly suited for defending a home or stronghold, but simultaneously dangerous if spooked or annoyed.

Pack Animals. Ambush drakes prefer the company of other drakes. They easily accept other types of drake into their pack, and are often found alongside **spitting, portal, winged, Cydran guard,** and other drakes.

Like all drakes, in the wild, ambush drakes sometimes live near **dragons**, almost behaving like dedicated admirers and seeking to bask in the dragon's glory.

Domestic Drakes. Domesticated ambush drakes are often employed by human **bandits, bugbears, goblins, hobgoblins, lizardfolk, orcs,** and **dragonborn of Bahamut, Sardior,** and **Tiamat.** Sometimes, **assassins** use ambush drakes as distractions to aid them in their missions.

Purchasing an Ambush Drake. A domestic ambush drake can be purchased for around 500 gp.

Ambush Drake Treasure. An ambush drake doesn't collect treasure.

Ambush Drake

Medium Dragon (Drake), usually neutral

Armor Class 14 (natural armor)

Hit Points 39 (6d8+12)

Speed 30 ft., fly 20 ft.

STR 16 (+3), DEX 14 (+2), CON 15 (+2),

INT 3 (-4), WIS 11 (+0), CHA 6 (-2)

Skills Stealth +4

Senses darkvision 60 ft., passive Perception 10

Languages can't speak but understands Draconic

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

Surprise Attack. If the ambush drake surprises a creature and hits it with an attack in the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

ACTIONS

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

BONUS ACTIONS

Aggressive. The ambush drake moves its speed toward a hostile creature.

Ambush Drake Distractor

An ambush drake distractor uses the standard ambush drake stat block with the following changes.

- It has 1 hit point (minion).
- It is worth 40 xp.

It 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.

AMETHYST DRAGON

Location: *Fizban's Treasury of Dragons.*

Amethyst 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.

AMNIZU

Location: *Mordenkainen's Tome of Foes* p164.

Amnizu Treasure. An amnizu has a 50% chance each to have 2d6 x 100 gp, 2d4 x 50 pp, 1d4 gems, and 1d4 pieces of jewelry, as well as a 25% chance each to have 1d4 scrolls and 1 random magic item.

A **pair** of amnizus instead has a 50% chance each to have 2d6 x 250 gp, 2d4 x 100 pp, 1d8 gems, and 1d6 pieces of jewelry, as well as a 25% chance each to have 2d4 scrolls and 1d2 random magic items.

A **team** of 3-6 amnizus instead has a 70% chance each to have 1d6 x 1,000 gp, 2d6 x 100 pp, 2d6 gems, and 2d4 pieces of jewelry, as well as a 50% chance to have 2d6 scrolls and a 40% chance to have 1d4 random magic items.

AMPHISBAENA

Location: *Ghosts of Saltmarsh.*

An amphisbaena is a large snake with a head at either end. These voracious and venomous monsters are usually either hungry or half-hungry, and almost always attack a likely-looking meal. Some types of amphisbaena can move by clamping its two mouths together so that it forms a hoop and then rolling along like a wheel.

Amphisbaena are usually solitary, but sometimes a **nest** of 2-8 young amphisbaena will be found together.

Amphisbaena Treasure. Amphisbaena collect no treasure.

Amphisbaena Roller

Large Beast (Snake), always unaligned

Armor Class 15 (natural armor)

Hit Points 127 (15d10+45)

Speed 30 ft.

**STR 18 (+4), DEX 18 (+4), CON 17 (+3),
INT 2 (-4), WIS 16 (+3), CHA 10 (+0)**

Saving Throws Str +7, Dex +7

Skills Perception +6

Senses blindsight 10 ft., passive Perception 16

Languages -

Challenge 6 (2,300 xp)

Prof +3

Wakeful. When the amphisbaena sleeps, one of its heads is awake.

ACTIONS

Multiattack. The amphisbaena uses Bite twice.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) piercing damage, and the target must make a DC 14 Constitution saving throw, suffering 16 (3d10) poison damage on a failure and half that on a success.

BONUS ACTIONS

Wheel Roll (recharges after a short or long rest). The amphisbaena clamps its jaws together and stiffens its body into a hoop. For as long as the amphisbaena concentrates on the effect, to a maximum of 1 hour, its speed becomes 60' and it can't attack.

Amphisbaena Aeschlypian

The amphisbaena aeschlypian uses the amphisbaena stat block with the following changes.

- It is a Monstrosity (Snake) that is usually lawful good.
- Its Intelligence is 10.

It has the following additional Action option.

- **Healing Bite (1/day).** The amphisbaena bites a willing creature, but instead of doing damage, the creature is healed of 4d8+3 points of damage, and the blinded, deafened, paralyzed, and poisoned conditions, as well as any diseases, end for it.

ANAXIM

Source: *3e Epic Level Handbook*

An anaxim is the ill-conceived design of a god of the forge or technology. Born of the sweat and labor of a god of crafting, the anaxim is an unholy mix of blades, clockwork, electrical devices, metallic fists and other strange devices. The anaxim generally appears unwieldy and unbalanced. Most similar creations of the gods are never discovered, but when one retains a bit of the divine spark, it becomes an anaxim.

An anaxim is a type of **abomination**. As such, it is a unique creature, and is never found with others of its kind. However, it will often surround itself with a variety of constructs, including **iron golems, shield guardians, gear hounds, nimblewrights**, and many others.

Anaxims in Combat. An anaxim usually starts combat by summoning iron golems among its enemies. It is a tremendous force in melee, with its many attacks, but is also a more than capable ranged opponent, and is fast enough to keep its distance from most enemies that can threaten it in melee. An anaxim will often soften enemies up from a distance before closing in to finish them off.

If an anaxim is hard-pressed, it is usually capable of escaping through a combination of invisibility, flight, and plane shifting away.

Anaxim Allies. An anaxim might create constructs of various sorts, usually those made of metal, as companions, as noted above. Sometimes, free willed constructs might form a community that venerates an anaxim, worshiping it almost like a god. Once in a great while, such a cult might even have a few warlocks who call upon the anaxim as their patron.

Anaxim Treasure. An anaxim usually doesn't collect treasure.

AN ANAXIM'S LAIR

An anaxim's lair might be found anywhere, but it is always an incredible work of technology, made largely of metal, and is usually quite extensive, including forges, workshops, and sometimes even mines.

Regional Effects. The area within about 10 miles of an anaxim's lair becomes touched by its presence in one or more of the following ways.

- Mechanical items grow more complex, with extraneous parts appearing on them.
- Mechanisms work more smoothly and fail less often.
- Metal can't be damaged by nonmagical means.

Anaxim

Medium Construct (Abomination), usually lawful neutral

Armor Class 23 (natural armor)

Hit Points 438 (38d8+266)

Speed 60 ft., fly 120 ft.

**STR 27 (+8), DEX 20 (+5), CON 24 (+7),
INT 20 (+5), WIS 20 (+5), CHA 20 (+5)**

Saving Throws Str +16, Dex +13, Con +15,
Wis +13, Cha +13

Damage Resistances cold, fire

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

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

Senses darkvision 120 ft., passive Perception 15

Languages Celestial, Infernal

Challenge 26 (90,000 xp) **Prof** +8

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

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

Magic Adamantine Weapons. The anaxim's melee weapon and spike attacks are magical and adamantite.

Regeneration. If the anaxim starts its turn and has at least 1 hit point, it regains 20 hit points.

Unusual Nature. The anaxim doesn't need to eat, drink, sleep, or breathe.

ACTIONS

Multiattack. The anaxim attacks makes two spinning blade and two slam attacks.

Spinning Blade. *Melee Weapon Attack:* +16 to hit, reach 5 ft., one target. *Hit:* 14 (1d12+8) slashing damage.

Slam. *Melee Weapon Attack:* +16 to hit, reach 5 ft., one target. *Hit:* 13 (1d10+8) bludgeoning damage.

Shocking Touch. *Melee Weapon Attack:* +16 to hit, reach 5 ft., one target. *Hit:* 45 (10d8) lightning damage.

Electricity Ray. *Ranged Spell Attack:* +13 to hit, range 500 ft., one target. *Hit:* 33 (10d6) lightning damage.

Spike. Ranged Weapon Attack: +13 to hit, range 120/360 ft., one target. **Hit:** 8 (1d6+5) piercing damage.

Spellcasting. The anaxim's spellcasting ability is Intelligence (spell attack bonus +13, save DC 21). It can cast the following spells, requiring no material components:

At Will- *dispel magic* (6th level slot), *invisibility*, *plane shift*

Summon Iron Golems (1/day). The anaxim summons four iron golems. Each golem appears in an unoccupied space within 120 ft. of the anaxim. The golems remain for 1 hour.

BONUS ACTIONS

Followup Attack. If the anaxim takes the Attack or Multiattack action, it can make one shocking touch, one electricity ray, or six spike attacks as a bonus action.

REACTIONS

Smoke. When the anaxim becomes bloodied, it uses its reaction to belch thick smoke in a 10' radius cloud around it, going around corners. This cloud is totally obscured and lasts until the end of the anaxim's next turn.

LEGENDARY ACTIONS.

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

- **Move.** The anaxim moves its speed.
- **Clear Surroundings.** The anaxim uses a mix of spinning blades and pistons to force enemies away from it. Each creature within 15' of the anaxim must make a DC 21 Str save or be pushed 10' by the anaxim.

- **Sparks (only while bloodied).** The anaxim shoots sparks from its damaged parts, dealing 10 (3d6) lightning damage to one creature within 10'.
- **Thunderous Blast (costs 3 actions).** The anaxim emits a terrific wailing blast in a 60 ft. cone. Each creature in the cone must make a DC 21 Constitution save, taking 55 (10d10) thunder damage on a failure or half that on a success.

LAIR ACTIONS

On initiative count 20 (losing ties), the anaxim takes a lair action to cause one of the following effects.

- Smoke or steam billows forth and enshrouds a 20' radius sphere centered on a point the anaxim can see within 120'. Until initiative count 20 of the next round, the sphere is heavily obscured.
- A heavy mechanical arm extends from a surface the anaxim can see within 120'. One creature within 10' of that point must make a DC 18 Dex save or the arm restrains it. The creature can free itself with a DC 20 Str (Athletics) or Dex (Acrobatics) check, or the arm can be destroyed (AC 18, 25 hp, immune to poison and psychic damage).
- Five Medium constructs enter the are from hidden portals on surfaces the anaxim can see within 90'. The constructs are noncombatants, but serve as blocking terrain. On initiative count 20 of each round, each construct up to 20' as the anaxim desires. The constructs can be destroyed (AC 18, hp 40, immune to poison and psychic damage, automatically fail saving throws).

ANDROID

Source: S3: *Expedition to the Barrier Peaks*.

An android is an artificial life form designed to look and, largely, to behave like a normal humanoid (typically a human). Until it is damaged, it exactly resembles a living creature, though its behavior is sometimes somewhat mechanical. Some androids lack emotion, while others lack the capacity to understand the emotions they feel.

Androids are among the creatures that came to the world on a crashed space ship. Unlike many others of the things on board, androids have remained inside the ship. None have yet been encountered outside.

Programmed Creatures. An android follows a specific program, and its skills depend on what its programming entails. Unfortunately, androids are subject to malfunction, especially if not properly maintained, and when an android's program goes awry, it might engage in antisocial or even dangerous behavior. Some androids are programmed with advanced medical, piloting, combat, or other skills, and if such an android malfunctions, it generally retains these skills, making it unusually dangerous.

By default, all androids are programmed with proficiency in all weapons, armor, and shields of their culture.

Security Passes. Androids are made with security passes built into them. These passes can sometimes be extracted after the android is slain if the proper tools are available.

Android Allies. Most androids are able to count on **police robot** aid when needed.

Android Treasure. Androids don't usually keep treasure.

Android

Medium construct, usually neutral

Armor Class 16 (natural armor)

Hit Points 60 (11d8+11)

Speed 40 ft.

**STR 16 (+3), DEX 16 (+3), CON 12 (+1),
INT 11 (+0), WIS 10 (+0), CHA 10 (+0)**

Skills any four

Damage Vulnerabilities lightning

Damage Resistances acid, fire

Damage Immunities cold, poison, psychic

Condition Immunities charmed, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10 (12 if proficient)

Languages any 3

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

Keen Senses. The android has advantage on Wisdom (Perception) checks based on sight or hearing.

Security Pass. The android has a built in frequency key that duplicates the effects of violet and yellow door key cards.

Short Circuit. When the android becomes bloodied, it suffers a random fault. Roll 1d6. 1: The android is incapacitated until the end of its next turn; 2-3: the android falls prone; 3: sparks erupt from the android, dealing 7 (2d6) lightning damage to a random creature within 5'; 6-8: the android's speed falls to 0 until the end of its next turn.

Unusual Nature. The android doesn't need to eat, drink, sleep, or breathe.

Water Vulnerability. If a gallon or more of water is poured on an android, it suffers 5 (1d10) hit points of damage. Each time it starts its turn fully immersed in water, it suffers 22 (4d10) damage.

ACTIONS

Multiattack. The android makes two slam attacks.

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

Android Faulty Unit

An android faulty unit uses the stat block of an android with the following changes.

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

It 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.

ANDROSPHINX

Location: *Monster Manual* p281.

Androsphinx Treasure. An androsphinx often has a substantial amount of treasure. Its lair is 75% likely each to have 1d10 x 1,000 cp, 1d10 x 1,000 sp, and 2d8 x 500 gp; 50% likely each to have 3d6 x 100 ep, 2d10 x 25 pp, 1d12 gems, 1d10 art objects, 1d4 potions, and 2d4 scrolls; and 25% likely each to have 1 rod, staff, et al, 1 piece of magic jewelry, 1 piece of magic armor, 1 magic weapon, and 1 wondrous item.

ANGEL

Location: *Monster Manual*.

Source: *4e Monster Vault* (angels of battle, protection, and vengeance).

While the better known angels, such as **devas** and **solars**, are creatures of pure goodness, not all are actually paragons of virtue. Some are instead paragons of service, sworn to a divine power beyond all consideration of good and evil. Such angels are of an entirely different order than the forces of weal that most worldly creatures think of as angels.

Faceless Angels. Sometimes called servant angels or faceless angels, these sorts of angels sublimate all desire in then name of advancing their divine master's cause. Despite being a celestial, an angel of an evil god serves as a terrible agent for that deity, carrying out its edicts without mercy.

Such angels are literally faceless, having only eyes, and their lower bodies trail away into nothingness or energy. They have great, powerful-looking wings, and often wield mighty weapons in service to their gods. A faceless angel is constrained by the laws of the gods, and often operates under restrictions that wordly creatures find hard to comprehend.

Specific Missions. Each type of faceless angel is tasked with carrying out specific types of missions to further their god's will. An angel that is suited for one type of task will generally perform other missions very poorly, always tending to fall back on its ingrained behavior. Indeed, there are examples when, for instance, an angel of battle tasked with protecting a diplomat has ruined a parlay by launching into combat when it wasn't fully warranted.

Disdained by the Holy Ranks. Solars, planetars, and devas consider themselves to be quite literally holier than the faceless angels because of their own devotion to good over a specific divine philosophy. The faceless angels stoically accept this judgment from the other celestial, seeing it as just one test of their faith among many.

ANGEL OF BATTLE

Source: *4e Monster Vault*.

An angel of battle is a faceless angel, with wings with metallic scales beating behind a powerful humanoid torso and a lower body that fades into a tail of crackling energy.

An angel of battle is a terror on the field, cutting through enemies with deadly strength and speed. It prefers to throw itself in the middle of the fray to attack as many targets as possible, and counts on bold aggression to serve it well.

Only in the most extraordinary circumstances do more than one angel of battle work together, but sometimes they can be found in numbers attending to the power that they serve in its divine realm. A group of 3-5 angels of battle is called a **squad**, while a group of 6-12 is called a **section**, and a group of 13-30 is called a **host**.

Bringers of War. When an angel of battle is dispatched to the Prime Material Plane, it comes either to lead, aid, or destroy a warring army, to help one side fight a campaign or an entire war, or even to stir up conflict and start a war. Depending on the nature of the god that the angel serves, it might serve a more aggressive or defensive role.

If an angel of battle is sent to aid one side in a conflict, it can sometimes grow impatient with the leadership of that faction. If the generals won't order an attack or insist on too timid of a strategy, an angel of war might work to sway the army's officers to mutiny. If all else fails, the angel might even seize control of the army itself, capturing or killing any who oppose its takeover, in order to force a decisive battle or more offensive strategic approach.

The Price of Victory. Armies that work with an angel of battle quickly learn that it sees them as little more than a part of the calculus of victory and defeat. It is unconcerned with the individual lives of the soldiers, except inasmuch as those lives are resources to be used to achieve victory. While it prefers a victory with minimal cost to its own army, this is because that preserves its ability to win future victories, not because lives are saved. An angel of battle is coldly calculating and willing to expend the life of any individual under its command if it will help win the overall war that it is fighting. This cold calculation extends to both civilian creatures and to buildings and resources. If laying waste to the fields will help defeat the enemy, it doesn't matter if the peasants will starve when winter comes. Victory is all.

Angel of Battle Allies. Angels of battle are often assigned to fight alongside others serving their deity, such as **war priests, champions, veterans, knights, berserkers**, or extraplanar entities such as **demons, devils, acrimunds**, etc that are other agents of the angel's god. Other faceless angels sometimes work alongside angels of battle, such as **angels of protection** or **angels of vengeance**. Depending on the god that the angel serves, the angel might find itself fighting beside nearly anything.

Angel of Battle Challenge Rating. When assessing the angel of battle's Challenge Rating, assume that it uses Victorious Surge once and Divine Sanction every round. Assume it can make three sword attacks on one round.

Angel of Battle Treasure. An individual angel of battle has a 25% chance to have either a magic weapon (75%) or piece of magic armor (25%).

Angel of Battle

Large Celestial (Angel), usually lawful neutral

Armor Class 18 (plate)

Hit Points 127 (15d10+45)

Speed 40 ft., fly 60 ft. (hover)

**STR 20 (+5), DEX 16 (+3), CON 17 (+3),
INT 15 (+2), WIS 18 (+4), CHA 16 (+3)**

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

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

Condition Immunities frightened

Senses darkvision 60 ft., passive Perception 14

Languages Celestial, telepathy 120 ft.

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

Victorious Surge. Whenever the angel reduces an enemy to 0 hit points, the angel regains 15 hit points.

ACTIONS

Multiattack. The angel either makes two Greatsword attacks or makes one Greatsword attack against each creature within its reach.

Greatsword. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. *Hit:* 19 (4d6+5) slashing damage plus 16 (3d10) radiant damage.

Holy Blast (1/day). The angel targets a point it can see within 120'. A 10' radius, 60' high cylinder of white flame erupts, centered on that point. Each

creature inside it must make a DC 15 Dex save, suffering 35 (10d6) radiant damage on a failure or half that on a success.

BONUS ACTION

Divine Step (recharge 5-6). The angel teleports up to 60' to a space it can see.

REACTIONS

Divine Sanction. When a creature that the angel can see takes a hostile action that doesn't include the angel of battle as a target, that creature must make a DC 15 Wis save, taking 11 (2d10) radiant damage on a failure or half that on a success.

Angel of Battle Celestial Archer

The angel of battle celestial archer uses the Angel of Battle stat block with the following changes.

- Its Dexterity is 20 (+5).
- Its Dex save bonus is +9.
- Its Multiattack action option allows it to make three Longbow attacks, in addition to its other options.

The angel of battle has the following additional Action option.

- **Longbow.** Ranged Weapon Attack: +9 to hit, range 150/600 ft., one target. Hit: 14 (2d8+5) piercing damage plus 14 (4d6) radiant damage.

Angel of Battle Line Soldier

Large Celestial (Angel), usually lawful neutral

Armor Class 18 (plate)

Hit Points 1 (minion)

Speed 40 ft., fly 60 ft. (hover)

**STR 20 (+5), DEX 16 (+3), CON 17 (+3),
INT 15 (+2), WIS 18 (+4), CHA 16 (+3)**

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

Condition Immunities frightened

Senses darkvision 60 ft., passive Perception 14

Languages Celestial, telepathy 120 ft.

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

Victorious Surge. Whenever the angel reduces an enemy to 0 hit points, the angel regains 15 hit points.

ACTIONS

Multiattack. The angel makes two Greatsword attacks.

Greatsword. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 19 (4d6+5) slashing damage plus 16 (3d10) radiant damage.

BONUS ACTION

Divine Step (recharge 5-6). The angel teleports up to 60' to a space it can see.

REACTIONS

Divine Sanction. When a creature that the angel can see takes a hostile action that doesn't include the angel of battle as a target, that creature must make a DC 14 Wis save, taking 11 (2d10) radiant damage on a failure or half that on a success.

Final Strike. When the angel falls to 0 hit points, it makes one Greatsword attack.

ANGEL OF JUDGMENT

Source: Homebrew.

Faceless and impassive, an angel of judgment is dispatched to carry out a religiously-ordained death sentence. Sometimes sent by the god itself or by its highest agents, an angel of judgment might also be summoned by mortal priests. In either case, the angel carries out its mission without question.

A Few Rebels. A precious few angels of judgment suffer a crisis after obeying orders that it later questions. Some of these go rogue, leaving the service of their deity and seeking new meaning elsewhere in the planes. These rebels often tend toward Good alignments, but a few become the basest sorts of villains, pronouncing judgment arbitrarily and executing creatures for little or no reason.

Angel of Judgment Challenge Rating.

Assume that the angel gets its bonus damage from its Pronounce Judgment on every attack, but that You Can't Escape My Judgment never triggers.

Angel of Judgment Treasure: An individual angel of battle has a 25% chance to have either a magic weapon (75%) or piece of magic armor (25%).

Angel of Judgment

Large Celestial (Angel), usually lawful neutral

Armor Class 18 (plate)

Hit Points 85 (10d10+30)

Speed 40 ft., fly 60 ft. (hover)

**STR 20 (+5), DEX 16 (+3), CON 17 (+3),
INT 15 (+2), WIS 14 (+2), CHA 16 (+3)**

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

Damage Immunities psychic, radiant

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

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 14

Languages Celestial, telepathy 120 ft.

Challenge 9 (5,000 xp) **Prof** +4

ACTIONS

Multiattack. The angel makes two Greatsword attacks.

Greatsword. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 19 (4d6+5) slashing damage.

BONUS ACTION

Step of Judgment (recharge 5-6). The angel teleports up to 60' to a space it can see. It must end this teleport no farther from the target of its Pronounce Judgment than it started.

Pronounce Judgment. The angel designates one creature within 120' as the target of its judgment for 24 hours, until the angel uses this ability again, or until the angel or target dies. When the angel hits the target with an attack, it deals an extra 10 psychic and 10 radiant damage.

REACTIONS

You Can't Escape My Judgment. If the target of the angel's Pronounce Judgment ends its turn with at least 1 hit point and the angel can't see it or it is further than 120' from the angel, the target of the angel's judgment takes 10 psychic and 10 radiant damage.

ANGEL OF PROTECTION

Source: *4e Monster Vault.*

An angel of protection is a faceless angel clad in golden plate armor and bearing a mighty sword. It has powerful, golden-scaled wings, and its lower body trails off into a vague smear of energy. Dispatched by a god to watch over a creature, place, or thing, the angel of protection is a formidable guardian and potent ally.

Angels of protection appear individually, in **pairs**, in a **coat** of 3-8, or in a **host** of 9-20. Only in the most extraordinary circumstances are more than a single angel of protection assigned the same charge. When this happens, the various angels sometimes end up forging rivalries, each seeking to take the foremost role in protecting their assigned target.

Assigned as a Guard. An angel of protection is sometimes dispatched to aid a priest when there is an escalating dispute between divine powers, protecting a key piece in one side's arsenal. The angel might be dispatched to ward the newborn child of an important family line, or the bearer of

an inherited trait that is important to the god. Often, the angel doesn't even know why it is guarding its charge, for it doesn't question its orders. Its role is to obey and to protect.

More rarely, an angel of protection might be assigned to guard a location or an object, including the other creatures involved in its defense.

However, it is best suited to playing the role of a bodyguard, and when given another task, the urge to protect its allies sometimes makes it possible to distract it from its actual charge.

Angel of Protection Allies. An angel of protection might have allies in protecting its charge- often **guards, priests,** or similar folk, and sometimes including **Cydran guard drakes, mastiffs, hell hounds,** or other similar creatures. Rarely, a **shield guardian** or some kind of **golem** might help in defending the angel's chosen ward against intruders.

Angel of Protection Challenge Rating.

Assume that the angel of protection's attack deals its psychic damage on every attack.

Angel of Protection Treasure. An angel of protection is 20% likely to have a random magic item.

Angel of Protection

Medium Celestial (Angel), usually lawful neutral

Armor Class 18 (plate armor)

Hit Points 133 (14d8+70)

Speed 30 ft., fly 50 ft. (hover)

**STR 18 (+4), DEX 17 (+3), CON 18 (+4),
INT 12 (+1), WIS 19 (+4), CHA 14 (+2)**

Saving Throws Dex +6, Int +4, Wis +7, Cha +5

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

Condition Immunities frightened

Senses darkvision 60 ft., passive Perception 14

Languages Celestial, telepathy 60 ft.

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

Angelic Shield. While the angel isn't bloodied, creatures of its choice that it can see within 20' gain a +2 bonus to AC.

ACTIONS

Greatsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) slashing damage plus 16 (3d10) radiant damage. If the target has damaged the angel's ward since the end of the angel's last turn, the attack deals an additional 11 (2d10) psychic damage.

Ward. The angel chooses one creature it can see as its ward. While it is within 25' of its ward, its ward gains resistance to bludgeoning, piercing, and slashing damage, and when it takes such damage, the angel takes an equal amount of psychic damage.

The creature remains the angel's ward for 8 hours or until the angel chooses a new ward. The angel may ward only one creature at a time, and a given creature can be the ward of only one angel at a time.

BONUS ACTION

Protective Step (recharges when the angel's ward takes damage). The angel teleports up to 60' to a space adjacent to its ward.

REACTIONS

Pulse of Healing. When the angel becomes bloodied, it can choose one creature other than itself that it can see within 30'. That creature regains 14 (2d8+5) hit points. If the creature is the angel's ward, it instead regains 21 hit points.

Angel of Protection Martyr

Medium Celestial (Angel), usually lawful neutral

Armor Class 18 (plate armor)

Hit Points 1 (minion)

Speed 30 ft., fly 50 ft. (hover)

**STR 18 (+4), DEX 17 (+3), CON 18 (+4),
INT 12 (+1), WIS 19 (+4), CHA 14 (+2)**

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

Condition Immunities frightened

Senses darkvision 60 ft., passive Perception 14

Languages Celestial, telepathy 60 ft.

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

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

ACTIONS

Greatsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) slashing damage plus 16 (3d10) radiant damage.

REACTIONS

Martyrdom. When the angel falls to 0 hit points, it chooses one creature it can see within 30'. Until the end of what would have been the angel's next turn, attacks on that creature have disadvantage.

ANGEL OF VENGEANCE

Source: *4e Monster Vault.*

An angel of vengeance appears as a faceless metal figure covered in blades. It has sharp-scaled metal wings, and wields a deadly-looking greatsword. The angel's lower body trails off into a formless smear of radiant energy. It is dispatched to deliver reprisals on the enemies of its god, especially those who have dealt a blow to its interests. Only those who have stymied it in an important matter or a major way are worthy of

having such an angel dispatched against them. Most of a god's adversaries are beneath its notice.

An angel of vengeance is a singular force. Only when the armies of its deity are mustered will more than one be found together.

Deadly Boredom. When an angel of vengeance is not on a mission for its god, it may grow bored and start to seek the opportunity to take revenge on someone. It might turn over encounters with mortals in its mind, seeking some slight or offense that it overlooked at the time. Another angel of vengeance might decide to unleash its wrath upon some enemy of its god. A particularly bored angel of vengeance might provoke an incident or invent some slight out of whole cloth in order to create the opportunity to seek revenge. Although the angel is a powerful cosmic entity, it can be unbelievably petty.

Angel of Vengeance Allies. Angels of vengeance usually work alone, but might be attended by **priests**, **war priests**, or **assassins**. If a particularly difficult task is assigned to one, it might be granted a group of **angels of battle** to assist it.

Angel of Vengeance Treasure. An angel of vengeance has a 35% chance to have either a magic weapon (75%) or piece of magic armor (25%).

Angel of Vengeance

Large Celestial (Angel), usually lawful neutral

Armor Class 18 (plate armor)

Hit Points 262 (25d10+125)

Speed 40 ft., fly 80 ft.

**STR 22 (+6), DEX 18 (+4), CON 20 (+5),
INT 19 (+4), WIS 25 (+7), CHA 22 (+6)**

Saving Throws Dex +10, Int +10, Wis +13,
Cha +12

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

Condition Immunities frightened

Senses darkvision 60 ft., passive Perception 17

Languages Celestial, telepathy 120 ft.

Challenge 18 (20,000 xp) Prof +6

Coldfire Pillar (recharges after a short or long rest). If the angel would be reduced to 0 hit points, it transforms into a blazing pillar of hot and cold flames 10' in diameter and 30' high. Each creature within 10' must make a DC 21 Dex save, taking 36 (8d8) cold and 36 (8d8) fire damage on a failure or half damage on a success.

The angel's current hit point total resets to 250 hit points, and it recharges its Sign of Vengeance. Additionally, the angel of vengeance can now use the options in the "Mythic Actions" section for 1 hour. Award a party an additional 20,000 xp (40,000 xp total) for defeating the angel after its Coldfire Pillar activates.

Coldfire Vengeance. If the angel hits a creature that has damaged it in the last minute, the angel deals an extra 9 (2d8) cold and 9 (2d8) fire damage to the target (included below).

Vengeful Step. If it hasn't yet moved on its turn, the angel can reduce its speed to 0 and teleport to a space within 5' of the target of its Sign of Vengeance.

ACTIONS

Retributive Attack. The angel makes two attacks against a creature that has damaged it in the last minute.

Greatsword. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 23 (4d6+6) slashing damage plus 16 (3d10) radiant damage. If the target has damaged the angel of vengeance in the last minute, the angel deals an extra 9 (2d8) cold and 9 (2d8) fire damage to the target.

BONUS ACTIONS

Sign of Vengeance (recharges when the angel becomes bloodied). The angel can designate one creature it can see within 120' as the target of its sign of vengeance. The creature remains the target

of the sign of vengeance for as long as the angel concentrates on the effect, up to 10 minutes.

LEGENDARY ACTIONS

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

- **Dispel Magic.** The angel innately casts *dispel magic*, using Wisdom as its spellcasting ability.
- **Frightful Glare.** One creature the angel can see within 60' that can see the angel must make a DC 20 Wis save or be frightened for 1 minute. It can repeat the save at the end of each of its turns, ending the effect on itself on a success. A creature that makes this save is immune to the angel's frightful glare for 24 hours.
- **Wing Blind (costs 2 actions).** The angel presses its wings in an enemy's face. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one creature. *Hit:* The target is blinded until the end of its next turn.

MYTHIC ACTIONS

If the angel's Coldfire Pillar trait has activated in the last hour, it can use the options below as legendary actions.

- **Coldfire Blast (costs 2 actions).** The angel creates a blast of hot and cold flames in a 30' cone. Each creature in the cone must make a DC 20 Dex save, suffering 14 (4d6) cold and 14 (4d6) fire damage on a failure or half that on a success.
- **Blaze of Wrath.** One creature within 60' must make a DC 20 Dex save or be blinded until the end of the creature's next turn.

THE ANGRY

Location: *Mordenkainen's Tome of Foes* p231.

The Angry Treasure: The Angry don't usually collect treasure.

ANIMATED ARMOR

Location: *Monster Manual* p19.

Animated Armor Treasure. Animated armor doesn't usually have treasure.

ANIMATED BREATH

Location: *Fizban's Treasury of Dragons*.

Animated Breath Treasure. An animated breath might be guarding its creator's hoard, but in other cases, it is often sent out to gather more loot to increase the dragon's wealth. In such a case, the animated breath has a 50% chance each to be bearing 1d10 x 50 cp, sp, and gp, a 25% chance each to be bearing 3d10 ep, 1d12 pp, and 1d4 gems, and a 10% chance each to be bearing 1d4 art objects and 1d2 random magic items.

ANIMATED OBJECTS

Location: *Monster Manual*, *Tales from the Yawning Portal* (animated table), *Candlekeep Mysteries* (swarm of animated books p19, broom of animated attack p20, animated chained library p24)

Animated Object Treasure. Animated objects don't usually have treasure, although if they aren't too badly damaged after a battle, they might actually *be* treasure.

ANKHEG

Location: *Monster Manual*.

Ankheg Challenge Rating. When assessing an ankheg's Challenge Rating, because it gains advantage on attacks against a grappled foe, increase its effective attack bonus by +4.

Ankheg Treasure. The lair of one or more ankhegs has a 25% chance to have 1d4 gems; a 20% chance each to have 2d6 x 100 cp and 1d8 x 100 sp; and a 10% chance to have 2d4 x 20 gp.

Ankheg Brownspittle

An ankheg brownspittle uses the stat block of an ankheg with the following modifications.

- Its Armor Class is 16 (13 while prone).
- It has 65 hit points (10d10+10 Hit Dice).
- It is immune to acid damage.
- Its Bite does 9 (2d6+3) slashing damage plus 10 (3d6) acid damage. (Its grapple effect is unchanged.)
- Its Challenge Rating is 3 (700 xp).

Ankheg Far Spitter

An ankheg far spitter uses the stat block of an ankheg with the following modifications.

- Its Acid Spray option is usable at will and is a line 50' long and 5' wide.

Ankheg Hatchling

Small Monstrosity, always unaligned

Armor Class 12 (natural armor), 10 while prone
Hit Points 1 (minion)
Speed 20 ft., burrow 5 ft.

**STR 10 (+0), DEX 11 (+0), CON 13 (+1),
INT 1 (-5), WIS 13 (+1), CHA 6 (-2)**

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

Languages -

Challenge ¼ (50 xp)

Prof +2

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

ACTIONS

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

REACTIONS

Death Squirt. When the hatchling falls to 0 hit points, it squirts acid at a creature within 10'. That creature must make a DC 11 Dex save, suffering 7 (2d6) acid damage on a failure.

Ankheg Ravager

Large Monstrosity, always unaligned

Armor Class 16 (natural armor), 12 while prone

Hit Points 65 (10d10+10)

Speed 30 ft., burrow 10 ft.

**STR 18 (+4), DEX 11 (+0), CON 13 (+1),
INT 1 (-5), WIS 13 (+1), CHA 6 (-2)**

Skills Athletics +6

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

Languages -

Challenge 3 (700 xp)

Prof +2

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) slashing damage plus 3 (1d6) acid damage. If the target is a Large or smaller creature, it is grappled (escape DC 16). Until the grapple ends, the ankheg can bite only the grappled creature and has advantage on attack rolls to do so.

Ravage (recharges after a short or long rest).

The ankheg makes one bite attack. If it hits, it deals an extra 10 (3d6) slashing damage.

Acid Spray (recharge 6). The ankheg spits acid in a line that is 30' long and 5' wide, provided that it has no creature grappled. Each creature in that line must make a DC 14 Dex save, taking 17 (5d6) acid damage on a failure or half that on a success.

ANKYLOSAURUS

Location: *Monster Manual* p79.

Ankylosaurus Mounts. Some ogres ride ankylosauruses, as do cyclopes and a rare troll. When they are available for purchase as mounts, an ankylosaurus costs at least 9,000 gp. Such a beast requires an exotic saddle (or howdah). It consumes 20 times as much feed as a horse.

Ankylosaurus Treasure. An ankylosaurus doesn't keep treasure.

Ankylosaurus Devilkin

The ankylosaurus devilkin is the result of a devil mating with an ankylosaurus. The ankylosaurus devilkin is brightly colored, with vicious-looking barbs extending from its armored body in all directions. It uses the Ankylosaurus stat block with the following changes.

Huge Fiend, usually lawful evil

Armor Class 15 (natural armor)

Hit Points 133 (14d12+42)

Speed 30 ft.

**STR 19 (+4), DEX 11 (+0), CON 16 (+3),
INT 8 (-1), WIS 12 (+1), CHA 10 (+0)**

Damage Immunities fire, poison

Condition Immunities poisoned

Senses passive Perception 11

Languages -

Challenge 5 (1,800 xp)

Prof +3

Barbed Body. When a creature within 5' touches the ankylosaurus or hits it with a melee attack, that creature takes 4 (1d8) piercing damage.

ACTIONS

Tail. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 18 (4d6+4) bludgeoning damage plus 9 (2d8) fire damage.

Ankylosaurus Smasher

The ankylosaurus smasher uses the Ankylosaurus stat block with the following changes.

- Its AC is 18 (natural armor).
- It has 161 hit points (19d12+38 Hit Dice).
- Its Strength is 20 (+5).
- Its Tail is +8 to hit and does 19 (4d6+5) damage.
- Its Challenge Rating is 6 (2,300 xp).
- Its proficiency bonus is +3.

It has the following Reaction option.

- **Smash (recharge 5-6).** When an enemy enters a space within 10' of the smasher, the smasher makes a Tail attack against that enemy.

Ankylosaurus Topiary Guardian

The ankylosaurus smasher uses the Ankylosaurus stat block with the following change.

- It's a Plant.

ANNIS

Location: *Volo's Guide to Monsters*.

An annis grandmother is an especially powerful and venerable annis hag. Usually at least a century old, an annis grandmother has ties to many other hags, meaning that she can call upon other hags for assistance from time to time, but also that other hags might seek to depose her, put her in their debt, or steal her secrets and lore.

An annis grandmother either has focused far more on her physical prowess than on her magical powers, or her mental acuity has atrophied and she has lost many of the arcane abilities others of her kind can achieve.

Annis Grandmother

Large Fey (Hag), usually neutral evil

Armor Class 19 (natural armor)

Hit Points 123 (13d8+65)

Speed 30 ft.

**STR 22 (+6), DEX 12 (+1), CON 20 (+5),
INT 13 (+1), WIS 13 (+1), CHA 10 (+0)**

Skills Deception +3, Intimidation +3

Damage Resistances piercing, slashing

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

Languages Common, Sylvan

Challenge 7 (2,900 xp)

ACTIONS

Multiattack. The hag makes two Claw attacks.

Claw. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. **Hit:** 11 (1d10+6) slashing damage.

Spellcasting. The hag's spellcasting ability is Charisma. It can cast the following spells, requiring no components:

At Will- *disguise self*.

3/day- *fog cloud*.

BONUS ACTIONS

Rend. If the hag hits the same target with two Claw attacks on the same turn, it deals an extra 16 (3d6+6) slashing damage to the target.

REACTIONS

Billowing Fog. If a creature ends its turn and no creature is within 10' of the annis, she casts *fog cloud*, if available.

Annis Half-Troll

The annis half-troll uses the Annis Hag stat block with the following changes.

- Its Challenge Rating is 7 (2,900 xp).

It has the following additional Trait.

- **Regeneration.** If the annis has at least 1 hit point at the start of its turn, it regains 10 hit points.

THE ANT-MAN

Source: Homebrew.

The Ant-Man was once a human druid of the Circle of Swarms. As time went on and his humanity faded, he grew to despise cities and interacted with humanoids and his fellow druids less and less. Eventually, his bitterness toward the rest of humanity grew so great that he turned to the Shadow Circle. Dark lore stolen from the Circle of Swarms combined with the deepest mysteries of the Shadow Circle allowed him to permanently transfer his consciousness into a series of ant colonies. Now, if even one ant from one of those colonies escapes, he will eventually reconstitute himself.

The Ant-Man typically appears as a swarm of ants that forms into an upright, vaguely humanoid form similar to a cical. However, he can also appear as a normal ant or a giant ant. He has long since lost the ability to resume humanoid form or the form of other beasts.

Enemy of Civilization. As a member of the Shadow Circle, the Ant-Man seeks to destroy Fandelose, the last vestige of civilization, and return the world to a more primal (and therefore natural) state. He works to undermine the city's walls, sends word of various vulnerabilities to enemies of the city, and picks off citizens who venture outside of the city in the wrong direction. The Ant-Man has given up all connection with human society, and no longer identifies with humanoids except in the loosest sense. Instead, he sees them as a plague on nature, one that upends the rightful order of things and erects fences, traps

animals to feed himself, and plants crops in tidy little lines- all arrangements that are profoundly unnatural.

The Ant-Man has variously allied itself with groups descended from the Six Fingered Hand, forces allied with Chaos, unseelie fey of the Winter Court, and others who mean the Final City harm. Ant-Man's influence stretches at least from Dorhaus to Gorel, and he is constantly working to stretch it even further to ensure that he can continue to work against remnant communities or groups that he can find.

Ant-Man's Allies. Ant-Man's only reliable allies are **giant ants** of all sorts. He is able to entice different species of ants to work together, including **giant red ants** and **swarms of insects** (ants). He sometimes works with other creatures, but usually only fleetingly. Some **druids** have a small degree of intercourse with him, but most shun him. However, he will often befriend certain other creatures, such as **wolves, owls, hawks,** and other beasts. Less frequently, the Ant-Man sometimes briefly allies with fey or elemental creatures, such as a **ferromagnus, earth elemental, redcaps, crysmals, or stone spikes.**

The Ant-Man's Challenge Rating. When assessing the Ant-Man's Challenge Rating, if he is in his lair, assume that his lair action that produces a carpet of ants damages one creature per round. Assume that his Swarm attack can target two creatures each round.

The Ant-Man's Lair. The Ant-Man usually lairs inside a vast network of giant ant tunnels that includes many interconnected chambers, as well as hundreds of **giant ants** of various types.

The Ant-Man's Treasure. The Ant-Man doesn't collect much treasure, though there is a 50% chance that he has 1d6+2 scrolls.

The Ant-Man

Medium Monstrosity (Druid), neutral

Armor Class 17 (natural armor)

Hit Points 120 (16d8+48)

Speed 40 ft., climb 40 ft.

**STR 12 (+1), DEX 18 (+4), CON 17 (+3),
INT 15 (+2), WIS 20 (+5), CHA 16 (+3)**

Saving Throws Dex +8, Con +7, Int +6, Wis +9

Skills Nature +6, Perception +9, Stealth +8,
Survival +9

Damage Resistances bludgeoning, piercing and
slashing

Damage Immunities poison

Condition Immunities charmed, paralyzed,
petrified, poisoned, prone, stunned

Senses blindsight 90 ft., passive Perception 19

Languages Common, Druidic, Elven, Sylvan

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

Legendary Resistance (3/day). If the Ant-Man fails a save, he can choose to succeed instead.

Regeneration. If the Ant-Man starts his turn with at least 1 hit point, he regains 10 hit points.

Rejuvenation. Unless the five hives that are home to the swarms that make up the Ant-Man are all destroyed, he rejuvenates in 1 hour if destroyed.

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

ACTIONS

Swarm Attack. *Melee Weapon Attack:* +8 to hit, reach 0 ft., each creature in the Ant-Man's space. *Hit:* 31 (6d8+4) piercing damage.

Poison Spray. The Ant-Man sprays a puff of poisonous gas at one creature it can see within 10'. The target must make a DC 17 Con save, taking 13 (2d12) poison damage on a failure.

Produce Flame. *Ranged Spell Attack:* +9 to hit, range 30 ft., one target. *Hit:* 9 (2d8) fire damage.

Breath Weapon (recharge 5-6). The Ant-Man breathes acid in a 40' cone. Each creature in the cone must make a DC 15 Dexterity save, suffering 45 (10d8) acid damage on a failure or half that on a success.

Call Lightning (3rd level spell). The Ant-Man can't use this spell if there ceiling (if any) isn't at least 100' high. He calls a bolt of lightning from the sky, striking a point he chooses that he can see within 120'. Each creature within 5' of that point must make a DC 17 Dex save, suffering 16 (3d10) lightning damage on a failure or half that on a success.

For as long as the Ant-Man concentrates, up to 10 minutes, he can use his action to unleash another bolt of lightning.

Create Swarms (recharge 6). The Ant-Man creates two **swarms of insects (ants)** within 10' of it. They can appear in occupied spaces.

Pheromone Wave. The Ant-Man releases a wave of chemicals. Each creature within 30' that isn't an ant or one of the Ant-Man's other insect or insectoid allies must make a DC 15 Constitution save. If it fails, the creature is poisoned for 1 minute, repeating the save at the end of each of its turns and ending the effect on a success.

Spellcasting. The Ant-Man is a 10th level caster. Its innate spellcasting ability is Wisdom (save DC 17, spell attack +9). He can cast the following spells, requiring no material components:

At will- *druidcraft*.

3/day- *entangle*, *faerie fire*.

BONUS ACTIONS

Healing Touch (1/day). The Ant-Man touches one creature within 5'. That creature regains 23 (4d8+5) hit points.

Shapechanger. As a bonus action, the Ant-Man can change into the form of a normal Tiny **ant**, a **giant ant worker** or **soldier**, or a **swarm of insects (ants)** of any size from Tiny to Large. Its stats change based on its form as follows:

- While the Ant-Man is Tiny, attacks against him have disadvantage, he has disadvantage on Strength attacks, checks, and saves, and his physical attacks do -1d6 damage.
- While the Ant-Man is Small, he has disadvantage on Strength checks and saves, and his physical attacks do -1d4 damage.
- While the Ant-Man is Large, he has advantage on Strength checks and saves, and his physical attacks do +1d4 damage.
- While the Ant-Man is a swarm, he is immune to the grappled and restrained conditions.

LEGENDARY ACTIONS.

The Ant-Man 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 Ant-Man regains spent legendary actions at the start of its turn.

- **Cantrip (costs 2 actions).** The Ant-Man casts a cantrip.
- **Hide.** If it isn't already Tiny, the Ant-Man assumes a Tiny form and makes a Dexterity (Stealth) check to hide.
- **Swarming Movement.** The Ant-Man moves its speed without provoking opportunity attacks.

LAIR ACTIONS

On initiative count 20 (losing ties), the Ant-Man takes a lair action to cause one of the following effects.

- Two **swarms of insects (ants)** appear in unoccupied spaces of the Ant-Man's choice in the lair.
- A wave of ants sweeps over one creature in the lair, which must make a DC 15 Dexterity save or have its speed reduced to 0 until initiative 20 on the next round.
- A carpet of ants covers up to ten contiguous 5' x 5' squares in the lair until the Ant-Man until initiative 20 on the next round. 1/turn, a creature that enters or starts its turn in the carpet takes 11 (2d10) acid damage.

If the Ant-Man is encountered in his lair, his Challenge Rating is 13 (10,000 xp).

AOA

Source: 3e *Fiend Folio*.

An aoa is a very rare creature that is created when friction arises between the Positive and Negative Energy Planes as they graze each other, an event that only occurs in the most unusual situations during extremely rare cosmic alignments. An aoa resembles a large droplet of quicksilver that trembles as it floats in the air. Aoas are most commonly found on the Astral Plane or in the Deep Ethereal, where the clashing of magical energies creates great disturbances in the planar fabric. Aoas seem to enjoy soaking up the energies released in such conflagrations.

An aoa usually floats slowly through the air, but it becomes agitated in the presence of magic. If it senses a spell being cast, an aoa begins flying about crazily, trying to bump into magic items and trying to get in the way of magical effects. Aoas are considered annoying pests by some, while other creatures view them as dangerous hazards.

Aoas are usually solitary. Multiple aoa spheres never congregate, but a sphere might have several droplets that it has spawned in its vicinity. Such a grouping is called a **driblet** of aoas.

Strange Energons? Some sages have theorized that aoas are a sort of anti-energon. Where energons produce energy in violent waves, aoas dampen and absorb energy, especially magical energy. Noteworthy support for this theory is that some of the same spells and effects that can summon and bind energons will conjure up aoas, though not bind them. (The aoas can be appeased and persuaded to serve as guardians, as long as they are frequently fed magical energies.)

Aoa Appreciation. Certain creatures find aoas' presence soothing, including **projo** and **xills**. Daring **conjurers** might summon aoas and try to ensare them into performing an unwitting sort of guard duty. Sometimes, a bound aoa will be released with a raiding party or army that expects to encounter magical resistance, but it is very difficult to ensure that the aoa actually helps and doesn't wander off.

Summoning an Aoa. The ritual to summon an aoa takes 1 hour to perform. The summoned aoa appears at a point the summoner can see within 60'. The summoner has no control over the aoa, and it remains until destroyed. Summoning a droplet requires 150 gp in components and expends a 3rd level slot from the ritualist or another participant. Summoning a sphere requires 5,000 gp in components and requires two participants other than the primary caster to each expend a 1st level spell slot and the primary ritual caster to expend a 5th level slot.

An aoa droplet is spawned when an aoa sphere reflects intense magical energy. A droplet is about 5' in diameter, but over time, as it absorbs magical energy, it grows into a full sphere.

An aoa sphere is between 13' and 16' in diameter. It is strongly attracted to magic, and will seek the creature or object with the most and strongest magical auras on it, constantly interfering with spellcasting and other magical endeavors.

Aoa Challenge Rating. Treat an aoa's spell turning as a +2 bonus to AC when determining its Challenge Rating.

Aoa Treasure. Aoas don't collect treasure.

Aoa Droplet

Medium Celestial, always neutral

Armor Class 14

Hit Points 30 (4d8+12)

Speed 0 ft., fly 50 ft. (hover)

**STR 8 (-1), DEX 18 (+4), CON 17 (+3),
INT 4 (-3), WIS 15 (+2), CHA 11 (+0)**

Damage Resistances cold, fire, lightning, thunder; bludgeoning, piercing, and slashing that isn't magic

Condition Immunities grappled, paralyzed, petrified, prone, restrained

Senses darkvision 60 ft., passive Perception 12

Languages -

Challenge ½ (100 xp)

Prof +2

Detect Magic. The aoa is aware of any magic within 60' of it that it has line of effect to.

Reflective. If a creature's gaze would affect the aoa, it instead affects that creature.

Spell Turning. A spell that directly targets the aoa instead targets the spell's caster.

ACTIONS

Dispelling Touch. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 3 (1d8-1) bludgeoning damage, and all spells and magical effects of 3rd level and lower on the target end. For each spell and effect of 4th level or higher on the target, the aoa rolls a Wisdom check with a DC of 10 + the level of the spell or effect. If it succeeds, that spell or effect ends.

REACTIONS

Counterspell (3/day). If a creature within 50' of the aoa casts a spell, the aoa can make a Wisdom check with a DC of 10 + the level of the spell. If it succeeds, the spell fails to take effect.

Aoa Sphere

Huge Celestial, always neutral

Armor Class 14

Hit Points 123 (13d12+39)

Speed 0 ft., fly 50 ft.

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

Damage Resistances cold, fire, lightning, thunder; bludgeoning, piercing, and slashing that isn't magic

Condition Immunities grappled, paralyzed, petrified, prone, restrained

Senses darkvision 60 ft., passive Perception 12

Languages -

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

Detect Magic. The aoa can constantly detect magic within 60' of it.

Reflective. If a creature's gaze would affect the aoa, it instead affects that creature.

Spell Turning. A spell that directly targets the aoa instead targets the spell's caster.

ACTIONS

Dispelling Touch. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 14 (3d8+1) bludgeoning damage, and all spells and magical effects of 5th level and lower on the target end. For each spell and effect of 6th level or higher on the target, the aoa rolls a Wisdom check with a DC of 10 + the level of the spell or effect. If it succeeds, that spell or effect ends.

REACTIONS

Counterspell (3/day). If a creature within 50' of the aoa casts a spell, the aoa can make a Wisdom check with a DC of 10 + the level of the spell. If it succeeds, the spell fails to take effect.

Spawn Droplet (recharge 6). If the aoa's Spell Turning trait reflects a spell of 6th level or higher, an aoa droplet forms in an unoccupied space within 5' of the aoa sphere.

APE

Location: *Monster Manual.*

Ape Allies. Apes are known to consort with **half-apes**, and they sometimes live near, and seem to revere, **giant apes**. Some apes cultivate **shriekers** along the edges of their territory, if there are dark enough patches for the fungi to grow. They sometimes position their territory near **assassin vines** or other dangerous but relatively immobile plant monsters.

Ape Treasure. Apes don't have treasure.

Ape Silverback Challenge Rating. Assume that the silverback's Lash Out reaction adds 3 to its overall damage output and its Frightful Display adds 1 to its effective Armor Class when assessing the silverback's Challenge Rating.

Ape Scrawny Beta

An ape scrawny beta uses the Ape stat block with the following alterations:

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

It 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.

Ape Silverback

Medium Beast, usually unaligned

Armor Class 12

Hit Points 45 (6d8+18)

Speed 30 ft., climb 30 ft.

**STR 18 (+4), DEX 14 (+2), CON 16 (+3),
INT 6 (-2), WIS 14 (+2), CHA 7 (-2)**

Skills Athletics +6, Perception +4

Senses passive Perception 14

Languages -

Challenge 1 (450 xp) **Prof** +2

ACTIONS

Multiattack. The ape makes two Fist attacks.

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

BONUS ACTIONS

Frightful Display (recharge 5-6). The ape pounds its chest. Each creature of the ape's choice that can see the ape within 30' must make a DC 8 Wis save or be frightened for 1 minute (save ends).

REACTIONS

Lash Out (recharges after a short or long rest). If the ape becomes blinded, deafened, frightened, or poisoned, it makes a Fist attack.

APPARITION

Source: 1e *Fiend Folio*.

An apparition is a ghostly figure draped in rags and is often mistaken for a specter or ghost. It appears much as it did in life, though it is now skeletal, ragged-looking and translucent. An apparition is the spirit of a creature who died in an accident with important business unfulfilled. Now, due to circumstance and the passage of time, it has become impossible to finish that business- perhaps

the message that the apparition was desperately trying to deliver to a merchant no longer has a living recipient or the business for which it was sent no longer exists, or perhaps the couple whose marriage the apparition was trying to prevent have long since died of old age. Now, driven mad by its unfulfilled need to finish something that cannot be finished, the apparition's only motivation is malice.

By the nature of their creation, most apparitions are solitary. However, sometimes a group of individuals who are all dedicated to the same cause falls afoul of fate together, and might rise together as a **gang** of as many as six apparitions.

Unable to Touch the World. An apparition is kept apart from the physical world, unable to touch it except very weakly (with a Strength of 1). This leaves the apparition continually frustrated as it tries and fails to affect the world around it in any meaningful way.

Twisted Logic. An apparition often acts in seemingly mad ways, but a creature that learned its history might be able to discern the pattern behind its behavior. Maybe it tries to deliver flowers to an empty field, where its lover once awaited it, or perhaps it seeks to bury the bones of someone it murdered in life, but they have been eaten by a grey ooze, so it ceaselessly searches a section of a dungeon to no avail. Sometimes a clever group of adventurers will discern the unfinished business of an apparition and do something that makes the apparition feel as though it has been taken care of, letting it rest at last.

Bound to an Area. An apparition is bound to an area or a set of areas, depending on the unfinished business it has. It might be a building, a section of a dungeon, a neighborhood or a specific trail of streets. An apparition can leave its bound area for a short time, but it is compelled to return in short order.

Apparition Treasure. An apparition is unable to touch the world, but treasure might accumulate in the area it haunts due to the deaths of creatures that carry it. An area haunted by apparitions has a 25% chance each of having 1d100 x 10 cp, sp, ep and gp, as well as a 15% chance of having 1d6

gems, a 10% chance of having 1d6 art objects, and a 15% chance of having 1d4 random magic items in it as treasure.

Apparition

Medium Undead, often chaotic evil

Armor Class 12

Hit Points 52 (8d8+16)

Speed 0 ft., fly 50 ft.

**STR 1 (-5), DEX 14 (+2), CON 15 (+2),
INT 10 (+0), WIS 13 (+1), CHA 16 (+3)**

Saving Throws Wis +3, Cha +5

Skills Perception +3, Stealth +4

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

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 13

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

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

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

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

Unusual Nature. An apparition needs neither food, drink, sleep nor air.

ACTIONS

Spectral Strangulation. The apparition reaches out and places its hands around the throat of a creature within 5' of it. Unless it can't be frightened, the target must make a DC 13 Wisdom saving throw, taking 22 (4d10) psychic damage and being restrained and frightened on a failure.

An affected target may use its action to make another Wisdom saving throw, ending the effect on a success. If it fails 3 of these saving throws, including the initial one, it dies of fright. A creature that makes its save or for whom the effect ends is immune to the spectral strangulation of that apparition for 24 hours.

Death Choke. One creature affected by the apparition's Spectral Strangulation takes 22 (4d10) psychic damage.

Etherealness. The apparition fades from the Material Plane and enters the Ethereal Plane or vice-versa.

Create Specter. The apparition targets a humanoid within 10' of it that has been dead for no longer than 1 minute and died violently. The target's spirit rises as a specter in the space of its corpse or in the nearest unoccupied space. The specter is under the apparition's control. The apparition can have no more than seven specters under its control at one time.

APPLAUSE DRINKER

Source: Homebrew.

An applause drinker is a fey creature that appears to be a normal mortal performer. Though the race that the applause drinker assumes the appearance of can vary, it usually appears as a half-elf. The applause drinker feeds on adoration and applause, and without it, it begins to starve and go insane. In order to continue receiving the accolades that it needs, an applause drinker will sometimes go to extreme lengths, including holding an audience captive and forcing them to shower it with false praise. Such a captive

audience might not even be released to eat, drink, or use the bathroom, if the applause drinker's condition is advanced enough.

Slow Infiltration. An applause drinker usually joins a performing troupe and slowly takes control of it from within, convincing its fellow players to take part in more and more outrageous performances, seeking to garner more attention from the public with each one. It alters plays or writes its own to make them more controversial and to aim them at concerns that will interest local customers. An applause drinker can be quite an asset to a group of performers as long as it continues to receive enough affection from their crowds, but if another player becomes the lead, or if the troupe's plays cease to gather large crowds, the applause drinker becomes moody and withdrawn, bullies its fellows, and finally seeks to usurp total creative control of the theater group.

An applause drinker often ends up with understudies who gradually transform into more applause drinkers. However, as soon as one completes this transformation, it leaves, unable to stomach sharing the spotlight with anyone else.

Extreme Methods. An applause drinker can survive for months on the crowd a single good performance generates. However, it hungers for far more attention than that. An applause drinker whose performances don't garner enough accolades eventually becomes feverish with hunger and begins taking more extreme methods to ensure it gets better crowds. It might commit a streak of arsons and then perform a play about them, keep people captive and force them to watch and give it plaudits, or give enemy goblinoids access to a town, thereby forcing an entire community into a cramped fortress and performing for them while they try to focus on defending themselves.

Applause Drinker Understudies. The most common associates of an applause drinker are **bards** and **commoners** who work alongside it either as other performers or as stage hands, builders, gofers, etc.

Applause Drinker Challenge Rating.

Because of an applause drinker's fantastic performance ability, treat its AC as if it were 4 higher when determining its Challenge Rating.

Applause Drinker Maestro Challenge

Rating. When assessing the maestro's Challenge Rating, treat the Play to the Crowd action as a +2 bonus to the maestro's AC.

Applause Drinker Treasure. An applause drinker is 75% likely to have 1d6 x 100 gp in assorted coins, 40% likely each to have 1d8 gems and 1d4 art objects, and is 15% likely to have 1 random magic item.

Applause Drinker

Medium Fey, often chaotic neutral

Armor Class 16 (leather)

Hit Points 66 (12d8+12)

Speed 40 ft.

**STR 13 (+1), DEX 20 (+5), CON 13 (+1),
INT 15(+2), WIS 13 (+1), CHA 20 (+5)**

Skills Performance +9

Senses darkness 60 ft., passive Perception 11

Languages Common, Elven, Sylvan

Challenge 4 (1,100 xp) **Prof** +2

ACTIONS

Spellcasting: The applause drinker is a 4th level caster. Its spellcasting ability is Charisma (save DC 15). The applause drinker can cast the following spells, requiring no material components:

At will- *vicious mockery*.

1/day- *detect thoughts, Tasha's uncontrollable hideous laughter*.

Rapier. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8+5) piercing damage, and the target must make a DC 15 Wisdom save or take 16 (3d10) psychic damage.

BONUS ACTIONS

Fantastic Performance. The applause drinker can use a bonus action to begin a fantastic performance, which lasts as long as it concentrates, up to 1 hour. While the performance continues, when a creature that can see the applause drinker starts its turn within 30 ft. of it, the drinker chooses one:

- The creature must make a DC 15 Wisdom save or be magically frightened of the applause drinker until the end of the applause drinker's next turn.
- The creature must make a DC 15 Wisdom save or be magically unable to attack the applause drinker or cast a spell that will deal damage to it until the end of the applause drinker's next turn.
- The creature must make a DC 15 Intelligence save or the applause drinker magically forces the creature to use its reaction to move half its speed as the applause drinker chooses.

Applause Drinker Maestro

An applause drinker maestro uses the applause drinker stat block with the following modifications.

- It has 99 hit points (18d8+18 Hit Dice).
- Its skills are Deception +8, Performance +11, Persuasion +8.
- Its Challenge Rating is 5 (1,800 xp).
- Its proficiency bonus is +3.
- The save DC for its spells, Rapier attack, and Fantastic Performance is 16.
- Its Rapier attack is at +8 to hit.

It has the following additional action options.

- ***Play to the Crowd (recharges when first bloodied, then after a short or long rest).*** Each creature that can see the applause drinker within 90' must make a DC 16 Wis save or be charmed by the applause drinker

until the end of the drinker's next turn. While charmed in this way, a creature is incapacitated and has its speed reduced to 0, and it does nothing but applaud and cheer.

APPRENTICE WIZARD

Location: *Volo's Guide to Monsters* p209.

Apprentice Wizard Treasure. An apprentice wizard has a 30% chance each to have 1d6 x 100 cp, 2d6 x 10 sp, 4d10 gp, and 1 scroll; and a 10% chance each to have 1d10 ep and 1d2 potions.

ARANEA

Source: *3e Monster Manual*.

An aranea is a medium-sized spider with a pair of small humanoid arms that is able to change its shape into that of a female humanoid, usually a human or elf. Though they are rare, aranea have a distinct culture. They tend to dwell either in remote areas underground or in the forest, or secretly, hiding amongst their humanoid prey while disguised as one of them. Almost all aranea are spellcasters, though they shun fire magic and favor enchantments and illusions.

Creepy Reproduction. All aranea are female. To reproduce, an aranea must assume humanoid form and trick a male humanoid to mate with it. Later, it lays a clutch of already-fertilized eggs. When the eggs hatch, the aranea young devour each other until only a handful survive, growing more intelligent with each sister that they devour.

Spidery Viewpoint. An aranea's perspective is far more spider-like than humanoid in nature. They view humanoids primarily as prey and eat their mates. An aranea enjoys capturing a victim and storing it for later, so sometimes an aranea lair will have still-living creatures within it. Some aranea also capture prisoners for ransom when they need resources other than food. An aranea has no problem staying hidden and still for hours while waiting for an opportunity to spring. Nonetheless, other creatures can sometimes strike temporary bargains with aranea with promises of live food or treasure.

Loose Alliances. Aranea do not prey on each other; instead, they coexist peacefully and sometimes even form loose alliances, but are not too prone to close association. However, an aranea does not form bonds of affection, nor does it feel any sense of love for its offspring. Instead, cold arachnid logic informs the relationships that an aranea forms. It is as likely to work with an evil human that promises it frequent live villagers to eat as it is to work with another aranea.

Aranea Challenge Rating. Assume that the aranea has cast *mage armor* when assessing its Challenge Rating.

Aranea Treasure. A single aranea, or a group of up to six of the monsters, has a 20% chance each to have 1d4 x 100 gp in assorted coins, 1d4 x 50 gp in trade goods, and 1d3 art objects; and a 10% chance each to have 1d3 potions and 1 random magic item.

A group of seven to twenty aranea instead has a 35% chance each to have 1d10 x 200 gp in assorted coins, 2d6 x 100 gp in trade goods, and 1d6 potions; a 25% chance each to have 2d4 gems; and a 15% chance to have 1d2 random magic items.

ARANEA PCS

An aranea would be an interesting pc choice. Its spider-like state of mind makes it unlikely for an aranea to stay in a humanoid civilization long-term.

Mid-Level (8+): The aranea's bite attack is an unlimited use attack that deals more damage than any conventional weapon, assuming the target isn't immune to poison damage. Combined with its superior ability score adjustments and its other advantages, an aranea is only suitable for use with relatively powerful parties.

ARANEA TRAITS

Aranea pcs have the following racial traits.

Ability Score Adjustments. Your Dexterity, Constitution, Intelligence, and Charisma scores each increase by 2. In addition, choose Dexterity or Wisdom and increase that score by 1 (for a total increase of +3 if you choose Dexterity).

Creature Type. You are a Monstrosity.

Age. An aranea reaches maturity by about the age of 20 and can live to be as old as 200 years.

Swift Movement. Your walking speed is 50'.

Spider Climb. You have a climbing speed of 25'. In addition, you can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Shapechanger. You can use your action to polymorph into a specific female Medium humanoid, into a hybrid spider-humanoid form, or back into its true (spider) form. Your statistics are the same in all forms. Any equipment you are wearing or carrying is subsumed into the new form or remains in place, as you choose.

Bite. When you are in your hybrid or spider form, you can use your bite as a natural weapon with the Finesse property. If you hit with it, you deal 1d6 + your Str or Dex bonus piercing damage plus 2d10 poison damage, and the target must make a Con save with a DC equal to 8 + your proficiency bonus + your Con bonus or be poisoned for 1 minute, repeating the save at the end of each of its turns and ending the effect on a success. If the creature fails its initial save by 5 or more, it is paralyzed while it is poisoned in this way.

Web. When you are in your spider or hybrid form, you can use an action to hurl a web at one creature of up to Large size within 30'. The target must succeed at a Dex save with a DC equal to 8 + your proficiency bonus + your Con bonus or be restrained by the web. The creature can be freed by dealing 5 points of fire or slashing damage to the web or by making a DC 14 Strength (Athletics) check to free itself.

You can use this ability a number of times equal to your proficiency bonus, and must then complete a long rest before you can use it again.

Languages. You speak Aranea and Common.

Aranea

Medium Monstrosity, often neutral

Armor Class 12 (15 with *mage armor*)

Hit Points 32 (5d8+10)

Speed 50 ft., climb 25 ft.

**STR 11 (+0), DEX 15 (+2), CON 14 (+2),
INT 14 (+2), WIS 13 (+1), CHA 14 (+2)**

Skills Deception +4

Senses darkvision 60 ft., passive Perception 11

Languages Common, Aranea

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

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

ACTIONS

Spellcasting: The aranea is a 3rd level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). The aranea knows the following spells:

Cantrips (at will)- *acid splash, mage hand, poison spray*

1st level (4 slots)- *mage armor, sleep*

2nd level (2 slot)- *hold person*

Bite (Spider or Hybrid Form Only). *Melee*

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

Hit: 5 (1d6+2) piercing damage, plus 11 (2d10) poison damage, and the target must succeed on a DC 12 Constitution save or be poisoned for 1 minute, repeating the save at the end of each of its turns and ending the effect on a success. If the creature fails its initial save by 5 or more, it is paralyzed while it is poisoned in this way.

Dagger (Humanoid or Hybrid Form Only).

Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 20/60', one target. *Hit:* 4 (1d4+2) piercing damage.

Web (Spider or Hybrid Form Only) (Recharge 4-6). The aranea hurls a web at one creature of up to Large size within 30'. The target must succeed at a DC 12 Dexterity save or be restrained by the web. The creature can be freed by dealing 5 points of fire or slashing damage to the web or by making a DC 14 Strength (Athletics) check to free itself.

Shapechanger. The aranea polymorphs into a specific female Medium humanoid, into a hybrid spider-humanoid form, or back into its true (spider) form. In humanoid form, its statistics are the same as in its true form. Any equipment it is wearing or carrying is subsumed into the new form or remains in place, as the aranea chooses.

BONUS ACTIONS

Misty Step: The aranea spends a 2nd level spell slot and teleports up to 60' to a space it can see.

Aranea Spy

The aranea spy uses the Aranea stat block with the following changes.

- Add Investigation +4, Perception +3, and Stealth +4 to its proficiencies.
- Its passive Perception is 13.
- It knows *invisibility* instead of *hold person*.

ARBALASTER

Source: *4e Monster Manual 2.*

An arbalaster is a mechanical creature that resembles an oversized crossbow on legs, with a face set into the front of the crossbow. Generally set as guardians over an area by their creators, arbalasters are dangerous ranged attackers. They can serve to help defend against a siege, repel intruders, and even ward off flying monsters.

A group of arbalasters is referred to as a **battery**.

Simple Construction. Though the techniques required to construct arbalasters have been lost with the fall of civilization, the process is said to have been relatively simple, almost entirely mechanical, and surprisingly quick and cheap. If

an engineer or tinker were to rediscover the technique, they could probably turn a handy profit.

Arbalaster Allies. Arbalasters are sometimes stationed with other constructs, such as **living iron statues, bronze swordsmen, stone guardians**, or the like. Sometimes other guardian creatures are left in place with arbalaster support; such creatures might include **gargoyles, guardian familiars, guardian yugoloths, or spectators**. On rare occasions, the arbalaster's ancient creator might survive, perhaps as a **lich** or **vampire**.

Arbalasters might also be stationed with **guards, veterans, archers**, or other soldiers or men-at-arms who are defending the same position as it. After all, the original function they were intended for was as living siege engines.

Arbalaster Treasure. Arbalasters don't gather treasure.

Arbalaster

Medium Construct, usually neutral

Armor Class 16 (natural armor)

Hit Points 22 (4d8+4)

Speed 30 ft.

STR 13 (+1), **DEX** 16 (+3), **CON** 13 (+1),
INT 5 (-3), **WIS** 12 (+1), **CHA** 8 (-1)

Damage Immunity poison

Condition Immunities charmed, frightened, poisoned

Senses Darkvision 60 ft., passive Perception 10

Languages understands creator's language

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

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

ACTIONS

Multiattack. The arbalaster makes two arbalaster bolt attacks.

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

Arbalaster Bolt. *Ranged Weapon Attack:* +5 to hit, range 120 ft./360 ft., one target. *Hit:* 8 (1d10+3) piercing damage.

BONUS ACTIONS

Shift (recharge 5-6). The arbalaster moves 5' without provoking opportunity attacks.

Arbalaster Automaton

The arbalaster automaton uses the arbalaster stat block with the following changes.

- It has 1 hit point (minion).
- It is worth 40 xp.

It 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.

Arbalaster Scorpion

The arbalaster scorpion uses the arbalaster stat block with the following changes.

- It is Large.
- It has 58 hit points (9d10+9 Hit Dice).
- Its Arbalaster Bolt attack deals 14 (2d10+3) piercing damage.
- Its Challenge Rating is 2 (450 xp).

ARCANALOTH

Location: *Monster Manual* p313.

Arcanaloth Treasure. An arcanaloth might have a great deal of treasure indeed. It has an 80% chance each of having 2d12 x 500 ep, 1d10 x 1,000 gp, 3d10 x 10 pp, and 1d6 pieces of jewelry; a 50% chance each of having 2d10 x 1,000 sp, 2d10 gems, and 2d4 scrolls; and a 25% chance each of having 2d10 x 1,000 cp, 1d6 potions, 1 rod et al, and 1d4 random magic items.

ARCANE DEVOURER

Source: 3e *Creature Collection 2*.

The arcane devourer is the spawn of certain selfish gods of magic, dispatched across the planes to gather up stray magical energies and return them to the god that it serves. Feared and despised by spellcasters, arcane devourers are very rare creatures but have been appearing with increasing frequency over the last few millennia, apparently as a result of the triumph of Chaos over Law in the Great War of Ethics.

An arcane devourer might appear alone, in a **party** of 3-8, or in a **gathering** of 9-16.

An arcane devourer stands around 7' tall, with a basically humanoid body plan. Its long arms and fingers end in sharp claws; the thing's skin is covered in thick, tough scales. The creature's head is elongated and stretched into a thin oval, with tiny ears, pupil-less eyes, a large nose, and no mouth whatsoever. A large crystalline cyst erupts from the arcane devourer's back, which glows from within with magical power. When the creature drains magic by hitting a creature with both of its claw attacks, the glow coming from its cyst increases in intensity.

Strange Construction. Some scholars and adventurers claim to have encountered groups of hundreds of arcane devourers working together on the Astral Plane, constructing huge crystalline structures of unknown import. Speculation has it that these devices might serve as repositories of the arcane energies that the arcane devourers consume. Others believe that the devices could serve as the source of the arcane devourers' ability to eat magic. Still others claim that these aren't devices at all, but the beginnings of weird cities for the arcane devourers.

Arcane Devourer Treasure. Arcane devourers don't collect treasure.

Arcane Devourer

Medium Monstrosity, usually neutral evil

Armor Class 16 (natural armor)

Hit Points 39 (6d8+12)

Speed 30 ft.

**STR 18 (+4), DEX 11 (+0), CON 15 (+2),
INT 13 (+1), WIS 10 (+0), CHA 10 (+0)**

Skills Arcana +3

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

Damage Immunities cold, poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 3 (700 xp)

Identify Magic. After touching an object for 1 minute, the arcane devourer learns what spells, if any, are on it, as well as all its powers and properties if it is a magic item.

Magic Resistance. The arcane devourer has advantage on saves against spells and magical effects.

Unusual Nature. The arcane devourer doesn't need to breathe, eat, drink, or sleep.

ACTIONS

Multiattack. The arcane devourer makes two claw attacks. If both hit the same target, it must succeed on a DC 11 Int save or all spells affecting it end, and if the creature prepares spells, it loses 1d3 random prepared spells.

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

Spellcasting. The arcane devourer's spellcasting ability is Intelligence. It can cast the following spells, requiring no material or verbal components.

At Will- *detect magic, detect spellcaster, see invisibility.*

ARCANE OOZE

An arcane ooze is a huge green mass of protoplasm. Glowing veins throb within it, pulsing with eldritch light. The monster is about 15' across and 3' thick, and it weighs as much as 20,000 lbs. An arcane ooze is so-named because of its ability to siphon magical energy from arcane casters.

Ancient Weapons. Many sages speculate that arcane oozes are the sole sign of an ancient conflict, surviving weapons specialized in destroying enemy magic. Records of arcane oozes go back to the earliest human and dwarven writings, indicating that the monsters predate the modern races (or at least their rise to civilization).

A By-Blow of Magical Cataclysm. Other sages speculate that the arcane oozes are the result of some terrible magical accident. This theory posits that the oozes evolved to feed on rampant magical energies unleashed by some long-forgotten arcane disaster. Some cultists of Juiblex that believe this theory also believe that the one day, arcane oozes will devour all arcane magic in the entire world. Of course, most other people believe that anyone that would worship the Faceless One would have to be barmy to start with.

Arcane Ooze Challenge Rating. Assume that the ooze regains 15 hit points per round because of its spell siphon ability, and treat its AC as 2 higher

Arcane Ooze

Huge Ooze, always unaligned

Armor Class 7

Hit Points 157 (15d12+60)

Speed 20 ft., climb 20 ft.

**STR 20 (+5), DEX 4 (-3), CON 18 (+4),
INT 3 (-4), WIS 6 (-2), CHA 1 (-5)**

Saving Throws Int +0, Wis +2, Cha -1

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

Senses Blindsight 60 ft. (blind outside this radius), passive Perception 8

Languages -

Challenge 10 (5,900 xp)

Prof +4

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

Corrosive Form. A creature that touches the ooze or hits it with a melee attack while within 5' of it takes 7 (2d6) points of acid damage.

Magic Immunity. An arcane ooze is immune to damage from spells and magical effects and always makes its saving throw against spells and magical effects.

Spell Siphon. If a creature with arcane spell slots, such as a bard, sorcerer, warlock or wizard, starts its turn within 60' of an arcane ooze, the creature must succeed on a DC 16 Wisdom save or one of its highest-level spell slots is expended. Whenever a spell slot is expended in this way, the arcane ooze regains hit points equal to 5 x the level of the spell slot expended.

ACTIONS

Multiattack. The arcane ooze uses pseudopod, then uses pseudopod against each creature it is grappling.

Pseudopod. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 15 (3d6+5) bludgeoning damage, plus 7 (2d6) acid damage. In addition, the target is grappled. The arcane ooze can grapple up to 40 creatures at one time.

BONUS ACTIONS

Grab. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* The ooze grapples the target. The ooze can extrude new pseudopodia as needed, and can grapple up to 40 creatures at once.

ARCHDRUID

Location: *Volo's Guide to Monsters* p210.

Archdruid Treasure. An archdruid has a 50% chance each of having 1d10 gems and 1d6 art objects; a 40% chance of having 1d4 random magic items; and a 20% chance of having 1d10 x 1,000 gp in coins.

ARCHELON

Source: Homebrewed.

An archolon is a gigantic and aggressive prehistoric turtle. It seldom ventures onto land, but attacks prey relentlessly in the water. Its long neck can stretch a surprising distance to snap at creatures.

Foul-tempered and solitary, an archelon is a terror to anything around it. It eats fish, shellfish, marine mammals and reptiles, and creatures that dwell on land near the water. An archelon will eat things it can't digest; many have stones, metal objects, and large amounts of splintered wood in their bellies.

Archelon Wrecker Challenge Rating. When assessing the Challenge Rating of the archelon wrecker, treat its Into the Shell reaction as an effective +4 bonus to AC.

Archelon Treasure. An archelon doesn't collect treasure.

Archelon

Huge Beast (Turtle), always unaligned

Armor Class 17 (natural armor)

Hit Points 104 (11d12+33)

Speed 20 ft., swim 50 ft.

**STR 23 (+6), DEX 9 (-1), CON 16 (+3),
INT 2 (-4), WIS 10 (+0), CHA 8 (-1)**

Senses passive Perception 10

Languages -

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

ACTIONS

Bite. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 19 (3d8+6) piercing damage.

Snap and Snatch (only while bloodied). *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 24 (4d8+6) piercing damage, and the target must make a DC 17 Strength save or be pulled 10' directly toward the archelon.

Archelon Wrecker

Gargantuan Beast (Turtle), always unaligned

Armor Class 21 (natural armor)

Hit Points 199 (14d20+52)

Speed 30 ft., swim 60 ft.

**STR 24 (+7), DEX 9 (-1), CON 16 (+3),
INT 2 (-4), WIS 10 (+0), CHA 8 (-1)**

Senses passive Perception 10

Languages -

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

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

ACTIONS

Bite. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 25 (4d8+7) piercing damage, and the archelon can choose to force the target to make a DC 18 Strength save or be pulled 10' directly toward the archelon.

Bloodied Rampage (only while bloodied). The wrecker uses Bite twice.

REACTIONS

Into the Shell. When the wrecker takes damage, it can withdraw into its shell. Until the start of its next turn, it gains a +5 bonus to AC and its speed is 0.

ARCHER

Location: *Volo's Guide to Monsters* p210.

Archer Treasure. An archer has a 50% chance each to have 3d10 cp, 2d6 x 10 sp, and 5d10 gp, plus a 20% chance to have a set of magical arrows and a 10% chance to have a random magic item.

ARCHER GARGOYLE

Source: Homebrew.

An archer gargoyle looks less fearsome than a typical gargoyle, instead typically resembling a naked warrior with a bow crafted from marble. Many archer gargoyles are positioned in fountains or atop the corners of buildings, from whence they can fire arrows at entire courtyards.

Archer gargoyles appear alone, in pairs, or in **wings** of 5-12 members. Very rarely, a **colony** of gargoyles might include several dozen archer gargoyles.

Archer Gargoyles in Combat. Archer gargoyles are classic artillery monsters with the added twist of flight. They work best when keeping their distance and firing from the air. Note that low level pcs with no way to fly and poor ranged attack options will find a group of archer gargoyles a frustrating and deadly encounter.

Archer Gargoyle Allies. Archer gargoyles are often paired with ordinary **gargoyles** or constructs such as **bronze swordsmen**, **caryatid columns**, **stone guardians**, or the like. Because of their immunity to petrification, some archer gargoyles are positioned to distract intruders from a far deadlier threat, such as a **basilisk** or **medusa**.

Archer Gargoyle Treasure. A group of at least four archer gargoyles has a 30% chance each to have 1d6 x 100 cp and sp, a 25% chance each to have 1d4 x 10 ep, 1d8 x 100 gp, 1d20 pp and 1d4 gems, and a 10% chance each to have 1 art object and 1 random magic item.

If the group numbers at least eight, they instead have a 30% chance each to have 1d8 x 500 cp and sp, a 25% chance each to have 1d10 x 25 ep, 1d12 x 500 gp, 1d6 x 10 pp and 1d8 gems, and a 10% chance each to have 1d4 art objects and 1d4 random magic items.

If the group numbers at least 30, they instead have a 50% chance each to have 1d8 x 1,000 cp and sp, a 35% chance each to have 2d6 x 100 ep, 2d4 x 1,000 gp, 2d10 x 25 pp, and 1d12 gems, and a 15% chance each to have 1d6 art objects and 1d4 random magic items.

Archer Gargoyle

Medium Elemental, often chaotic evil

Armor Class 17 (natural armor)

Hit Points 51 (6d8+24)

Speed 30 ft., fly 60 ft.

**STR 14 (+2), DEX 16 (+3), CON 18 (+4),
INT 10 (+0), WIS 11 (+0), CHA 10 (+0)**

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

Damage Immunities poison

Condition Immunities exhaustion, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Terran

Challenge 4 (1,100 xp) **Prof** +2

False Appearance. If the gargoyle is motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the gargoyle move or act, that creature must succeed on a DC 18 Int (Investigation) check to discern that the gargoyle is animate.

ACTIONS

Multiattack. The archer gargoyle makes three longbow attacks.

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

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

Archer Gargoyle Guard

The archer gargoyle guard uses the archer gargoyle stat block with the following changes.

- It has 1 hit point (minion).
- It is worth 220 xp.

It 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.

Archer Gargoyle Marksman

The archer gargoyle marksman uses the archer gargoyle stat block with the following changes.

- Its Armor Class is 18 (natural armor).
- It has 102 hit points (12d8+48 Hit Dice).
- Its Dexterity score is 18 (+4).
- Its Slam attack is +5 to hit.
- Its Longbow attack is +7 to hit and deals 13 (2d8+4) piercing damage.
- Its Challenge Rating is 7 (2,900 xp).
- Its proficiency bonus is +3.

It has the following additional trait.

- **Extraordinary Marksman.** The archer gargoyle ignores cover, and it deals one extra die of damage with ranged weapon attacks (included above).

ARCHMAGE

Location: *Monster Manual* p342.

Archmage Treasure. An archmage has an 80% chance each to have 2d10 x 1,000 sp, 2d10 x 1,000 gp, 3d10 gems, and 2d8 art objects; a 65% chance each to have 2d10 x 100 ep, 1d4 x 100 pp, 2d6 potions, and 2d6 scrolls; a 50% chance each to have 1 piece of magic clothing, 1 piece of magic jewelry, and 1 magic rod *et al*; and a 25% chance to have 1d4+1 random magic items.

ARCHON

Source: *2e Planescape* material.

The archons are the celestials who dwell in the holy mountain that makes up the Seven Heavens of Mount Celestia. These creatures are always lawful good (though some tell tales of fallen archons), and each serves the forces of Law and Good in its own appointed way.

Archons never attack unless provoked. They consider themselves to be the protectors of the innocent and those untouched by evil. They are peace-loving, but they deeply hate evil and especially Fiends, which they universally oppose. Demons are their opposite number, and they despise them above all others.

The ranks of the archons include **lantern, hound, warden, sword, throne, justice, word, tome, and trumpet archons**. Each type of archon fills a specific role on Celestia, though not all of those rolls are clear to worldly scholars.

Elemental Archons. During the Dawn War, before the various Outer Planes had even settled into their current form, much less spawned native races like archons, the creatures now known as **elemental myrmidons** were called archons. The primordials would no doubt argue that the name is yet another thing that the gods and their servants usurped from them during that ancient conflict.

ARGENACH

Source: *2e Planescape Monstrous Compendium*.

The argenachs are a type of **rilmanni**, creatures from the Outlands (the Outer Plane of true neutrality). Of all the rilmanni, argenachs are the most likely to travel to the Prime Material Plane, intervening in conflicts that threaten to unbalance an area by offering advice to whichever side is threatened. By evening the conflict out, the argenach hopes to help maintain the balance.

An argenach is a tall, slender humanoid with silver skin. Argenachs favor dressing in white when at home and in their true form, but while traveling the world, they might appear in any form.

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. Argenachs epitomize this, sometimes going back and forth from one to another of a conflict as each side gains a momentary advantage.

Moving in Disguise. Argenachs usually move through the worlds in disguise, avoiding attention whenever possible and eschewing personal combat. Unlike most rilmani, argenachs tend to be loners, preferring not to get close to worldly creatures because of their relatively short lifespans and general inability to see the big picture. An argenach often takes on an outwardly reclusive role, pretending to be a human or other mortal being in order to stay close to whatever situation it is monitoring.

Argenach Challenge Rating. When assessing an argenach's Challenge Rating, assume that it uses its Healing Touch on itself.

When assessing an argenach champion's Challenge Rating, assume that it isn't bloodied until the third round of combat.

Argenach Treasure. An argenach is 75% likely each to have 2d10 gems and 2d8 pieces of jewelry; has a 50% chance each to have 1d6 potions and 1d6 scrolls; and has a 30% chance to have 1d2 random magic items.

If more than one argenach is found together, each has its own individual treasure.

Argenach

Medium Humanoid (Rilmani), always neutral

Armor Class 18 (plate)

Hit Points 133 (14d8+70)

Speed 40 ft.

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

Saving Throws Dex +7, Int +9, Wis +10, Cha +10

Skills Deception +10, Insight +10, Persuasion +10

Damage Resistances acid, thunder

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

Senses truesight 120 ft., passive Perception 20

Languages Abyssal, Celestial, Common, Draconic, Infernal, Rilmani, Sylvan, Undercommon

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

Legend Lore (1/day). By meditating for an hour, which can be done as part of a short rest, the argenach can cast *legend lore* without requiring any components.

Magic Resistance. The argenach has advantage on saves versus spells and other magical effects.

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

ACTIONS

Multiattack. The rilmani makes two attacks.

Greatsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) slashing damage.

Cone of Cold (5th level spell) (recharge 5-6). The argenach creates a blast of cold air in a 60' cone. Each creature in the cone must make a DC 18 Con save, taking 36 (8d8) cold damage on a failure or half that on a success.

Golden Ray. *Ranged Spell Attack:* +7 to hit, range 180 ft., one target. *Hit:* 27 (5d10) cold, fire, lightning, necrotic, or radiant damage (rilmani's choice).

Spellcasting. The argenach is a 16th level caster. Its innate spellcasting ability is Wisdom (save DC 18, spell attack +10). It can cast the following spells, requiring no material components:

At will- *alter self, detect magic, detect thoughts, invisibility.*

BONUS ACTIONS

Healing Touch (1/day). The argenach touches a creature within 5', restoring 75 hit points to it, and ending all diseases and the poisoned condition on it.

Argenach Champion

An argenach champion uses the Argenach stat block with the following changes.

- It has 209 hit points (22d8+110 Hit Dice).
- Its Strength is 20 (+5).
- Its save bonuses are Dex +8, Int +10, Wis +11, Cha +11.
- Its skill proficiencies are Deception +11, Insight +11, Persuasion +11
- Its Multiattack action allows it to make three attacks instead of two.
- Its Greatsword attack is +10 to hit and deals 12 (2d6+5) slashing damage, plus 7 (2d6) slashing damage if the champion isn't bloodied.
- Its Challenge Rating is 14 (11,500 xp).
- Its proficiency bonus is +5.

The champion has the following additional trait.

- **Champion's Blow.** As long as the argenach champion isn't bloodied, its weapon attacks deal an extra 7 (2d6) damage.

Argenach Spy

An argenach spy uses the Argenach stat block with the following changes.

- It has 1 hit point (minion).
- Its Spellcasting action option also includes *clairvoyance* as an at will spell.
- It lacks the argenach's Healing Touch bonus action option.
- It is worth 1,440 xp.

It 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.

ARGENT EMANATION

Source: Homebrew.

An argent emanation is an extremely rare, strange energy being. From whence these things come is unknown, nor can any communication be established. All attempts to research the origin of these things has failed.

An argent emanation looks like a silvery glow in a nebulous, roughly spherical area about 4' 6" in diameter. Though it has no features, its surface constantly ripples, shifts, and moves.

The goals of an argent emanation usually seem to involve a body of liquid in some way- perhaps entering it, guarding it against intruders, attacking it, or something else. Why the emanation desires what it does is unclear; it's not certain if the emanation might gain some sort of sustenance from liquids, or whether it might be having fun or even trying to help other creatures.

An argent emanation doesn't seem to favor any particular creatures over others. It's not even certain whether they can differentiate different types of creatures. If a given emanation is intent on forcing creatures into a pool, it seems to do so indiscriminately, whether the creature is a humanoid, an animal, or even a monster.

Argent emanations have been encountered on the Prime Material Plane, the Astral Plane, the Feywild, and several of the Inner Planes.

Argent Emanation Treasure. An argent emanation doesn't keep treasure.

Argent Emanation

Medium Celestial, always neutral

Armor Class 12

Hit Points 55 (10d8+10)

Speed fly 30 ft. (hover)

**STR 3 (-4), DEX 15 (+2), CON 12 (+1),
INT 10 (+0), WIS 10 (+0), CHA 14 (+2)**

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

Damage Immunities radiant

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

Senses passive Perception 10

Languages -

Challenge 4 (1,100 xp)

Prof +2

ACTIONS

Multiattack. The argent emanation uses Silver Beam twice.

Silver Beam. *Ranged Spell Attack:* +4 to hit, range 100 ft., one target. *Hit:* 22 (4d10) radiant damage. If the target is bloodied after this damage, it must also make a DC 12 Wis save or be charmed by the emanation until the end of the emanation's next turn.

BONUS ACTIONS

Brilliant Step (recharge 5-6). The emanation teleports up to 30', and each creature within 5' must make a DC 12 Dex save or take 3 (1d6) radiant damage.

ARMANITE

Location: *Mordenkainen's Tome of Foes* p131.

Armanite Treasure: An armanite, or a group of up to four armanites, has a 25% chance each of having 1 magic weapon or 1 piece of magic armor.

A group of 5 to 10 armanites instead has a 35% chance each to have 1d4 magic weapons and 1d4 pieces of magic armor.

A group of 11 to 20 armanites instead has a 50% chance each of having 1d4+1 magic weapons and 1d4+1 pieces of magic armor.

A group of 21 to 50 armanites instead has a 50% chance each of having 1d6+2 magic weapons and 1d6+1 pieces of magic armor.

A group of 51 or more armanites instead has a 50% chance each of having 2d4+2 magic weapons and 1d6+2 pieces of magic armor.

If a group of armanites has magic items, the knecht (if there is one) will have the choicest pieces. Otherwise, the items end up in the possession of whichever armanites are strongest and best able to hold on to them, frequently changing hands as an individual with such an item becomes vulnerable due to injury or circumstance.

Armanite Knecht

Large Fiend (Demon), always chaotic evil

Armor Class 18 (plate)

Hit Points 210 (20d10+100)

Speed 60 ft.

**STR 21 (+5), DEX 18 (+4), CON 21 (+5),
INT 8 (-1), WIS 15 (+2), CHA 16 (+3)**

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

Skills Intimidation +8, Persuasion +8

Damage Resistances acid, cold, fire

Damage Immunities lightning, poison

Condition Immunities exhaustion, poisoned

Senses darkvision 120 ft., passive Perception 12

Languages Abyssal, telepathy 120 ft.

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

Air Walk. The armanite can walk and run across liquid surfaces or air, and can ascend or descend at up to a 30 degree angle.

Charge. If the armanite moves at least 20' in a straight line and hits a creature with a melee attack on the same turn, the armanite deals an extra 18 (4d8) damage, and the target must make a DC 18 Strength save or fall prone.

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

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

ACTIONS

Multiattack. The armanite makes three attacks, one with its lance, one with its hooves, and one with its serrated tail. Alternatively, it makes two longbow attacks.

Lance. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 18 (2d12+5) piercing damage.

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

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

Longbow. *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. *Hit:* 11 (2d8+2) piercing damage plus 13 (3d8) lightning damage.

Knecht's Command (recharges on a short or long rest). Up to three armanites that the knecht can see within 60' and that can hear or see the knecht each make a single melee attack.

BONUS ACTIONS

Jolt. One creature the armanite can see within 120' must make a DC 16 Dex save, taking 16 (3d10) lightning damage on a failure.

ARROW DEMON

Source: *3e Monster Manual 3.*

An arrow demon is a wiry, four-armed, scabrous-skinned demon of surprising strength and speed, despite its emaciated appearance. Used as artillery in demonic armies or appearing individually or in small **teams** of up to 6 members, arrow demons are most dangerous due to their proclivity for keeping their distance, using skirmishing tactics, spreading out, and coordinating with their fellows to a surprising degree for creatures spawned from Chaos itself.

An ideal fight, from an arrow demon's perspective, involves hundreds of arrow demons surrounded by a layer of undead or melee-oriented demons, who prevent the enemy from ever reaching or engaging the arrow demons. Arrow demons have no sense of fairness whatsoever, and delight in using tactics that leave their foes no chance of survival, taunting them with their hopelessness.

Fight Pickers. Arrow demons love to pick fights, even with their allies. Some adventurers have used this proclivity to their advantage, either tricking the demons into turning on their fellows or fooling the demons' allies into believing that an arrow demon betrayal is imminent, and then taking advantage of the confusion to defeat or bypass the demons and their allies both. Arrow demons are both smart and wise, however, so they often see through such attempted deceptions. Sometimes the demon even pretends to go along with the trick until the right moment, seeking to send an unpleasant surprise to its foes when it suddenly breaks the act and turns to attack them.

Arrow Demon Treasure: An arrow demon is 20% likely to have 2d10 adamantine (1), silver (2-4), or magical (5-10) arrows.

Arrow Demon

Medium Fiend (Demon), always chaotic evil

Armor Class 16 (natural armor)

Hit Points 65 (10d8+20)

Speed 40 ft.

**STR 17 (+3), DEX 19 (+4), CON 15 (+2),
INT 14 (+2), WIS 16 (+3), CHA 12 (+1)**

Damage Resistances acid, cold, fire

Damage Immunities lightning, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Abyssal, telepathy 100'

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

Symmetrical Archery. While the arrow demon wields two bows, when it makes a bow attack, it actually fires both weapons with a single attack. If it hits, it deals an extra weapon die of damage with each (included below).

ACTIONS

Multiattack. The arrow demon makes two Longbows attacks.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 17 (4d6+3) slashing damage.

Longbows. *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. *Hit:* 9 (1d8+4) piercing damage, or 13 (2d8+4) piercing damage if the demon is wielding two bows.

Rapid Shot (recharge 5-6). The arrow demon makes three Longbow attacks.

REACTIONS

Disruptive Shot (1/day). When an enemy the demon can see within 150' casts a spell, the arrow demon makes a Longbow attack against it. If it hits, the target must make a Concentration check

against the damage or the spell fails and the spell slot is lost.

ARROWHAWK

Source: *3e Monster Manual.*

An arrowhawk is a predator from the Elemental Plane of Air. It is a sinuous, long-bodied, four-winged creature that resembles a bizarre mutant bird. The arrowhawk's black head has one pair of eyes above the beak and a second pair below. Arrowhawks are able to fire a ray of lightning from their eyes.

Sometimes one or more arrowhawks comes to the Prime Material Plane as the result of a summoning spell, either accidentally or on purpose. A few such arrowhawks remained on the world, never able to return to their home plane, and started up worldly populations of their kind.

Levitating Eggs. Arrowhawks live either alone or in small clutches of two to four individuals. A clutch produces eggs, which have an innate levitation ability, and then leaves them behind while it travels the skies. The eggs themselves ride the air currents, typically ascending to great heights when it is time to hatch.

Arrowhawk Allies. Arrowhawks sometimes consort with other creatures of the air, including **air elementals**, **lightning quasi-elementals**, **sylphs**, or **wind walkers**. A few have allied with **cloud** or **storm giants**. Some even serve as minions or allies for cloud castle-dwelling creatures such as **archmages**, **liches**, metallic or lung **dragons**, **sphinxes**, or the like.

Arrowhawk Treasure: Arrowhawks don't usually have lairs or treasure. A few settle in to live with an ally or master, but even then, arrowhawks don't find treasure of any worth.

ARROWHAWK ELDER

An arrowhawk elder has managed to survive for over four decades, and is about 20' long with a 30' wingspan. It weighs about 800 lbs.

ARROWHAWK SHRIKE

An arrowhawk shrike has learned to channel its electric power into its bite, and lusts for the

taste of blood. It is basically a melee-focused variant of the arrowhawk.

Arrowhawk

Medium Monstrosity, often neutral

Armor Class 16 (natural armor)

Hit Points 38 (7d8+7)

Speed fly 60 ft.

**STR 14 (+2), DEX 21 (+5), CON 12 (+1),
INT 10 (+0), WIS 13 (+1), CHA 13 (+1)**

Damage Resistances cold, fire

Damage Immunities lightning, thunder

Senses darkvision 60 ft, passive Perception 11

Languages Auran

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

ACTIONS

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

Lightning Ray. One creature within 50 ft. must make a DC 11 Dexterity save, suffering 22 (5d8) lightning damage on a failure or half that on a success.

Arrowhawk Elder

Large Monstrosity, often neutral

Armor Class 16 (natural armor)

Hit Points 127 (15d10+45)

Speed fly 60 ft.

**STR 22 (+6), DEX 21 (+5), CON 16 (+3),
INT 10 (+0), WIS 13 (+1), CHA 13 (+1)**

Damage Resistances cold, fire

Damage Immunities lightning, thunder

Senses darkvision 60 ft, passive Perception 11

Languages Auran

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

ACTIONS

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (2d8+6) piercing damage.

Lightning Ray. One creature within 50 ft. must make a DC 12 Dexterity save, suffering 55 (10d10) lightning damage on a failure or half that on a success.

REACTIONS

Wily Jolt. When the elder arrowhawk becomes bloodied, it unleashes a jolt of electricity. Each creature within 10' must make a DC 12 Dex save, suffering 10 (3d6) lightning damage and losing its reactions until the end of the creature's next turn on a failure. The arrowhawk then flies up to 30'.

Arrowhawk Shrike

An arrowhawk shrike uses the stat block for an arrowhawk with the following changes.

- Its bite does 1d8+5 piercing plus 13 (3d8) lightning damage.

It has the following additional Reaction option.

- **Zapping Static.** When a creature starts its turn within 5' of the shrike, the shrike can force that creature to make a DC 11 Dex save. If it fails, it loses its reaction until the end of its next turn.

ASCALLION

Source: *2e Monstrous Compendium Vol. 2.*

An ascallion is a huge predatory fish. It is relatively social and are fearless, attacking even prey that is larger than itself. A female ascallion holds its young in its mouth until close to its prey, then release them so that they, too, can join the attack. The male acts aggressively to defend its mate and the young, but is noticeably smaller than the female.

Ascallion Male Challenge Rating. When assessing the ascallion male's Challenge Rating, if it is with females and/or young, assume that it uses its Protective reaction every round.

Ascallion Treasure. Ascallion don't keep treasure.

Ascallion Female

Huge Beast (Fish), always unaligned

Armor Class 15 (natural armor)

Hit Points 119 (14d12+28)

Speed swim 40 ft.

**STR 21 (+5), DEX 12 (+1), CON 14 (+2),
INT 2 (-4), WIS 10 (+0), CHA 8 (-1)**

Senses passive Perception 10

Languages -

Challenge 4 (1,100 xp) **Prof** +2

Mouth Full of Trouble (recharges after a short or long rest). A female ascallion keeps four young ascallions in its mouth. The first time it makes a bite attack, each of the young swims up to 10' and makes a bite attack with advantage. The young then roll for initiative.

This ability can only recharge if at least four ascallion young remain alive.

Water Breathing. The fish can breathe only underwater.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 27 (4d10+5) piercing damage.

Ascallion Male

Huge Beast (Fish), always unaligned

Armor Class 14 (natural armor)

Hit Points 67 (9d12+9)

Speed swim 40 ft.

**STR 18 (+4), DEX 12 (+1), CON 13 (+1),
INT 2 (-4), WIS 10 (+0), CHA 8 (-1)**

Senses passive Perception 10

Languages -

Challenge 2 (450 xp), or 3 (700 xp) if with females or young **Prof** +2

Water Breathing. The fish can breathe only underwater.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 20 (3d10+4) piercing damage.

REACTIONS

Protective. If a creature within 15' of the ascallion male makes an attack that targets an ascallion female or young, the male can move 15' toward the attacking creature and make a bite attack against it.

Ascallion Young

Small Beast (Fish), always unaligned

Armor Class 11

Hit Points 7 (2d6)

Speed swim 40 ft.

**STR 12 (+1), DEX 12 (+1), CON 10 (+0),
INT 1 (-5), WIS 10 (+0), CHA 8 (-1)**

Senses passive Perception 10

Languages -

Challenge 1/8 (25 xp) **Prof** +2

Water Breathing. The fish can breathe only underwater.

ACTIONS

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

Ascallion Blending. The ascallion young takes the Hide action even if directly observed as long as it is within 10' of an adult ascallion.

ASCOMOID

Source: 1e *Monster Manual 2*.

Often mistaken for an oversized puffball, an ascomoid is a ball-shaped fungal creature that rolls over other creatures, attempting to batter them to death and leave spores to feed on the body, thus continuing their species. Ascomoids are a menace to everything around them, and almost nothing eats them (with the notable exception of the strange creature known as a burbur).

Ascomoid Challenge Rating. Assume that the ascomoid's spores affect only one creature when assessing its Challenge Rating, and that the creature takes damage from both the initial effect and from starting its turn in the spores.

Ascomoid

Large Plant (Fungus), always unaligned

Armor Class 13 (natural armor)

Hit Points 85 (10d10+30)

Speed 20 ft.

**STR 18 (+4), DEX 13 (+1), CON 17 (+3),
INT 1 (-5), WIS 11 (+0), CHA 1 (-5)**

Damage Resistances fire, lightning, poison

Damage Immunities psychic

Condition Immunities blinded, charmed, frightened, prone, stunned

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

Languages -

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

Charge. If the ascomoid moves at least 20 feet

straight toward a target and then hits it with a Slam attack on the same turn, the target takes an extra 7 (2d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Rolling Defense. Opportunity attacks against the ascomoid have disadvantage.

ACTIONS

Multiattack. The ascomoid makes one Slam attack and uses Spores.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10+4) bludgeoning damage.

Spores. The ascomoid creates a cloud of spores in a 5' radius sphere around a point it can see within 30'. The cloud remains until the end of the ascomoid's next turn.

Each creature that is in the cloud when it forms must make a DC 14 Con save, suffering 22 (4d10) poison damage on a failure and being poisoned until it leaves the cloud or the cloud ends.

A creature that starts its turn in the cloud or enters it for the first time on a turn must make a DC 14 Con save, taking 11 (2d10) poison damage on a failure.

BONUS ACTIONS

Swift Roll. If the ascomoid moves its speed in a straight line, it can Dash.

ASH QUASIELEMENTAL

Source: 2e *Planescape Monstrous Compendium*.

The Inner Planes are a confusing place full of the chaotic interaction of energies. Where the Elemental Planes touch the Positive and Negative Energy Planes, strange things spark to life. Sages call these areas quasialemental regions, and some even claim that they are entire infinite planes unto themselves. Just like the elemental planes, these

regions are full of strange life, most common among them, the quasiaelementals themselves.

Negative Quasiaelementals. By contrast, negative quasiaelementals- vacuum (from air), dust (from earth), ash (from fire), and salt (from water)- are sluggish, testy, dull, and dissipated. They prefer to tear down things, enjoying dissolution and despising creation.

An ash quasiaelemental is an embodiment of the slow fading of energy that has already consumed all its fuel, leaving it to slowly dissipate. Ash quasiaelementals hunger for warmth, sucking it up from any source that they can. However, they are unable to absorb intense heat, so they are surprisingly vulnerable to fire attacks. They thus fear what they crave. The Quasiplane (or region) of Ash contains a huge fortress made of cinders called the Citadel of Former Flame, from which a council of intelligent, experienced ash quasiaelementals weave plots against the Elemental Plane of Fire, hoping to gradually extract its heat and extinguish it.

Ash Quasiaelemental Challenge Rating.

Assume that the quasiaelemental's Heat Drain trait affects two creatures each round.

Ash Quasiaelemental Treasure.

Quasiaelementals don't usually collect treasure.

Ash Quasiaelemental

Large Elemental, usually neutral

Armor Class 16 (natural armor)

Hit Points 55 (10d10)

Speed 30 ft.

STR 10 (+0), DEX 15 (+2), CON 10 (+0),

INT 5 (-3), WIS 10 (+0), CHA 7 (-2)

Damage Vulnerability fire

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

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 10

Languages Ignan

Challenge 5 (1,800 xp)

Prof +3

Ash Form. The quasiaelemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 3" wide without squeezing.

Death Throes. When the quasiaelemental dies, it explodes, and each creature within 30' of it must make a DC 11 Dex save, taking 10 (3d6) cold damage on a failed save, or half that on a successful one.

Heat Drain. A creature that starts its turn within 30' of the quasiaelemental takes 11 (2d10) cold damage.

ACTIONS

Multiattack. *The quasiaelemental* makes two slam attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d10+2) cold damage.

Draining Cone (recharge 5-6). The quasiaelemental drains heat from everything in a 30' cone. Each creature in the cone must make a DC 11 Dexterity save, suffering 14 (4d6) cold damage on a failure or half that on a success.

Ash Quasiaelemental Drift

An ash quasiaelemental drift uses the stat block of an ash quasiaelemental with the following changes.

- It has 1 hit point (minion).
- It is worth 360 xp.

It 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.

ASH RAT

Source: 3e *Monster Manual* 2.

Ash rats are 2' long rats that have evolved to enjoy and spread fire. Constantly smoldering, the ash rat gains its nourishment from open flames. Ash rats are a terrible danger in civilized areas, setting fires and sometimes being to blame for conflagrations that consume entire towns or cities.

Often a Bounty. Because of the danger represented by fire to an urban environment, many towns and cities have standing bounties for ash rats. Though usually only on the order of 1 sp per rat, in areas where the construction is especially vulnerable to fire, this might be as high as 1 ep per ash rat.

Ash Rat Allies. Ash rats sometimes mix with rats or giant rats. Firenewts often have infestations of ash rats around their lairs.

Ash Rat Treasure. Ash rats don't usually collect treasure.

Ash Rat

Small Monstrosity (Rat), usually chaotic neutral

Armor Class 14

Hit Points 7 (2d6)

Speed 40 ft., climb 20 ft.

**STR 6 (-2), DEX 18 (+4), CON 11 (+0),
INT 3 (-4), WIS 13 (+1), CHA 3 (-4)**

Skills Stealth +8

Damage Vulnerabilities cold

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 11

Languages -

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

Fiery Healing. When the ash rat would take fire damage, it regains 5 hit points.

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

Smoky Haze. The ash rat constantly emits a smoky **Ashworm**

haze from its body. This allows it to add twice its proficiency bonus to Stealth checks (included above).

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4+4) piercing damage plus 3 (1d6) fire damage.

Spit Fire. *Ranged Spell Attack:* +3 to hit, range 10 ft., one target. *Hit:* 3 (1d6) fire damage.

ASHWORM

Source: 3e *Sandstorm*.

Ashworms are desert-dwelling distant cousins of the purple worm that are sometimes domesticated and used as mounts by humanoids that dwell in the dusty areas where the worms live. Wild ashworms often travel in vast herds both above and below the desert sands, and are also known as thunderherders for the tremendous noises that such a group produces.

In the wild, an ashworm is generally inoffensive unless very hungry. It prefers smaller prey and rarely is a danger to humanoids.

A trained ashworm can carry up to two Medium creatures. Stretched out, it is nearly 18' long, and about 4' in diameter. An ashworm that retains its tail stinger can't be trained; they are always clipped off as part of the training process.

Ashworm Mounts. An ashworm that is domesticated becomes surprisingly pliable and compliant. The market price for an ashworm is 2,000 gp, and tack and harness for it cost twice the standard price. It eats a variety of desert animals, including hares, giant beetles, foxes, and the like. Food for the worm costs 1 gp per day.

Ashworm Treasure. Ashworms don't collect treasure.

Large Beast (Worm), always unaligned

Armor Class 15 (natural armor)

Hit Points 25 (3d10+9)

Speed 30 ft., burrow 30 ft.

**STR 17 (+3), DEX 10 (+0), CON 17 (+3),
INT 1 (-5), WIS 13 (+1), CHA 6 (-2)**

Senses tremorsense 60 ft., passive Perception 11

Languages -

Challenge 2 (450 xp)

Thunderous Passage. When an ashworm burrows, a thunderous rumbling sound is audible up to 1,000' away, even through solid stone.

ACTIONS

Stinger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) piercing damage plus 11 (2d10) poison damage.

REACTIONS

Desert Evasion. If the ashworm is on sand, ash, or loose dirt and it makes a Dex save for half damage, it hurls itself just below the surface of the ground, taking no damage on a successful save or half damage on a failed save.

ASPECT OF BAHAMUT

Location: *Fizban's Treasury of Dragons.*

Treasure: Given that an aspect is dispatched by its creator for a specific mission, an aspect of Bahamut doesn't have any treasure.

ASPECT OF TIAMAT

Location: *Fizban's Treasury of Dragons.*

Treasure: Given that an aspect is dispatched by its creator for a specific mission, an aspect of Tiamat doesn't have any treasure.

ASPERI

Source: *2e Forgotten Realms Monstrous*

Compendium Appendix.

The asperi, also called a wind steed, is a magical horse with the ability to fly. White, gray, or dun, the asperi always appears exceptionally beautiful and hardy. Usually, asperii are encountered in **herds** of up to about 20 individuals. They love to run as much as they enjoy the caress of the wind while in flight.

Asperi often befriend other flying creatures, such as **sylphs** and **giant eagles**.

Peak Dwellers. Asperii are as intelligent as a human, and more intelligent than many. They carefully choose isolate, remote, high mountains to live on, using their ability to fly to descend to lower altitudes to feed. Asperii hate hippogriffs and griffons, which love the taste of their meat, and try to kill or drive them off on sight.

Flying Mounts. An asperi can sometimes be bartered with to serve as a flying mount for a time. If one is captured as a foal, it can often be persuaded into longer-term service as a steed if it is treated with sufficient respect and given the consideration due a sentient, intelligent being.

Asperi Challenge Rating. Because of its Dodge Missiles reaction, treat the asperi's hit points as if they were 10% higher when assessing its Challenge Rating.

Asperi Treasure. Asperii don't collect treasure.

Asperi

Large Monstrosity, usually neutral good

Armor Class 11

Hit Points 30 (4d10+8)

Speed 60 ft., fly 30 ft.

**STR 13 (+1), DEX 12 (+1), CON 15 (+2),
INT 13 (+1), WIS 12 (+1), CHA 10 (+0)**

Skills Insight +3, Perception +3

Damage Immunities cold

Senses passive Perception 13

Languages Asperi, telepathy 60'

Challenge ½ (100 xp) **Prof** +2

Feather Fall. If the asperi falls, it lands gently, taking no falling damage. If it bears a rider, its rider also takes no damage.

Wind Immunity. Wind never deals damage to an asperi or moves it against its will.

ACTIONS

Multiattack. The asperi makes one bite attack and one hooves attack.

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

Hooves. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 10 (2d8+1) bludgeoning damage.

BONUS ACTIONS

Fleetness of Movement (recharges when the asperi becomes bloodied or after a short or long rest). The asperi Dashes.

REACTIONS

Dodge Missiles. If a ranged weapon attack would hit the asperi, the asperi causes that attack to miss.

ASPIS

Source: 1e *Monster Manual 2*.

The aspis are a race of upright insect that take humanoid slaves to labor in their hives. Little known by humans and their ilk, aspis are a colonial species that work together to promote the survival of the colony as a whole and especially the well-being of the hive's queen, called a cow.

Three Castes. Aspis are divided into three types- larva, drones, and queens. Unlike most insect with such castes, the cow is a massive, bloated larva, rather than a specialized form of the adult body that drones have. Interestingly, it is the drones who make the decisions, as they have minds far sharper than that of the queen. Once in a

great while, an aspis drone will attempt to revolt and take control over its colony, but such attempts are usually put down without mercy by the other drones.

Due to their drive to support and work for the hive, aspis are not suitable for use as player characters. Even the drones, the most independent caste, do everything for the hive.

Emotionless Xenophobia. Aspis fear other creatures as threats to the hive, but they don't hate them, as so many other creatures hate those they fear. Instead, the aspis take a logical and cold view of outsiders, avoiding, enslaving, or destroying them, as appropriate, but all without malice.

Aspis Allies. Aspis sometimes forge short-term alliances with humanoid slavers in order to purchase more laborers for the hive. They otherwise have no real allies.

Aspis Treasure: An aspis lair has no treasure, though individual drones do.

ASPIS COW

An aspis cow looks like a gigantic, slimy, bloated grub. It exudes a dangerous, milky-looking acid from its pores that can burn through wood, metal, or flesh.

An aspis cow is the center of the hive. While it is technically the hive's leader, it has virtually no mind, and its only purpose is to reproduce. All the other aspis in the hive devote themselves to serving and protecting the cow.

Should the cow die, a few of the existing larvae begin to develop into new cows. Whichever one completes the transformation first takes up its new, mindless existence, and all the other would-be queens are exterminated by the drones.

ASPIS DRONE

An aspis drone resembles an upright weevil. It stands on two legs and uses weapons and shields in the other four, using their unique skills to benefit from two shields at once. A drone is an adult male, and they are the caste responsible for all dealings with the outside world. Thus, when aspises are encountered, it is almost always drones.

Rarely, aspis drones will ally with humanoids

that are willing to help them take slaves. Such alliances are usually temporary, as the aspires see their allies as little more than tools to be discarded when they are no longer convenient.

Aspis Drone Treasure: An aspis drone is 35% likely to have 1d10 x 10 gp in assorted coins and gems. In addition, a group of at least ten aspis drones is 10% likely to have a random magic item.

ASPIS LARVA

An aspis larva is a fat white grub about 2' long. Born with a voracious appetite, an aspis drone eats anything it can reach other than other aspis, reducing its food to mush with a powerful acidic secretion. If the drones select one larva for special treatment, pampering it and feeding it special delicacies, that larva eventually develops into a queen.

Aspis Cow

Large Beast, always unaligned

Armor Class 8

Hit Points 75 (10d10+20)

Speed 15 ft.

**STR 15 (+2), DEX 6 (-2), CON 14 (+2),
INT 1 (-5), WIS 6 (-2), CHA 4 (-3)**

Senses passive Perception 8

Languages -

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

Pheromone Communication. An aspis can communicate silently with other aspis within 120' via pheromones. This effect works around corners but not through barriers.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+2) piercing damage plus 10 (3d6) acid damage. In addition, at the start of its next turn, the target takes 3 (1d6) acid damage.

REACTIONS

Acid Eruption. While the aspis is bloodied, when a creature within 5' hits the aspis with a melee attack, that creature must succeed on a DC 12 Dex save, suffering 3 (1d6) acid damage on a failure.

Aspis Drone

Medium Monstrosity, usually neutral

Armor Class 18 (natural armor and two shields)

Hit Points 27 (6d8)

Speed 40 ft.

**STR 14 (+2), DEX 14 (+2), CON 11 (+0),
INT 12 (+1), WIS 13 (+1), CHA 8 (-1)**

Damage Resistances fire

Damage Immunities cold, lightning

Senses passive Perception 11

Languages Aspis

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

Dual Shield Use. The aspis drone can use two of its four hands to wield shields, stacking the benefits of both.

Pheromone Communication. An aspis can communicate silently with other aspis within 120' via pheromones. This effect works around corners but not through barriers.

ACTIONS

Multiattack. The drone chooses one of the following options:

- it makes one melee weapon attack with each weapon it is holding (typically two

- longswords);
- it makes one weapon attack and one Claw attack;
- it makes two Claw attacks.

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

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

REACTIONS

For the Hive! (recharges after a short or long rest). If a melee attack would hit an ally within 5' and the drone can see the attacker, the drone and its ally switch places, and the attack now targets the drone.

Aspis Drone Elite Fighter

An aspis drone elite fighter uses the Aspis Drone stat block with the following changes.

- It has 54 hit points (12d8 Hit Dice).
- Its Strength score is 18 (+4).
- Its Longsword is +6 to hit and deals 8 (1d8+4) damage.
- Its Claw is +6 to hit and deals 6 (1d4+4) damage.
- Its Challenge Rating is 2 (450 xp).

The elite fighter has the following additional Bonus Action options.

- **Second Wind (recharges after a short or long rest).** The elite fighter regains 8 (1d10+3) hit points.

Aspis Drone Sacrificial Warrior

An aspis drone sacrificial warrior uses the

Aspis Drone stat block with the following changes.

- It has 1 hit point (minion).
- It does not have the aspis drone's resistance to fire damage.
- It is worth 40 xp.

It 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.

Aspis Larva

Small Beast, always unaligned

Armor Class 8

Hit Points 1 (minion)

Speed 15 ft., swim 20 ft.

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

Senses passive Perception 8

Languages -

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

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

Pheromone Communication. An aspis can communicate silently with other aspis within 120' via pheromones. This effect works around corners but not through barriers.

ACTIONS

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

ASSASSIN

Location: *Monster Manual* p343.

Hiring an Assassin. Where the Grey Brotherhood operates, assassins are always available for hire, if one has the connections required to make contact. The price depends on the difficulty of the mission, the level or Challenge Rating of the target, and whether there are any additional complications expected.

The *minimum price* for hired assassination is the level or Challenge Rating of the target times 100 gp.

The *typical price* for hired assassination is the level or Challenge Rating of the target squared times 100 gp.

The *highest typical price* for hired assassination is the level or Challenge Rating of the target squared times 1,000 gp.

Unusual circumstances might raise the price above this. For instance, if a target has a bodyguard that is significantly higher Challenge Rating than the target itself, the price may be based on the CR of that bodyguard instead of the target. In all cases, the DM makes the final decision as to the price to hire an assassin.

Once hired, the assassin will make no less than three attempts of escalating intensity before considering the contract satisfied. A target that survives three assassination attempts might have a moment to catch its breath, but this might be fleeting; after their third failed attempt, the assassin will re-negotiate things with its employer.

Part of the assassin's code is a guarantee of anonymity. An assassin is never to give up the identity of its employer, especially to the target. However, more than one assassin has broken this rule in the name of self-preservation.

Assassin Treasure. An assassin is 60% likely each to have 1d6 x 50 cp, 1d4 x 100 sp, and 1d4 x 100 gp; 25% likely to have 1d4 vials of poison of some kind; and 10% likely each to have 1d4 gems, 1d4 pieces of jewelry, and 1 random magic item.

An assassin imp is sneakier than a standard imp, and has trained to strike at the most vital areas on a creature. Assassin imps are weak in a straight fight, but very dangerous when striking from surprise.

An assassin imp is often on a specific mission, seeking to kill a designated target for a summoner or infernal higher-up. The target might be a champion of Good or Chaos, a rival devil, or even simply someone that has annoyed the imp's master. Regardless, the assassin imp cheerfully carries out its mission with aplomb, relishing the chance to commit murder.

Grintracht the Black. After apprenticing with the infamous Sinmaker for 777 years, the assassin imp Grintracht has taken up residence in Sigil as a poison-monger, offering a wide variety of unusual toxins for sale. From ingested poisons that take a year and a day to kill to insinuated toxins that deal acid as well as poison damage, Grintracht the Black has begun to build a reputation as a creative and sadistic purveyor of methods of murder. Those who seek him out are often treated to a demonstration of one or more of his newest inventions, often involving the death of one or more hapless nearby creatures. Somehow, Grintracht always manages to step away from those who might wish to shut his business down, like the Harmonium.

Assassin Imp Allies. An assassin imp usually prefers to work alone, but it might manipulate hapless mortals into helping set its victim up. Using a combination of deception, threats, and bribery, an assassin imp has no compunction about harming the innocent in order to create the best opportunity to slay its target.

Assassin Imp Treasure. An assassin imp is 20% likely to have 3d6 gp and 10% likely to have 1d3 gems.

ASSASSIN IMP

Source: *3e Fiend Folio*

Assassin Imp

Tiny Fiend (Devil), always lawful evil

Armor Class 13
Hit Points 10 (3d4+3)
Speed 20 ft., fly 40 ft.

**STR 6 (-2), DEX 17 (+3), CON 13 (+1),
INT 11 (+0), WIS 12 (+1), CHA 14 (+2)**

Skills Deception +4, Insight +3, Persuasion +4,
Stealth +5

Damage Resistances cold; bludgeoning, piercing,
and slashing that isn't magical or silver

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Infernal, Common

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

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

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

Sneak Attack (1/turn). If the imp hits a creature
with a weapon attack when it has advantage
against the creature, or if it doesn't have
disadvantage and the target has another hostile
creature within 5' of it and that creature isn't
incapacitated, the imp deal an extra 17 (5d6)
damage.

ACTIONS

Sting (Bite in Beast Form). *Melee Weapon
Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5
(1d4+3) piercing damage, and the target must
make a DC 11 Constitution save. If it fails, the
target becomes poisoned for 1 hour, and it must
repeat the save at the end of its next turn, ending
the effect on a success and falling unconscious
until the poisoned condition ends on a failure.

At the end of the hour, an affected creature
repeats the save; if it succeeds, it awakens, but if it
fails, it falls into a deep comatose state

indistinguishable from death without a successful
DC 20 Wisdom (Medicine) or DC 25 Intelligence
(Investigation) check. While in this coma, the
target does not need to eat or drink and only
breathes 1/20 as much as normal. This state lasts
for 2d4 days, after which the target awakens and
gains two levels of exhaustion. Before this, a
lesser restoration, reveille, or similar effect will
wake the target.

Inflict Wounds (3/day) (1st level spell). *Melee
Spell Attack:* +4 to hit, reach 5 ft., one creature.
Hit: 16 (3d10) necrotic damage.

Invisibility. The imp and its equipment magically
turn invisible until the imp attacks or its
concentration ends.

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

At will- *detect magic, find traps.*

3/day- *knock.*

1/day- *command.*

Shapechanger. The imp can use its action to
polymorph into a beast form that resembles a rat
(speed 20'), a raven (20', fly 60'), or a spider (20',
climb 20'), or back to its true form. Its statistics are
the same in each form, except for the speed
changes noted. Any equipment it is wearing or
carrying is subsumed into the new form. It reverts
to its true form if it dies.

Assassin Imp Expert

Tiny Fiend (Devil), always lawful evil

Armor Class 13

Hit Points 56 (16d4+16)

Speed 20 ft., fly 40 ft.

**STR 6 (-2), DEX 20 (+5), CON 13 (+1),
INT 13 (+1), WIS 15 (+2), CHA 18 (+4)**

Skills Deception +7, Insight +5, Persuasion +7,
Stealth +8

Damage Resistances cold; bludgeoning, piercing,
and slashing that isn't magical or silver

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 12

Languages Infernal, Common

Challenge 6 (2,300 xp) **Prof** +3

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

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

Sneak Attack (1/turn). If the imp hits a creature with a weapon attack when it has advantage against the creature, or if it doesn't have disadvantage and the target has another hostile creature within 5' of it and that creature isn't incapacitated, the imp deal an extra 31 (9d6) damage.

ACTIONS

Multiattack. The expert makes two Sting (or Bite) attacks.

Sting (Bite in Beast Form). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d4+5) piercing damage, and the target must make a DC 12 Constitution save. If it fails, the target becomes poisoned for 1 hour, and it must repeat the save at the end of its next turn, ending the effect on a success and falling unconscious until the poisoned condition ends on a failure.

At the end of the hour, an affected creature

repeats the save; if it succeeds, it awakens, but if it fails, it falls into a deep comatose state indistinguishable from death without a successful DC 20 Wisdom (Medicine) or DC 25 Intelligence (Investigation) check. While in this coma, the target does not need to eat or drink and only breathes 1/20 as much as normal. This state lasts for 2d4 days, after which the target awakens and gains two levels of exhaustion. Before this, a *lesser restoration*, *reveille*, or similar effect will wake the target.

Inflict Wounds (3/day) (1st level spell). *Melee Spell Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 22 (4d10) necrotic damage.

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

Spellcasting. The imp's spellcasting ability is Charisma (spell save DC 15). It can cast the following spells, requiring no material components:

At will- *detect magic*, *find traps*.

3/day- *knock*.

1/day- *command*.

Shapechanger. The imp can use its action to polymorph into a beast form that resembles a rat (speed 20'), a raven (20', fly 60'), or a spider (20', climb 20'), or back to its true form. Its statistics are the same in each form, except for the speed changes noted. Any equipment it is wearing or carrying is subsumed into the new form. It reverts to its true form if it dies.

BONUS ACTIONS

Cunning Action. The expert Dashes, Disengages, or Hides.

REACTIONS

Fade Away. When the expert becomes bloodied, it uses Invisibility.

ASSASSIN VINE

Location: *Tomb of Annihilation*.

Assassin Vine Treasure. Since an assassin vine usually stays put unless it needs to seek a new hunting ground, treasure sometimes accumulates where it lives. An assassin vine has a 10% chance each of having 1d100 cp, 1d100 cp, and 1d20 gp.

A **patch** of 2-4 assassin vines instead has a 20% chance each of having 3d10 x 10 cp, 3d6 x 10 sp, and 2d6 x 5 gp; and a 10% chance each of having 1d20 ep, 1d4 pp, 1d3 gems, and 1d4 potions (1-4) or scrolls (5-6).

ASTRAL DREADNOUGHT

Location: *Mordenkainen's Tome of Foes*.

Astral Dreadnought Treasure. An astral dreadnought doesn't collect treasure.

ATROPAL

Source: *3e Epic Level Handbook*.

An atropal is the stillborn godling that has risen spontaneously as a horrifically powerful form of undead. The atropal appears as a 12' tall fetal humanoid with its umbilical cord trailing off several feet and constantly leaking foul brown fluid. Black with afterbirth, the atropal has a wrinkled and unfinished look. Its huge head lolls about on its spindly neck, and its eyes are glassy and vacant. Stinking ichor constantly leaks from its mouth. An atropal's legs are withered, useless things that dangle beneath it. The monster always floats, rather than walking.

The Unborn Child. As the unborn child of a god, each atropal has a relationship with that god and its faith. Often hidden in the most obscure lore, references to stillbirths and miscarriages among the divine host might well be clues to the nature and provenance of an atropal.

Profoundly Unnatural. An atropal is one of the most horrifying creatures to exist, and its very existence is an affront to the natural order. Its taint leaves the region around it befouled (see Regional

Effects under An Atropal's Lair, below), usually stirring local druids, heroes, and others to investigate and drive the atropal away.

Unfortunately, an atropal's power is such that it is likely to annihilate all would-be challengers that reach it. Sometimes very unlikely alliances indeed spring up to oppose such an abomination, bringing together diverse creatures of very different interests in a coalition necessitated by the atropal's presence.

The Trapped Abortion. The trapped atropal in the Tomb of Annihilation is vastly weaker than most atropals, having been captured, experimented on, and drained by Acererak. It has but a shadow of the power of a free atropal.

Atropal Allies. An atropal is often served by many undead, sometimes even depopulating a vast area of the living. It is very rare that an atropal forms any relationship with the living that doesn't involve consuming their life forces. Even fiends are wary of an atropal's ravenous hunger for life and its inescapable death aura.

The most common minions of an atropal are those that don't need to prey on the living, since all such prey will be exterminated in an ideal situation. **Bodaks, skeletons, banshees,** and similar types are ideal.

Atropal Treasure. An atropal has a 50% chance of having treasure; some of these creatures shun it entirely. If a given atropal does collect treasure, it has 1d20+10 x 1,000 gp in assorted coins, 5d10 gems, 3d10 art objects, and a 75% chance of having 1d8+2 random magic items.

AN ATROPAL'S LAIR

An atropal lairs in places rank with death, such as a bog notorious for the sacrifices cast within it, a necropolis, or a city plagued with the undead.

Regional Effects. The area within about 10 miles of an atropal's lair becomes tainted with death in one or more of these ways.

- The smell of death permeates the area.
- The half-rotten corpses of native animals become so common in the area as to be

ubiquitous.

- Within the area, the Sun is always hidden behind a thick overcast, and even the brightest time of day is only dimly lit.

Atropal

Large Undead (Abomination), usually lawful evil

Armor Class 12

Hit Points 610 (60d10+300)

Speed fly 90 ft.

**STR 25 (+7), DEX 15 (+2), CON 20 (+5),
INT 21 (+5), WIS 20 (+5), CHA 25 (+7)**

Saving Throws Str +14, Dex +9, Int +12,
Wis +12, Cha +14

Skills Arcana +12

Damage Resistances cold, fire

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

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

Senses darkvision 120 ft., true sight 120 ft.,
passive Perception 15

Languages Abyssal, Common, Infernal;
telepathy 120 ft.

Challenge 24 (62,000 xp) **Prof** +7

Death Aura. The atropal sheds an aura of death in a 30' radius around it. Any undead creature (including the atropal itself) that starts its turn in the aura regains 20 hit points, and any living creature that starts its turn in the aura takes 20 necrotic damage.

In addition, any undead creature in the aura has advantage on saving throws against effects that turn undead, and living creatures in the aura have disadvantage on death saves.

Finally, an undead creature that enters the aura becomes free-willed if it is controlled by a living creature and considers the atropal its ally and leader.

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

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

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

ACTIONS

Multiattack. The atropal makes two Touch attacks. It can substitute an Eye Ray for one of these attacks.

Touch. Melee Spell Attack: +14 to hit, reach 10 ft., one target. *Hit:* 22 (5d8) necrotic damage, and the target must succeed on a DC 22 Constitution save or gain 2 levels of exhaustion.

Eye Ray. Ranged Spell Attack: +14 to hit, range 240 ft., one target. *Hit:* 55 (10d10) necrotic damage, and the target must succeed on a DC 22 Constitution save or its hit point maximum is reduced by an amount equal to the damage dealt.

Freezing Blast (5th level spell). Each creature in a 60' cone extending from the atropal must make a DC 22 Con save, taking 36 (8d8) cold damage on a failure or half that on a success.

Finger of Death (recharge 5-6) (7th level spell). One creature the atropal can see within 60' must make a DC 22 Con save, suffering 61 (7d8+30) necrotic damage on a failed save, or half as much on a success. A humanoid killed by this damage rises as a zombie under the atropal's turn at the start of the atropal's next turn.

Spellcasting. The atropal's spellcasting ability is Charisma (spell attack bonus +14, save DC 22). It can cast the following spells, requiring no material components:

At Will- *animate dead* (as an action), *dispel magic* (6th level slot), *fear*, *invisibility*, *plane shift*.

BONUS ACTIONS

Death's Advance. Each dying creature within 30'

of the atropal fails a death save.

LEGENDARY ACTIONS.

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

- **Animate.** The atropal casts *animate dead*.
- **Death's Advance.** Each dying creature within 30' of the atropal fails a death save.
- **Dissolution.** One creature the atropal can see that is poisoned or has at least one level of exhaustion must make a DC 22 Wis save or fall prone and drop everything it is holding. (A readied shield isn't dropped.)
- **Summon Undead (recharges after a short or long rest) (costs 3 actions).** The atropal summons one undead of CR 22 or below, two undead of CR 19 or below, four undead of CR 16 or below, eight undead of CR 12 or below, or sixteen undead of CR 6 or below. It can choose the number and type of undead summoned. Each undead appears in an unoccupied space within 120 ft. of the atropal. The undead remain for 1 hour.

LAIR ACTIONS

On initiative count 20 (losing ties), the atropal takes a lair action to cause one of the following effects.

- A corpse or feature within 90' of the atropal bursts, releasing a 10' radius cloud of noxious gas centered on it. Each living creature in the cloud must make a DC 15 Con save or be poisoned until the end of its next turn.
- A fence of bones erupts from the ground or a nearby feature, forming an 8' high, 5' thick jagged wall of bone up to 20' long.

The wall can have one 90 degree angle in it. The wall is AC 15 and has 30 hp per 5' section. A creature pushed into the wall takes 1d6 piercing damage.

- A pustulent substance drips on or sprays a creature of the atropal's choice within 90' of it. The target must make a DC 15 Dex save, taking 2d6 acid damage and being blinded until the end of its next turn on a failure.

AUROCHS

Location: *Volo's Guide to Monsters*.

Purchasing an Aurochs. Where available, an aurochs can be purchased for around 60 gp. Both the meat and milk of aurochs are valuable commodities.

Aurochs Treasure. An aurochs collects no treasure.

AURUMACH

Source: *2e Planescape Monstrous Compendium*.

Aurumachs are the racial leaders of the **rilmani**. Powerfully-muscled, golden-skinned humanoids as big as ogres, aurumachs are hairless, smooth-skinned, and beautiful. The eyes of an aurumach are too bright to look at directly. An aura of calm surrounds them, putting most other creatures at ease around them.

Other rilmani sometimes resent aurumachs, for the aurumachs have no reservations about using their lesser kin as expendable pawns in great schemes designed to promote the balance in the multiverse. The aurumachs can prevent other creatures from reading their mind, and are able to mask their plans even from the gods themselves.

Aurumachs leave the Outlands only to deal with the gravest of threats to the balance of the multiverse. When they do so, they might travel to any plane, usually in disguise, and they usually try to rouse others to serve as a balancing act against the threat.

Aurumach Allies. An aurumach is likely to utilize other **rilmani** as agents when they are available, but failing that, they employ any type of

mercenary or adventurer suited to the task at hand. Sometimes these are allies of convenience, such as hired **yugoloths** or mortals, but sometimes they are creatures that also believe in the importance of the balance, including **archdruids** and **druids**. No matter what allies it works with, the aurumach treats them with ruthless expediency.

Aurumach Challenge Rating. Assume the aurumach has its armor, and that its Subvert legendary action adds 45 to the amount of damage it deals per round. Assume its Golden Aura trait damages two creatures per round, and increases its effective AC by 2.

Aurumach Treasure. An aurumach is 75% likely each to have 3d10 gems and 2d10 pieces of jewelry, and has a 50% chance each to have 1d10 potions and 1d6 scrolls, and a 40% chance to have 1d4 random magic items.

On the exceedingly rare occasions when more than one aurumach work together, each has its own individual treasure.

Aurumach

Large Humanoid (Rilmani), always neutral

Armor Class 14 or 20 (with armor)

Hit Points 152 (16d10+64)

Speed 50 ft.

**STR 23 (+6), DEX 19 (+4), CON 18 (+4),
INT 23 (+6), WIS 24 (+7), CHA 26 (+8)**

Saving Throws Str +13, Dex +11, Con +14, Cha +15

Skills Insight +14, Perception +14, Persuasion +15

Damage Resistances acid, thunder

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

Condition Immunities charmed, frightened

Senses truesight 120 ft., passive Perception 24

Languages speaks all languages

Challenge 22 (41,000 xp) **Prof** +7

Golden Aura. An aurumach is surrounded by an

aura that sheds bright golden light in a 15' radius and dim light in a 30' radius. When a creature enters the bright light for the first time on a turn, the aurumach can choose to deal 13 (2d12) points of cold, fire, lightning, radiant, or necrotic damage to it.

Ranged attacks originating from outside the bright light automatically miss the aurumach, and spells of 4th or lower level cast by creatures other than the aurumach don't take effect in the aura.

Inscrutable. The aurumach is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain the aurumach's intentions or sincerity have disadvantage.

Legendary Resistance (3/day). If the aurumach fails a save, it can choose to succeed instead.

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

ACTIONS

Multiattack. The aurumach makes two attacks with its Halberd.

Halberd. Melee Weapon Attack: +11 to hit, reach 15 ft., one target. *Hit:* 17 (2d10+6) slashing damage plus 7 (2d6) psychic damage.

Cone of Cold (7th level spell) (recharge 4-6). The argenach creates a blast of cold air in a 60' cone. Each creature in the cone must make a DC 22 Con save, taking 45 (10d8) cold damage on a failure or half that on a success.

Spellcasting. The aurumach is an 18th level caster. Its spellcasting ability is Wisdom (save DC 22, spell attack +14). It can cast the following spells, requiring no material components:

At will- *charm person, detect magic, detect thoughts, dispel magic, magic circle, slow*
3/day- *banishment, fly, hallucinatory terrain,*

major image, polymorph, regenerate, teleport.

BONUS ACTIONS

Healing Touch (2/day). The aurumach touches a creature within 5', restoring 75 hit points to it, and ending all diseases and the blinded, deafened, paralyzed, and poisoned condition on it.

REACTIONS

Feather Fall (1st level spell). When the aurumach falls at least 5', its rate of falling slows to 60' per round, and when it hits the ground, it lands on its feet and takes no falling damage.

LEGENDARY ACTIONS

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

- **Cast a Spell (costs 2 actions).** The aurumach casts a spell.
- **Rebalance (costs 3 actions).** One creature the aurumach can see within 30' must make a DC 22 Wisdom save. If it fails, the aurumach and the target switch hit point totals.
- **Subvert.** As long as it isn't concentrating on a spell or effect, the aurumach chooses one creature it can see within 60'. That creature must succeed on a DC 22 Wis save or use its reaction to make one melee weapon attack against a target of the aurumach's choice. A creature that can't be charmed is immune to this effect, and the aurumach can't make the creature target itself.
- **Summon Armaments.** The aurumach summons its armor and weapons, which appear on its body properly equipped and ready for use.

AURUMVORAX

Source: S3 (*Expedition to the Barrier Peaks*).

This strange creature is also known as a golden gorger. It is a small, feral creature that superficially resembles a golden-coated, eight-legged wolverine. An aurumvorax is extremely vicious and territorial, attacking anything that lives within a mile or more of its lair and rapaciously devastating the local ecosystem. An aurumvorax is also sometimes called a golden gorger.

An aurumvorax is about 3' long, but weighs nearly 400 lbs. It has shiny golden fur and razor-sharp, copper-colored claws. Its eyes are silver with golden pupils. The whiskers on its face are bronze in color.

Gold Eaters. An aurumvorax will gorge itself on flesh, but it also needs gold to maintain its health, luster and strength. Because of this, dwarves find aurumvorax to be amongst the most hateful creatures possible to find in a mine, and will sometimes pay handsomely for the creature's death or removal. Aurumvorax lairs are usually devoid of metallic treasure.

Attempts at Domestication. Many creatures, especially gnomes, have tried- and failed- to domesticate an aurumvorax. At best, the creature can be contained for a time, but even then, its ability to chew up gold often proves sufficient for it to escape whatever cage it is kept in. Once it has escaped, an aurumvorax is almost certain to be in an extreme rage, with its foul temper provoked to the maximum by its imprisonment.

Nonetheless, on very rare occasions, an aurumvorax cub can be found for sale for a price of 10,000 gp or more. Such a purchase is ill-advised.

From Another World. Aurumvoraxes are actually creatures of another world that originally arrived in a section of a crashed space ship and later escaped into the wild, spreading over great distances as foolish people captured handsome specimens and exhibited them in far-off lands.

Aurumvorax Challenge Rating. Because its claws have advantage on attacks against a grappled target, increase its effective attack bonus

by 4 when assessing an aurumvorax's Challenge Rating.

Aurumvorax Treasure. Aurumvorax never have precious metals as treasure, devouring it greedily instead. There is a 5% chance each that an aurumvorax lair will have 1 magic weapon and 1 piece of magic armor in it. Such items are almost always possessed of a minor trait that makes them extremely durable; otherwise, it would surely be destroyed by the aurumvorax's incessant gnawing in short order.

Aurumvorax

Small Beast, always unaligned

Armor Class 18 (natural armor)

Hit Points 105 (14d6+56)

Speed 30 ft.

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

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

Skills Perception +4

Damage Resistances bludgeoning, fire

Senses Darkvision 60 ft., passive Perception 14

Languages -

Challenge 7 (2,900 xp)

Prof +3

ACTIONS

Multiattack. The aurumvorax attacks once with its bite and once with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4) piercing damage, and if the target is Large or smaller, it is grappled (escape DC 15). The aurumvorax can grapple only one creature at a time.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 24 (8d4+4) slashing damage.

If the aurumvorax is grappling the target, it gains advantage on this attack.

BONUS ACTIONS

Yank. The aurumvorax makes a Shove attack against a creature it has grappled.

REACTIONS

Cussed Toughness. When the aurumvorax becomes bloodied, it gains 14 temporary hit points.

Aurumvorax Gorgor

An aurumvorax gorgor is an older, meaner, and tougher aurumvorax. It uses the Aurumvorax stat block with the following changes.

- It has 150 hit points (20d6+80 Hit Dice).
- Its Strength score is 20 (+5).
- Its save bonuses are Dex +6, Wis +5, and Cha +3.
- Its Bite is +9 to hit and deals 8 (1d6+5) piercing damage. The escape DC for its grapple is 17.
- Its Claws are +9 to hit and deal 33 (8d6+5) slashing damage.
- Its Cussed Toughness reaction gives it 25 temporary hit points.
- Its Challenge Rating is 9 (5,000 xp).
- Its proficiency bonus is +4.

Aurumvorax Snapper

An aurumvorax snapper uses the Aurumvorax stat block with the following changes.

- It has 1 hit point (minion).
- It has no damage resistances.
- It does not have the aurumvorax's Cussed Toughness reaction.
- It is worth 540 xp (minion).

It has the following additional Reaction option.

- **Resilience.** When the aurumvorax snapper takes damage, it makes a Con save with a DC of 10 + the damage. It succeeds, it

instead takes no damage.

It 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.

AUTOGNOME

Source: *2e Spelljammer Monstrous Compendium Appendix*

An autognome is a mechanical gnome created through a combination of clockwork and magic. It resembles a rosy-cheeked gnome, though nobody could ever mistake one for a real gnome. Its face is painted, its gait is stiff and clanking, its every move is accompanied by whistling, wheezing, whirring, and buzzing sounds. Its arms swing out of rhythm. Created to aid gnomekind in exploring and prospecting, autognomes are also used to carry out rescue missions and to aid in the defense of gnomish communities.

Many autognomes are under the control of their creators. However, many others have gone rogue, wandering the world and pursuing their own odd agendas, having forgotten their original instructions.

Programmed Directives. Upon its construction, each autognome is instilled with three prime directives. The first, and most important, is to defend gnomes under attack by non-gnomes. The second is to defend itself against attack. The final directive is to defend babies and children from harm. Though this last arose from good intentions, it neglects to specify races, so an autognome will often defend young monsters being attacked by non-gnomish adventurers. Even rogue autognomes usually keep these three directives, but on rare occasions, an autognome that survives severe damage might lose one or more of them. Such an autognome might end up in a confused state where it misunderstands or even reverses its prime directives. An autognome that has gone bad like this is a terrible threat to gnomes and younglings of all types, and gnomes aware of

its condition will move heaven and earth to repair it, or if they can't, destroy it before it causes any more harm.

Complex Memories. Although autognomes are not that intelligent, they can hold up to 100 sets of orders in memory at once, including what to do in certain circumstances, what minerals or types of soil to sample or collect, etc. However, a rogue autognome has often lost its memories or had them corrupted, and might be in one of the following states (roll 1d8):

1. The autognome believes itself to be a real gnome and tries to live a normal life, including eating, sleeping, etc.
2. The autognome accepts new orders from anyone that it meets.
3. The autognome accepts new orders from anyone, but does the opposite of what it is told.
4. The autognome attacks all living creatures on sight.
5. The autognome is convinced that it is a powerful entity such as an archdevil, a deity, a demon prince, or an animal lord, and it demands that other creatures acknowledge it as such.
6. The autognome believes it is a great performer of some kind, and it seeks an audience.
7. The autognome is in a state of philosophical crisis and demands that any creatures it meets engage in long, elaborate conversations with it about its ennui.
8. The autognome believes that every living being it encounters is a child and treats them accordingly.

Narrow Logic. An autognome's thoughts are inflexible and overly literal. It doesn't understand sarcasm or tone, figures of speech are lost on it, and it lacks an understanding of idioms. If it is told to bring back rock samples and it encounters a human named Rok, it might well try to "sample" him.

Autognome Allies. Because of the autognome's tendency to malfunction, as well as its directive to protect children, an autognome can

be found with a wide variety of creatures. Most commonly, it might work alongside gnomes, especially explorers and **scouts**, but it can also be found with almost anything else if its programming goes sufficiently awry- especially with children or babies.

Autognome Treasure. An autognome rarely collects treasure for itself, but might be ordered to do so by its masters. If one or more autognomes are found in a lair, there is a 25% chance each that the lair contains 1d6 x 100 gp in coins, 1d8 gems, and 1 random magic item.

Autognome

Small Construct, often neutral good

Armor Class 18 (natural armor)

Hit Points 39 (6d6+18)

Speed 20 ft., fly 20 ft., swim 15 ft., burrow 15 ft.

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

Damage Resistances cold, fire, lightning, thunder

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 11

Languages Gnomish, Common

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

Immutable Form. The autognome is immune to any effect that would change its form.

Malfunction. If the autognome suffers a critical hit, it also suffers a malfunction. In addition, each time it suffers damage while bloodied and each time it rolls a natural 1 on an attack, it must succeed on a DC 10 Con save or suffer a malfunction. If the autognome malfunctions, roll on the following chart to see what happens.

D12 Roll	Result
1-2	The autognome goes rogue (if already rogue, it shuts down for 1d10

hours instead).

3	The autognome attacks itself on its next turn.
4-5	Random limb or head falls off.
6-7	Random limb or head falls off; autognome uses next action to reattach it.
8-9	The autognome attempts to sample a random nearby creature.
10	The autognome shuts down for 1d10 hours.
11	The autognome explodes; each creature within 20' must make a DC 13 Dex save, suffering 16 (3d10) slashing damage on a failure or half that on a success.
12	The autognome's orders change. Roll 1d6: 1- Self destruct in 1d4 rounds unless doused with water; 2- Autognome gives a report of its recent activities to nearest creature; 3- Autognome asks to record report, remaining stationary until the nearest creature starts and then stops talking; 4- Autognome begins talking backward; 5- Autognome recognizes the nearest creature as a baby; 6- Autognome recognizes the nearest creature as a gnome and follows it around.

ACTIONS

Multiattack. The autognome uses Slam twice.

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10+2) bludgeoning damage.

Sample. The autognome's soil sampler emerges from its chest. It either takes a sample of the soil near it, or (only if malfunctioning) makes the following attack against a creature nearby. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 8 (1d12+2) piercing damage.

Autognome Combat Model

Small Construct, often neutral good

Armor Class 20 (natural armor)
Hit Points 65 (10d6+30)
Speed 20 ft., fly 20 ft., swim 15 ft., burrow 15 ft.

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

Damage Resistances cold, fire, lightning, thunder

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 11

Languages Gnomish, Common

Challenge 4 (1,100 xp)

Immutable Form. The autognome is immune to any effect that would change its form.

Malfunction. If the autognome suffers a critical hit, it also suffers a malfunction. In addition, each time it suffers damage while bloodied and each time it rolls a natural 1 on an attack, it must succeed on a DC 10 Con save or suffer a malfunction. If the autognome malfunctions, roll on the following chart to see what happens.

D12 Roll	Result
1-2	The autognome goes rogue (if already rogue, it shuts down for 1d10 hours instead).
3	The autognome attacks itself on its next turn.
4-5	Random limb or head falls off.
6-7	Random limb or head falls off; autognome uses next action to reattach it.
8-9	The autognome attempts to sample a random nearby creature.
10	The autognome shuts down for 1d10 hours.
11	The autognome explodes; each creature within 20' must make a DC 13 Dex save, suffering 16 (3d10) slashing damage on a failure or half that on a success.
12	The autognome's orders change. Roll

1d6: 1- Self destruct in 1d4 rounds unless doused with water; 2- Autognome gives a report of its recent activities to nearest creature; 3- Autognome asks to record report, remaining stationary until the nearest creature starts and then stops talking; 4- Autognome begins talking backward; 5- Autognome recognizes the nearest creature as a baby; 6- Autognome recognizes the nearest creature as a gnome and follows it around.

ACTIONS

Multiattack. The autognome makes two slam attacks.

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

Electric Bolt (recharge 5-6). The autognome unleashes a bolt of lightning 5' wide and 50' long from its chest. Each creature in the bolt must make a DC 10 Dex save, suffering 21 (6d6) lightning damage on a failure or half that on a success.

AUTUMN ELADRIN

Location: *Mordenkainen's Tome of Foes* p195.

Autumn Eladrin Treasure: An autumn eladrin has a 25% chance each of having 1d6 x 100 sp, 1d6 x 100 ep, and 1d4 pieces of jewelry. It also has a 10% chance of having a random magic item.

AUTUMN PEOPLE

Source: Homebrew (inspired by *Something Wicked This Way Comes*, by Ray Bradbury)

The autumn people are a manifestation of the End of Times, both reflecting it (to the degree that it has arrived) and working to ensure that it comes to pass. They are a reflection of decay, both moral and physical. Autumn people look like normal humans, but are always pale and wan-looking, as if their normal skin tone had been washed out. They tend to sleep through much of the day and are active late into the night.

Promoters of Dissolution. Autumn people are driven to push other creatures into careless decadence and ennui. They use drugs and other pleasures of the flesh to seduce humanoids away from their homes, then capture them and subject them to terrible torments. Sometimes autumn people will even offer humanoids as sacrifices to fiends or local monsters, forging alliances with such creatures to further push their agenda.

Travelers. Autumn people rarely settle in one place for long, since their activities tend to inflame local populations of other humanoids to drive them away. Many autumn people therefore adopt a lifestyle that embraces travel- perhaps as a carnival, merchant caravan, party of explorers, or a faux diplomatic journey. Such a group might take on other types of creatures as temporary hires, but such creatures inevitably become more victims for the autumn folks' need to promote dissolution.

Hide in Plain Sight. Because they are so nearly indistinguishable from humans, autumn people can often hide among humans, dwelling in secret and keeping their sinister activities close to the vest. It is rare for such an autumn person to remain hidden for long, since its irresistible need for decadence usually comes out at some point. While some autumn people manage to play this off by taking the role of a town drunk or local addict, most are soon exposed as the villains they are.

Autumn Person Witch Challenge Rating. Assume that the witch's *shield* ability adds 2 to its AC (since it's only likely to be in effect for one round). Assume she uses Witch's Lightning twice.

Autumn People Treasure. An autumn person usually carries 2d10 sp and 1d6 gp.

The lair of a group of 10 to 20 autumn people also has a 35% chance each to have 2d10 x 100 cp,

2d6 x 100 sp, 2d10 x 50 gp, and 1d10 gems. It also has a 20% chance each to have 1d6 x 10 ep, 1d4 potions, and 1d4 scrolls. Finally, it has a 10% chance to have 1 random magic item.

The lair of a group of 21 to 50 autumn people instead has a 50% chance each to have 1d6 x 500 cp, 1d10 x 250 sp, 3d6 x 100 gp, and 2d8 gems. It also has a 30% chance each to have 1d12 x 25 ep, 1d6 potions, and 1d6 scrolls. Finally, it has a 25% chance to have 1d3 random magic items.

The lair of a group of 51 to 150 autumn people instead has a 65% chance each to have 1d6 x 1,000 cp, sp, and gp, and 2d12 gems. It also has a 35% chance each to have 1d12 x100 ep, 3d10 pp, 2d6 potions, and 2d6 scrolls. Finally, it has a 25% chance to have 1d6+1 random magic items.

The lair of a group of 151 or more autumn people instead has a 75% chance each to have 2d6 x 1,000 cp, sp, and gp, and 4d10 gems. It also has a 45% chance each to have 1d4 x1,000 ep, 2d6 x 20 pp, 2d6+3 potions, and 2d6+3 scrolls. Finally, it has a 35% chance to have 1d6+1 random magic items.

AUTUMN PEOPLE PCS

The problem with autumn people pcs is not the power level of the race, it is the innate tendency to dissolution and their inborn connection to moral decay and corruption. Autumn people are thus suitable for inclusion only in darker groups or those with a suitably flexible moral stance.

Another issue is their Corrupting Influence trait. Though usually easy to overcome, at times it might prove very inconvenient to an adventuring party.

Low Level (4+): An autumn person's Power of Decay trait gives it a significant damage boost, but it has few other exceptional traits. It is thus suitable for use with pcs who have had an opportunity to gain their first feat.

AUTUMN PEOPLE TRAITS

Autumn people pcs have the following racial traits.

Ability Score Adjustments. Your Charisma

increases by 2.

Corrupting Influence. When a creature within 60' of you regains hit points, it regains only half the normal amount. (A creature can only be affected by this ability once each time it regains hit points.) Autumn people are immune to this trait.

Power of Decay. When you hit with a melee weapon attack, you deal an extra 5 (1d10) necrotic damage.

Age. An autumn person's lifespan is shorter than that of a human. An autumn person is mature by about 12, old by about 28, and usually dies before the age of 40.

Size. An autumn person is Medium, and is typically about the height and weight of a human.

Languages. You speak Common and one other language of your choice.

SUBRACES: An autumn person's "subrace" is more of an indication as to what path they followed through autumn person culture in their youth. Choose one from the following:

The Cruel

Your passage to adulthood taught you to be cruel and mean. You have the following additional racial traits.

- Increase your Strength and Constitution scores each by 1.
- You gain proficiency in Intimidation.

The Deceptive

You learned well to flatter, mislead, and deceive in order both to protect yourself and to get what you want or need. You have the following additional racial traits.

- Increase your Charisma score by an additional point (total increase of 3).
- Increase your Wisdom score by 1.
- You gain proficiency in Deception.

The Swift

The best way to avoid trouble amongst the autumn people is to be able to get away from it. You have the following additional racial traits.

- Increase your Dexterity score by 1.
- Your base speed increases by 10'.

Autumn Person

Medium Humanoid, often chaotic evil

Armor Class 13 (studded leather armor)

Hit Points 16 (3d8+3)

Speed 30 ft.

**STR 13 (+1), DEX 13 (+1), CON 13 (+1),
INT 10 (+0), WIS 12 (+1), CHA 15 (+2)**

Skills Stealth +3

Senses darkvision 60 ft., passive Perception 11

Languages Common

Challenge ½ (100 xp)

Prof +2

Corrupting Influence. When a creature within 60' of the autumn person regains hit points, it regains only half the normal amount. (A creature can only be affected by this ability once each time it regains hit points.)

Autumn people are immune to this trait.

Power of Decay. When the autumn person hits with a melee weapon attack, it deals an extra 5 (1d10) necrotic damage (included below).

ACTIONS

Short Sword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6+1) piercing damage plus 5 (1d10) necrotic damage.

Autumn Person Spy

Medium Humanoid, often chaotic evil

Armor Class 15 (studded leather armor)

Hit Points 49 (9d8+9)
Speed 30 ft.

**STR 13 (+1), DEX 17 (+3), CON 13 (+1),
INT 10 (+0), WIS 12 (+1), CHA 16 (+3)**

Skills Deception +5, Stealth +5
Senses darkvision 60 ft., passive Perception 11
Languages Common
Challenge 3 (700 xp) **Prof** +2

Corrupting Influence. When a creature within 60' of the autumn person regains hit points, it regains only half the normal amount. (A creature can only be affected by this ability once each time it regains hit points.)

Autumn people are immune to this trait.

Power of Decay. When the autumn person hits with a melee weapon attack, it deals an extra 5 (1d10) necrotic damage (included below).

Sneak Attack (1/turn). When the autumn person hits with an attack and it has advantage, or if an ally of the autumn person is within 5' of the target and the autumn person doesn't have disadvantage, the attack deals an extra 17 (5d6) damage.

ACTIONS

Multiattack. The spy makes two attacks with its short sword.

Short Sword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) piercing damage plus 5 (1d10) necrotic damage.

Invisibility. The autumn person magically becomes invisible until the end of its next turn or until it attacks or casts a spell.

Autumn Person Witch

Medium Humanoid, often chaotic evil

Armor Class 15 (mage armor)

Hit Points 60 (11d8+11)
Speed 30 ft.

**STR 10 (+0), DEX 14 (+2), CON 13 (+1),
INT 16 (+3), WIS 13 (+1), CHA 13 (+1)**

Skills Arcana +6, Stealth +5
Senses darkvision 60 ft., passive Perception 11
Languages Common
Challenge 3 (700 xp)

Corrupting Influence. When a creature within 60' of the autumn person regains hit points, it regains only half the normal amount. (A creature can only be affected by this ability once each time it regains hit points.)

Autumn people are immune to this trait.

Power of Decay. When the autumn person hits with a melee weapon attack, it deals an extra 5 (1d10) necrotic damage (included below).

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4+2) piercing damage, plus 5 (1d10) necrotic damage if it's a melee attack.

Witch's Lightning (3rd level spell) (recharge 4-6). The witch creates a stroke of lightning in a 5' wide, 50' long line extending from the witch's hand. Each creature in the line must make a DC 14 Dex save, suffering 28 (8d6) lightning damage on a failure or half that on a success. A creature that fails its save by 5 also falls prone and slides up to 20' to a space of the witch's choice.

Spellcasting. The witch is a 6th level spellcaster. Its spellcasting ability is Intelligence (save DC 14, +6 to hit with spell attacks). It can cast the following spells:

At will- *mage hand, prestidigitation, ray of frost, shocking grasp.*

2/day- *fog cloud, invisibility, levitate, mage hand.*

1/day- *dispel magic, mage armor.*

REACTIONS

Shield (1st level spell) (recharge 5-6). When the witch would be hit by an attack or take damage from *magic missiles*, it gains a +5 bonus to AC and immunity to *magic missiles* until the end of its next turn.

AVARISA

Source: Homebrew

Avarisa are one of the major races of the airways. An avarisa appears as a thin, willowy humanoid about six and a half feet tall. It has feathers rather than hair, with thin flaps of skin that run along their arms, sides, and legs, like half-formed glider wings. Avarisa often supplement their natural levitation ability with sails or wings of cloth, allowing them to fly artificially by riding the winds.

Naturally able to levitate, avarisa are never in danger of falling. Even antimagic effects won't pry them from the air. However, they need vessels to travel great distances, for otherwise, the winds carry them far off course when they rest. Avarisa usually create large airships the size of a small village, where scores or even a few hundred congregate. When together in such numbers, they usually scheme against each other more than they do against other creatures.

Petty Schemers. Avarisa are almost all self-absorbed and have a racial tendency to narcissism that astounds most creatures. While an avarisa might have a moment of apparent selflessness, it's usually less out of kindness and more out of impulsiveness. Avarisa will concoct schemes designed to one-up other creatures in the pettiest ways, but will also take offense at the most meager slight.

Avarisa Communities. Though avarisa form communities that travel on the wind, these communities are anarchic affairs with constantly shifting poles of influence as one avarisa eclipses its fellows for a time. An avarisa community is

usually made of skystone or wood from flying plants, for avarisa don't usually have the skills required to manipulate cloud matter or more esoteric materials. Thus, small moons, flying towers or fortresses, or large airships are the most likely sort of home for avarisa to choose.

A group of 2-8 avarisa is known as a **wing**. A group of 9-20 is called a **flock**, while a group of 21-100 is known as a **cloud**. An avarisa community numbering more than 100 is typically called either a **front** or a **storm** of avarisa.

Avarisa Wings: An avarisa wearing cloth wings gains a flying speed of 20'.

Avarisa Pets. Avarisa like to capture and try to tame dangerous flying monsters that reach sufficient altitudes, especially **griffons**, **wyverns**, weak **dragons**, and **giant eagles**. This often goes awry, with the avarisa overestimating just how tame their "pets" are.

Avarisa also sometimes associate with **air elementals**, **aerial servants**, or **wind walkers**. They find most other elemental creatures to be either boring or dreadful, but a major exception is **djinn**, who the avarisa usually like more than the djinn like them in return. A djinni seems to view the avarisa's levitation ability with some amusement, although the avarisa can't quite figure out what the djinni sees as funny.

Secrets of the Air. The avarisa, as a major aerial race and one uniquely qualified to explore ever further upward, have reached rarefied heights that most other races can only dream of. They have learned many secrets about the air, and a learned avarisa explorer might be able to predict long term weather patterns years in advance, describe amazing airborne life forms known to very few even among the flying folk, and locate hidden creatures, locales, and phenomena in the air.

Avarisa know that the aerial realms continue to change the higher one goes, and are privy to many secrets of the Sun and the stars. In contrast, they know almost nothing about the ground and creatures that dwell on land or in the sea, finding them as mysterious and strange as deep sea creatures are to most humans.

Avarisa legends claim that they have sent explorers to the Sun and even to the top of the sky

itself.

The Sky City of Avarisina. Probably the best known community of avarisa, and one of the longest-lasting ones, is the city of Avarisina, which is made of a combination of skystone and cloud matter, thanks to the assistance of the city's High Mage, Manjess, a mysterious non-avarisa figure.

Avarisina is a place of beautiful but delicate architecture. Almost 200 avarisa dwell there on average, with different individuals and small groups constantly joining and leaving. The city is kept together largely by interest in the works of a commune of artists who produce stunning works of art in various media. Because of this, Avarisina has grown an unusual number of merchants and purveyors of various goods and services, and is known as a haven for travelers among the aerial folk.

Avarisina follows a regular path that sees it travel a great rough oval with a north-south diameter of around 15,000 miles and an east-west diameter of around 9,000 miles. The city makes one circuit about every nine months, so those familiar with it can predict its location to a sufficient extent to intercept it.

Avarisa Treasure. A single avarisa usually carries 3d6 sp and 1d10 gp.

The lair of a group of four to ten avarisa is additionally 40% likely each to contain 1d6 x 100 sp and gp; and 20% likely to contain 1d4 potions (1-4) or scrolls (5-6).

The lair of 11 to 30 avarisa instead has a 50% chance each to contain 1d10 x 1,000 sp and 2d6 x 250 gp; a 20% chance each to contain 1d12 x 50 ep, 1d6 potions, and 1d4 scrolls; and a 10% chance each of having 1d4 pieces of jewelry and 1 random magic item.

The lair of 31 to 100 avarisa instead has a 65% chance each to contain 2d8 x 1,000 sp and 2d10 x 500 gp; a 30% chance each to contain 2d10 x 100 ep, 2d4 potions, and 1d6 scrolls; and a 20% chance each of having 1d8 pieces of jewelry and 1d4

random magic items.

Avarisa

Medium Humanoid, often chaotic neutral

Armor Class 13 (leather)

Hit Points 36 (8d8)

Speed 30 ft.

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

Condition Immunities prone

Senses passive Perception 11

Languages Avarisa, Auran

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

Keen Senses. The avarisa has advantage on sight-based Wisdom (Perception) checks.

ACTIONS

Multiattack. The avarisa attacks twice with its greatsword or longbow.

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

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8+2) piercing damage.

Gale Strike. The avarisa makes one greatsword attack. If it hits, the target must succeed on a DC 12 Strength save or be pushed 20' directly away from the avarisa by a sudden mighty gust of wind.

BONUS ACTIONS

Paragon Levitation. The avarisa ascends or descends up to 30', but not below one mile in elevation.

The avarisa naturally levitates, and this effect can't be canceled or ended by any spell or effect short of divine intervention.

If the avarisa starts its turn less than one mile above the ground, it ascends 1,000' per round until it reaches a height of no less than one mile, and it can't descend during this time. If the avarisa hits a ceiling or other surface while levitating in such a fashion, both the avarisa and the surface suffer 35 (10d6) points of bludgeoning damage.

Avarisa Cloud Archer

The avarisa cloud archer uses the Avarisa stat block with the following changes.

- Its Multiattack action allows it to attack twice with its Greatsword or three times with its Longbow.
- It lacks the Gale Strike action option.

Avarisa Fledgling

The avarisa fledgling uses the avarisa stat block with the following changes.

- It has 1 hit point (minion).
- It is worth 40 xp.

It 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.

Avarisa Frost Caster

The avarisa frost caster uses the avarisa stat block with the following changes.

- It has 58 hit points (13d8 Hit Dice).

- Its Intelligence is 15 (+2).
- It has Arcana +4 as a trained skill.
- It is immune to cold.

It has the following additional Action options.

- **Ray of Frost (cantrip).** *Ranged Spell*
Attack: +4 to hit, range 90', one target. *Hit:* 13 (3d8) cold damage, and until the end of its next turn, the target's speed is reduced by 10'.
- **Chilling Gale (recharge 6).** The avarisa creates a swirling gale of freezing winds in a 50' radius sphere centered on a point it can see within 200'. The gale lasts as long as the avarisa concentrates on it, up to 10 minutes. A creature that starts its turn in the gale takes 16 (3d10) cold damage and must make a DC 12 Str save or the avarisa slides it up to 20'.
- **Freezing Blast (1/day).** The avarisa creates a blast of freezing cold in a 30' cone. Each creature in the cone must make a DC 12 Con save, taking 17 (5d6) cold damage on a failure or half that on a success. A creature that fails its save also has disadvantage on attacks until the start of the avarisa's next turn. A creature that fails the save by 5 or more also has its speed reduced to 0 until the start of the avarisa's next turn.

Avarisa Skylord

Medium Humanoid, often chaotic neutral

Armor Class 15 (leather)
Hit Points 54 (12d8)

Speed 30 ft., fly 30 ft. (with avarisa wings)

**STR 14 (+2), DEX 18 (+4), CON 11 (+0),
INT 10 (+0), WIS 12 (+1), CHA 16 (+3)**

Condition Immunities prone

Senses passive Perception 11

Languages Avarisa, Auran

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

Keen Senses. The avarisa has advantage on sight-based Wisdom (Perception) checks.

Lord of the Skies. Winds constantly blow in a 50' radius sphere centered on the skylord, dispersing fog, mist, gas, and smoke in a single round. At the start of the skylord's turn, each creature within the sphere must make a DC 12 Strength save. On a failure, the avarisa can slide it up to 10'.

ACTIONS

Multiattack. The avarisa attacks three times with its greatsword or longbow.

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

Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8+2) piercing damage.

Gale Strike. The avarisa makes one greatsword attack. If it hits, the target must succeed on a DC 12 Strength save or be pushed 20' directly away from the avarisa by a sudden mighty gust of wind.

Thunderball (recharge 6). The avarisa chooses one point it can see within 60'. Thunder rolls in a 15' radius sphere centered on that point. Each creature in the sphere must make a DC 13 Constitution save, suffering 36 (8d8) thunder damage on a failure or half that on a success. In addition, each creature that fails its save is deafened until the end of its next turn.

BONUS ACTIONS

Paragon Levitation. The avarisa ascends or descends up to 30', but not below one mile in elevation.

The avarisa naturally levitates, and this effect can't be canceled or ended by any spell or effect short of divine intervention.

If the avarisa starts its turn less than one mile above the ground, it ascends 1,000' per round until it reaches a height of no less than one mile, and it can't descend during this time. If the avarisa hits a ceiling or other surface while levitating in such a fashion, both the avarisa and the surface suffer 35 (10d6) points of bludgeoning damage.

Avarisa Elite Mercenary

Medium Humanoid, often chaotic neutral

Armor Class 15 (leather)

Hit Points 1 (minion)

Speed 30 ft.

**STR 14 (+2), DEX 18 (+4), CON 11 (+0),
INT 10 (+0), WIS 12 (+1), CHA 10 (+0)**

Damage Immunities lightning

Condition Immunities prone

Senses passive Perception 11

Languages Avarisa, Auran

Challenge 5 (1,800 xp) **Prof** +2

Keen Senses. The avarisa has advantage on sight-based Wisdom (Perception) checks.

Lightning Bearer. The avarisa's weapon attacks do an extra 14 (4d6) lightning damage on a hit (included below).

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

ACTIONS

Multiattack. The avarisa attacks twice with its Greatsword or four times with its Longbow.

Greatsword. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 9 (2d6+2) slashing plus 14 (4d6) lightning damage.

Longbow. Ranged Weapon Attack: +7 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8+2) piercing plus 14 (4d6) lightning damage.

BONUS ACTIONS

Paragon Levitation. The avarisa ascends or descends up to 30', but not below one mile in elevation.

The avarisa naturally levitates, and this effect can't be canceled or ended by any spell or effect short of divine intervention.

If the avarisa starts its turn less than one mile above the ground, it ascends 1,000' per round until it reaches a height of no less than one mile, and it can't descend during this time. If the avarisa hits a ceiling or other surface while levitating in such a fashion, both the avarisa and the surface suffer 35 (10d6) points of bludgeoning damage.

AVOLAKIA

Source: *3e Monster Manual II*.

Avolakia are hideous creatures that combine the worst features of an octopus, a worm and an insect. In its natural form, it stands ten feet tall, with a pallid, gray-yellow, wormlike body covered in yellow slime. The creature moves about on a set of six suckered tentacles, each of which is tipped by a staring yellow eye. For a head, an avolakia has a sheath that contains a set of three cruelly hooked mandibles. Eight long, spidery arms tipped with insectoid claws protrude from ridges halfway up its body. Avolakia reek of mold and decay.

Unnatural Diet. Avolakia can eat living or dead flesh, but they find it disgusting. Instead, they prefer undead flesh, preferably fresh off the flank of a zombie. Because of this, avolakia interested in the arcane arts tends to necromancy, and every community of avolakia has large herds of undead

that they treat as cattle.

Linked to Kyuss. Avolakia are known to have a preference for the worm-god Kyuss. They make living sacrifices during terrible rituals, seeking to grant power to (or receive power from) their restless deity. Some avolakia serve as priests, even assuming humanoid form to create cults of the Worm That Walks while in disguise. Such an avolakia might gather a large group of followers, most of whom realize neither the avolakia's true nature nor the dreadful truth about the cult itself.

Alliances with Illithids. Avolakia are known to work with other intelligent creatures at times. Their most infamous alliances are with **mind flayers**. When the two species work together to capture prey, the illithids extract the brains and devour them while the avolakia animate the dead to serve as undead shock troops and food. Since they do not compete for resources (a brainless body makes a fine zombie), they rarely find themselves at cross purposes.

Avolakia Challenge Rating. When it has access to its lair actions, the avolakia gets a +2 bonus to its effective attack bonus.

Avolakia Treasure. Avolakia are avid collectors of treasure and are as subject to avarice as any humanoid race. Each avolakia has 1d10 x 100 each ep and gp, as well as 1d10 x 25 pp; a 75% chance of 1d4 pieces of jewelry; a 25% chance each of 1d10 gems and 1d4 scrolls; and a 15% chance of 1 random magic item.

Avolakia

Large Aberration (Shapechanger), usually neutral evil

Armor Class 17

Hit Points 136 (16d10+48)

Speed 20 ft.

**STR 16 (+3), DEX 12 (+1), CON 17 (+3),
INT 16 (+3), WIS 21 (+5), CHA 22 (+6)**

Saving Throws Con +7, Int +7, Wis +9, Cha +10
Skills Arcana +7, Deception +10, Insight +9,
Religion +7

Damage Resistances fire

Damage Immunities cold, necrotic

Condition Immunities paralyzed, poisoned

Senses Darkvision 90 ft., passive Perception 15

Languages Avolakia, Common, Deep Speech,
Undercommon

Challenge 11 (7,200 xp), or 12 (8,400 xp) if
encountered in its lair **Prof** +4

Avolakia Immunities. An avolakia is immune to disease and to all effects that reduce its hit point maximum.

Defensive Aura. When unarmored, an avolakia can add its Charisma bonus to its AC (included in the stats above).

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

ACTIONS

Multiattack. The avolakia attacks twice, once with its bite and once with its claws. It can replace one melee attack with a use of its Spellcasting action.

Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one creature. *Hit:* 11 (2d6+4) piercing damage, plus 21 (6d6) poison damage, and the target must make a DC 15 Constitution saving throw or be poisoned for 1 hour. While poisoned, the creature has disadvantage on Int and Wis saves.

Claws. Melee Weapon Attack: +8 to hit, reach 5 ft., one creature. *Hit:* 22 (4d8+4) slashing damage.

Eaten by Worms (1/day). The avolakia targets one

or two creatures it can see within 120' and magically conjures a mass of worms covering each target, which must make a DC 18 Con save, suffering 88 (16d10) magical piercing damage on a failure or half that on a success. A creature reduced to 0 hit points by this dies, and its body is utterly consumed by the worms, leaving only its gear behind.

Spellcasting. An avolakia is an 11th level spellcaster, and its spellcasting ability is Wisdom (spell save DC 17, +7 to hit with spell attacks). The avolakia can cast the following spells, requiring no material components:

At Will- *chill touch, detect magic, fear, gentle repose, mage hand, read magic, suggestion* (in humanoid form only).

3/day- *animate dead* (as an action), *vampiric touch*.

Shapechanger. The avolakia can use its action to polymorph into a Small, Medium or Large humanoid, or back into its true form. In humanoid form, its statistics are the same as in its true form, except for its size and its attacks (as noted). Any equipment it is wearing or carrying is subsumed into the new form or remains in place, as the avolakia chooses.

LEGENDARY ACTIONS

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

- **Cast a Spell (costs 2 actions).** The avolakia casts a spell that it can use at will.
- **Command Undead.** The avolakia targets one willing undead creature of CR 4 or lower that it can see within 60', then chooses- the target moves its speed to a

location of the avolakia's choice; or the target makes one attack against a target of the avolakia's choice. In either case, the undead creature uses its reaction to carry out the command.

- **Feed (costs 2 actions).** The avolakia deals 2d6+4 piercing damage to a willing undead creature within 5' and regains hit points equal to the damage dealt.
- **Repulsive Presence.** Each creature within 10' that isn't an aberration, construct, or undead must make a DC 18 Wis save. If it fails, it uses its reaction to move 10' directly away from the avolakia.

LAIR ACTIONS

On initiative count 20 (losing ties), the avolakia takes a lair action to cause one of the following effects.

- Creatures within a 10' square within the lair are distracted by unreal phantoms. Each creature in the area must make a DC 18 Wis save or grant advantage on the next attack against it before the start of its next turn.
- A mystical glyph triggers on a surface within the lair, casting *dispel magic* as if the avolakia had cast it from that point.
- A mass of writhing worms boils forth from a hidden place within the lair, creating a 20' square area of difficult terrain that lasts until the end of the encounter.
- A cloud of alchemical gas erupts, filling a 10' radius sphere within the lair. Each creature within the sphere must make a DC 15 Con save or be poisoned until initiative count 20 of the next round.

AVORAL

Standing about 7' tall but weighing only around 120 lbs due to their hollow but strong bones, avorals are winged **guardinals** with unmatched vision. They have wings instead of arms, but small, powerful hands sprout from each

wing's joint, allowing it to function as an arm when folded. Though its face is more humanoid than avian, it is shrouded in a hood of silvery feathers. An avoral's eyes are a striking luminous gold color.

Of all the guardinals, avorals are most likely to leave their home plane of Elysium to travel the worlds. They serve as scouts and spies for the other guardinals, promoting goodness whenever it comes up on their travels. However, they are often more interested in sightseeing than in actively working against evil forces.

Lovers of Isolation. An avoral prefers to spend its time soaring high in the air, preferably alone, enjoying the wind and sky. When they travel throughout the planes, they prefer places that have few inhabitants, or even better, none at all. An avoral's perfect day involves no other creatures at all. In fact, its perfect week or month might involve no other creatures- in solitude, an avoral finds peace, and is able to spend its time in contemplative flight.

Avoral Treasure: An avoral has a 35% chance each of having 2d6 gems and 1d4 art objects, as well as a 10% chance of having 1 random magic item. A pair or squad of up to five avorals instead has a 50% chance each of having 2d12 gems and 1d10 art objects, as well as a 20% chance of having 1d3 random magic items. A flock of six to 25 avorals instead has a 75% chance each of having 4d10 gems and 2d10 art objects, as well as a 40% chance of having 2d4 random magic items.

Avoral

Medium Celestial (Guardinal), always neutral good

Armor Class 18 (natural armor)
Hit Points 52 (7d8+21)

Speed 40 ft., fly 90 ft.

**STR 15 (+2), DEX 23 (+6), CON 17 (+3),
INT 15 (+2), WIS 16 (+3), CHA 16 (+3)**

Saving Throws Con +6, Int +5, Wis +6, Cha +6
Skills Animal Handling +6, Perception +6 (+12 if sight based), Stealth +9

Damage Resistances cold, poison, thunder; bludgeoning, piercing, and slashing that isn't silver or magic

Damage Immunities lightning

Condition Immunities petrification

Senses darkvision 60 ft., peerless vision, passive Perception 16 (28 if sight based)

Languages Celestial, Draconic, Infernal

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

Flyby. When flying, the avoral doesn't provoke opportunity attacks for moving out of a creature's reach.

Peerless Vision. The avoral's vision is unmatched. Whenever it makes a Wisdom (Perception) check that relies on vision, it applies three times its proficiency bonus to the check (included above) and treats any result less than 16 on the die as a 16. The avoral automatically sees through all illusions (including detecting invisible creatures and objects) within 60' of it, can discern the color of a creature's eyes at 1,000', and can see detail on objects up to ten miles away without making a check.

Speak with Animals. The guardinal can speak with and understand Beasts as if they shared a language.

ACTIONS

Multiattack. The avoral makes one attack each with its claws and its wings.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 16 (4d6+2) slashing damage.

Wings. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 20 (4d8+2) bludgeoning damage.

Celestial Lightning (recharge 4-6). The avoral sends lightning arcing to each creature that it chooses in a 60' cone extending from it. Each target must make a DC 14 Dex save, suffering 21 (6d6) lightning and 21 (6d6) radiant damage on a failure, or half that on a success.

Fear (1/day). The avoral radiates fear in a 20' radius centered on itself. Each creature of the avoral's choice in the radius must succeed on a DC 14 Wisdom save or be frightened for 1 minute (save ends).

Spellcasting. The avoral is an 8th level caster. Its spellcasting ability is Wisdom (save DC 14). It can cast the following spells, requiring no material or somatic components:

At will- *gust of wind, hold person, light, magic missile, see invisibility.*

BONUS ACTIONS

Healing Touch (1/day). The aurumach touches a creature within 5', restoring 30 hit points to it, and ending all diseases on it.

AWAKENED SHRUB

Location: *Monster Manual* p317.

Awakened Shrub Treasure. An awakened shrub doesn't usually have treasure.

AWAKENED TREE

Location: *Monster Manual* p317.

Awakened Tree Treasure. An awakened tree doesn't usually have treasure.

AXE BEAK

Location: *Monster Manual* p317.

Axe Beak Reaver Challenge Rating. When assessing the reaver's Challenge Rating, assume that it uses Aggressive Strike once.

Axe Beak Treasure. Axe beaks don't collect treasure.

Axe Beak Reaver

Large Beast (Bird), always unaligned

Armor Class 13

Hit Points 75 (10d10+20)

Speed 50 ft.

**STR 17 (+3), DEX 16 (+3), CON 12 (+1),
INT 2 (-4), WIS 10 (+0), CHA 5 (-3)**

Senses passive Perception 10

Languages -

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

Brutal Beak. The axe beak's beak deals one extra die of its damage when the axe beak hits with it (included below).

ACTIONS

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

REACTIONS

Aggressive Strike. When an enemy enters the reaver's reach, the reaver uses Beak against it.

AZER

Azer Treasure. An azer has a 50% chance of carrying 1d6 sp and 1d6 gp. A group of at least ten azers has a 35% chance of having 2d4 x 100 gp in mixed coins and a 20% chance of having one magical weapon (1-3) or piece of armor (4-6).

Azer Lackey

The azer lackey uses the azer stat block with the following changes.

- It has 1 hit point (minion).
- It is worth 90 xp.

It 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.