

BABAU

Location: *Volo's Guide to Monsters* p136.

Babau Treasure: A solitary babau has a 50% chance to have 1d12 x 100 cp; a 30% chance each to have 1d10 x 100 sp, 2d4 x 50 gp, and 1d8 gems; a 25% chance to have 2d10 ep; and a 10% chance to have 1 piece of magic armor (1-3) or 1 magic weapon (4-6).

A **gang** of 3-6 babau instead has a 50% chance to have 1d6 x 1,000 cp; a 35% chance each to have 1d6 x 500 sp, 1d6 x 250 gp, and 2d6 gems; a 25% chance to have 1d10 x 25 ep; and a 10% chance each to have 1d20 pp and 1d2 pieces of magic armor (1-3) or magic weapons (4-6).

BABOON

Location: *Monster Manual* p318.

Baboon Mob Challenge Rating. When assessing the Challenge Rating of a baboon mob, assume that it makes one extra attack each round due to Overwhelm.

Baboon Treasure. Baboons don't usually collect treasure.

Baboon Mob

Large Swarm of Small Beasts, always unaligned

Armor Class 12

Hit Points 44 (8d10)

Speed 30 ft., climbs 30 ft.

STR 12 (+1), **DEX** 14 (+2), **CON** 11 (+0),
INT 4 (-3), **WIS** 12 (+1), **CHA** 6 (-2)

Damage Resistances bludgeoning, piercing, and slashing

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

Senses passive Perception 11

Languages -

Challenge 2 (450 xp)

Prof +2

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

ACTIONS

Bites. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 22 (6d6+1) piercing damage, or 11 (3d6+1) piercing damage if the swarm is bloodied.

BONUS ACTIONS

Overwhelm. Each creature in the swarm's space must make a DC 11 Str save or have its speed reduced to 0 until the end of the creature's next turn. The baboon mob then makes one Bites attack against each creature in its space whose speed is 0.

BACCHAE

Source: *3e Fiend Folio*.

The bacchae are a rough and tumble race who live to revel and celebrate. A sober bacchae is a bacchae on the prowl for a drink or some drugs. The bacchae sometimes become so excited while in the throes of their celebrations that they tear each other, as well as other creatures nearby, apart.

A group of 6-11 bacchae is a **troupe**; 12-20 make a **mob**; and 21-30 make up a **revel**.

Olympian Origins. Despite appearing nearly human, the bacchae come from Arborea, also known as Gladsheim, most commonly from the realm of Olympus. Many claim to be the offspring of a god of wine and revelry, possibly a dead one. However, planar scholars claim that the bacchae are actually petitioners- the spirits of the dead on that plane, who have become possessed by the spirit of Dionysian revelry.

Ruled by Passion. A bacchae is ruled by its passions. Barely able to restrain itself from jumping at every temptation, the bacchae might have the best of intentions, but the opportunity to fulfill a desire or try a new drink is often irresistible to it. The insane orgies of the bacchae

are full of passion and violence, though there isn't always bloodshed. However, lust-fueled assaults are common, as are arguments and fist fights, some of which escalate to bloodshed.

Bacchae in Combat. Bacchae are disorganized, heedless combatants. Once in a state of hysteria, they dance and cavort around their opponents, trying to rend them with very little strategy. Bacchae are dangerous in melee, but have very little ranged capability, and don't typically use weapons other than whatever convenient object might be nearby to hurl.

Bacchae Allies. Bacchae would be hard-pressed to call even each other allies, but they welcome almost any creature as a fellow reveler. The most common are **satyrs** and **centaurs**, but **nymphs**, **slaadi**, members of the Society of Sensation, and members of decadent cultures are also found amongst them. However, those who revel too long with the bacchae risk being subsumed by their own desires, discarding their weapons and armor, and becoming bacchae themselves.

Supernatural Travelers. A group of bacchae has a supernatural ability to travel as a group from one party location to another. This ability only works if no creatures are present that aren't reveling with the bacchae, and might carry hapless party-goers along to other far-flung locations or even other planes.

Bacchae Treasure. Regardless of its size, a group of bacchae has fine food, liquor, and drugs worth 1d10 per bacchae x 5 gp.

Regardless of the group's size, it also has a 20% chance each of having 1d100 cp, sp, ep and gp, as well as a 15% chance of 1d4 potions.

BACCHAE PCS

Bacchae are not typically suitable for use as pcs because, as petitioners, they are the spirits of the dead and are bound to their afterlife. However, there may be extremely rare exceptions, where an individual bacchae might break free of this fate.

Mid-Level (5+): Such a bacchae would be suitable for joining a mid-level party; bacchae are slightly more powerful than a standard pc race due to their damage resistances and Hysteria ability.

BACCHAE TRAITS

Bacchae pcs have the following racial traits.

Ability Score Adjustments. Your Constitution and Charisma scores each increase by 2. In addition, choose Strength or Dexterity and increase that score by 1. Conversely, your Wisdom score decreases by 2.

Age. Once returned to mortality (and made a pc), a bacchae lives another 20 to 40 years. It isn't clear how old any such bacchae is, as its memories of its time in the revel are blurred and inconsistent.

Size. You are Medium. Bacchae are roughly the height and weight of a human, but the extreme ends of human size are much more common among the bacchae than they are among humans.

Speed. Your speed is 30'.

Natural Weapons. You have a natural claw attack that you are proficient in that deals 1d4 points of slashing damage.

Damage Resistances. You have resistance to acid and lightning damage.

Immutable Form. The bacchae is immune to any effect that would change its form.

Hysteria. You enter a state of hysteria that lasts for 1 minute, until you end a turn within 10' of where you started that turn, or until you are incapacitated. While in this state, once per turn, you can add 1d4 to a weapon damage roll or Strength check, and it can use a bonus action to Dash or to make a single melee weapon attack. You can use this ability twice, then must complete a long rest before you can use it again.

Languages. You speak Common and Sylvan.

HYSTERICAL TRANCE (Bacchae racial feat)

Prerequisites: Bacchae.

You have leaned into your racial ability to enter a state of hysteria. When hysterical, you throw yourself into your hysteria. You gain the following benefits.

- If you complete a short rest and you have no uses of your racial Hysteria ability left, you regain one use of that ability.
- When you use your Hysteria ability, your movements are erratic, making it hard to

land a solid blow on you. When you are hit by an attack, you can use your reaction to add 1d4 to your AC, possibly causing that attack to miss.

- When you use your Hysteria ability, your speed increases by 10'.

Bacchae

Medium Humanoid, always chaotic neutral

Armor Class 11

Hit Points 13 (2d8+4)

Speed 30 ft.

**STR 14 (+2), DEX 13 (+1), CON 15 (+2),
INT 10 (+0), WIS 9 (-1), CHA 14 (+2)**

Skills Perform +4

Damage Resistances acid, lightning

Senses passive Perception 9

Languages Common, Sylvan

Challenge ½ (100 xp) **Prof** +2

Immutable Form. The bacchae is immune to any effect that would change its form.

ACTIONS

Claw. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) slashing damage. If the bacchae is in a state of hysteria, it can add 2 (1d4) damage to the total once per turn.

Rock. Ranged Weapon Attack: +3 to hit, range 20/60 ft., one target. *Hit:* 4 (1d6+1) bludgeoning damage.

BONUS ACTIONS

Hysteria (2/day). The bacchae enters a state of hysteria that lasts for 1 minute, until the bacchae ends a turn within 10' of where it started that turn, or until it is incapacitated. While in this state, once per turn, it can add 1d4 to a weapon damage roll or Strength check, and it can take a Hysterical Action.

Hysterical Action. While in a state of hysteria, the bacchae Dashes or makes a single melee weapon attack.

Bacchae Dark Reveler

A bacchae reveler uses the Bacchae stat block with the following changes.

- It has an Armor Class of 14 (studded leather).
- It has 58 hit points (9d8+18).
- Its Strength is 16 (+3) and its Dexterity is 14 (+2).
- The dark reveler's Claw attack is +5 to hit and deals 5 (1d4+3) slashing damage. If the dark reveler is in a state of hysteria, it can add 2 (1d4) damage to the total once per turn.
- Its Challenge Rating is 3 (700 xp).

It has the following additional Action options.

- **Multiattack.** The dark reveler makes three Claw attacks. If it hits the same creature with all three, that creature must make a DC 12 Con save or be blinded until the end of the dark reveler's next turn.

BADGER

Location: *Monster Manual* p318.

Domestic Badgers. Gnomes sometimes domesticate badgers. In a gnomish community a badger can be purchased for around 5 gp. However, non-gnomes tend to have a difficult time managing the beast.

Badger Treasure. Badgers don't usually collect treasure.

BAEL

Location: *Mordenkainen's Tome of Foes* p170.

Bael's Treasure. Bael's treasure hoard includes 3d6 x 10,000 gp in coins. In addition, there is a 50% chance that it includes 3d10 gems; a 75% chance each that it includes 3d6 art objects,

2d4 potions, and 1d6 scrolls; and a 60% chance each that it contains 1 magic rod (et al), 1d2 pieces of magic jewelry, 1d3 magic weapons, and 1d6+1 random magic items.

BAGGER

Source: Homebrew.

A bagger is a high-altitude, semi-translucent type of lurker that rides the winds, attempting to trap small birds and other prey inside itself. It is much more adroit in the air than most types of lurkers, and is most likely to be encountered at the summit of high peaks or by creatures who are riding aerial mounts or airships at high altitudes. They are also sometimes found flying around cloud castles or similar areas.

A bagger is shaped like an open hoop with a long, translucent bag extending from one end of it. Though it appears delicate, a bagger's skin is extraordinarily tough and hard to damage with most forms of attack; however, piercing weapons are surprisingly effective against it.

High Flyer. Unless captured by another creature, a bagger is never found below the highest mountaintops. A bagger spends the majority of its time higher still, riding the air currents a mile or more above the highest mountains.

Bagger Treasure. Baggers are constantly moving through the air and gather no treasure.

Bagger

Large Monstrosity (Lurker), always unaligned

Armor Class 15 (natural armor)

Hit Points 33 (6d10)

Speed fly 50 ft.

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

Damage Vulnerabilities piercing

Senses passive Perception 11

Languages -

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

Translucent. The bagger is invisible to creatures more than 40' from it.

ACTIONS

Envelope. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) bludgeoning damage and the target must make a DC 13 Dexterity save or be grappled by the bagger (escape DC 14). A creature grappled by the bagger suffers 7 (2d6) bludgeoning damage and 11 (2d10) acid damage at the start of each of its turns and has disadvantage on attacks. While it has a creature grappled, the bagger can't use its envelope attack against a different target.

BALHANNOTH

Location: *Mordenkainen's Tome of Foes.*

A balhannoth is a hulking monster with a long ovoid body, six tentacles that it uses for locomotion and a huge maw full of jagged teeth. These monsters are notorious amongst the denizens of the Underdark for their ability to detect and neutralize magic.

Devourers of Dweomers. Balhannoths evolved to fill an unusual niche in the magic-permeated Underdark. It must feed on both flesh and magic to survive. It has evolved an unusual mix of abilities to assist it in detecting and neutralizing magically-potent prey, and most intelligent Underdark residents dread and fear the balhannoth.

Motionless Ambushers. A balhannoth prefers to wait motionless on a ceiling for prey to pass beneath, then attack from above. While it is quite fast, its bulk often prevents it from pursuing clever prey that can fit into smaller passages. Thus, most balhannoth attacks are ambushes.

Symbiotic Life. A few creatures sometimes coexist with balhannoths, including **shriekers**, **violet fungi**, **ascomoids**, **fungus hulks**, **graybones**, **gargoyles**, and other non-fleshy creatures that don't have magic.

Balhannoth Treasure. Because of their method of predation, a balhannoth's lair is unusually likely to have magic treasure in it. A

balhannoth lair, usually hosting no more than four of the monsters, will typically have 1d6 x 1,000 gp in coins, gems and art objects, and has a 75% chance of having 1d6 random magic items in it as well.

Balhannoth Magic Eater

Large Aberration, usually chaotic neutral

Armor Class 17 (natural armor)

Hit Points 198 (19d10+95)

Speed 25 ft., climb 25 ft.

**STR 17 (+3), DEX 10 (+0), CON 18 (+5),
INT 6 (-2), WIS 15 (+2), CHA 8 (-1)**

Saving Throws Int +2, Wis +6

Skills Stealth +4

Condition Immunities blinded

Senses Blindsight 500 ft. (blind beyond this radius), passive Perception 12

Languages understands Deep Speech, telepathy 1 mile

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

Dimensional Lock. It is impossible to teleport or plane shift into or out of a space within 20' of the balhannoth.

Dweomersense. The balhannoth senses all magic within 120' of it (though this sense can be blocked by barriers as a *detect magic* spell can). It can sense the relative strength and school, if any, of each magical aura that it senses. It can also pinpoint the location of any spellcasters within range of this ability.

ACTIONS

Multiattack. The balhannoth attacks twice with its tentacle and once with its bite.

Tentacle. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 10 (2d6+3) bludgeoning damage, and the target is grappled (escape DC 17).

A creature that is grappled is caught in an antimagical effect which prevents any magic from affecting the creature and prevents the casting of spells or use of magic items by the creature until the grapple ends.

The balhannoth can use up to two tentacles to grapple creatures, and each can grapple one creature.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 25 (4d10+3) piercing damage.

BALOR

Location: *Monster Manual* p55.

Balor Treasure. The lair of a balor has a 60% chance each of having 2d6 x 1,000 cp, 2d6 x 1,000 sp, 2d6 x 1,000 gp, and 3d10 gems; a 50% chance each of having 1d20 x 250 ep, 3d10 x 10 pp, and 1d4+1 potions; and a 25% chance each of having 1d10 art objects and 1d3+1 random magic items.

BANDERHOBB

Location: *Volo's Guide to Monsters.*

A banderhobb is the monster under the bed. It is the shadow in the closet. It is the midnight terror that steals away victims who are never seen again. Serving dark masters from the Shadowfell, a banderhobb is able to swallow another creature whole, transport it elsewhere, and then regurgitate it to serve as a slave or a meal.

A banderhobb appears as a grotesque frog-like humanoid that stands about 10' tall. Its belly bulges enormously, and its drooling maw can gape open wide enough to swallow a human whole.

Shadowfell Creatures. Banderhobbs are native to the Shadowfell, dwelling in dark reaches unwatched by the gods where death and misery hold sway. Tales tell of vast feeding pits and massive slave gangs run by the banderhobbs in the most dismal places on their home plane. Banderhobbs don't seem to have gender; horrifying tales claim that the creatures that they take as slaves labor at terrible tasks until the Shadowfell's power destroys their old identity and transforms them into new banderhobbs.

Rarely, banderhobbs will have monsters such as **howlers** or **shadow hounds** that serve as

hunting or guard beasts, but even other shadow creatures or undead are reluctant to work with banderhobbs.

The Mysterious Tower. Somewhere deep in the wastes of the Shadowfell is reputed to stand a mysterious tower, where dwells the master of the banderhobbs. Fragmentary tales claim that this ancient master is not a banderhobb at all, but something else. Some scholars speculate that an ancient baernaloth, some sort of powerful aberrant creature, or a mighty lich or vampire is the master, but nobody truly knows who rules the banderhobbs or what they snatch mortals away for.

Banderhobb Treasure. Banderhobbs usually don't have treasure, but there is a 25% chance that a slain banderhobb has a creature in its stomach. If it does, that creature is probably alive and a victim of a would-be banderhobb kidnapping.

Banderhobb Kidnapper

Large Monstrosity, usually neutral evil

Armor Class 19 (natural armor)

Hit Points 168 (16d10+80)

Speed 30 ft., swim 30 ft.

**STR 22 (+6), DEX 20 (+5), CON 20 (+5),
INT 20 (+5), WIS 22 (+6), CHA 12 (+1)**

Skills Athletics +9, Deception +4, Insight +9,
Intimidation +4, Stealth +8

Senses darkvision 120 ft., passive Perception 16

Languages Umbral

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

Master Abductor. The banderhobb has advantage on checks made to grapple a creature or to avoid or escape being grappled. While it has a creature grappled, it can move at full speed, moving the grappled creature with it.

Resonant Connection. If the banderhobb has even a tiny piece of a creature or an object in its possession, it knows the most direct route to that creature or object if it is within 1 mile.

Shadowy Form. The banderhobb can fit through a crack as small as 6" without squeezing.

ACTIONS

Multiattack. The banderhobb makes two claw attacks and one bite attack.

Claw. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. *Hit:* 15 (2d8+6) slashing damage.

Bite. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. *Hit:* If the target is a Large or smaller creature, it must make a DC 20 Dexterity save or be swallowed. A swallowed creature is blinded and restrained, has total cover against attacks and other effects outside the banderhobb, and if it has at least 1 hit point, it takes 11 (2d10) necrotic damage at the start of each of the banderhobb's turns. If this damage reduces the target to 0 hit points, it is unconscious but stable. The banderhobb can swallow one Large or four Medium or smaller creatures.

If the banderhobb takes 20 or more points of damage on a single turn from a creature inside it, the banderhobb must succeed on a DC 21 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures and gut skeletons, which fall prone in a space within 10' of the banderhobb. If the banderhobb dies, a swallowed creature is no longer restrained by it and can escape from the corpse by spending 10' of movement, ending prone.

BONUS ACTIONS

Shadow Stealth. While in dim light or darkness, the banderhobb Hides.

REACTIONS

Shadow Step (Recharges after a short or long rest). When the banderhobb first falls to half its maximum hit points or below, it can use its reaction to teleport 30'.

BANDIT

Location: *Monster Manual* p343.

Bandit Treasure. A bandit typically has 2d8 cp and 1d10 sp.

A group of six or more bandits also has a 25% chance each of having 1d12 x 500 cp, 1d10 x 250 sp, 3d6 x 50 gp, and 2d10 x 50 gp in trade goods; and a 10% chance each of having 1d20 x 5 ep, 1d4 art objects, and 1d3 potions.

Bandit Raider

The bandit raider uses the Bandit stat block with the following changes.

- It has 1 hit point (minion).
- It is worth 5 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.

BANDIT CAPTAIN

Location: *Monster Manual* p344.

Bandit Captain Treasure. A bandit captain typically has 3d10 sp, 3d6 gp, and a 10% chance each of having 1d3 pieces of jewelry, 1d2 potions, and 1 magic weapon.

When determining the treasure of a group of bandits with a bandit captain, add one die to each type of treasure found (e.g. instead of rolling 3d6 x 50 gp, roll 4d6 x 50 gp).

BANSHEE

Location: *Monster Manual*.

Banshee Treasure. A banshee's lair has a 25% chance each of having 1d8 x 200 cp, 1d12 x 200 sp, 1d4 x 100 ep, 2d6 x 200 gp and 1d3 gems. It also has a 75% chance of containing 1d6 art objects and a 20% chance of holding a random magic item.

BAPHOMET

Location: *Mordenkainen's Tome of Foes* p143.

Baphomet's Treasure. Should it ever be located in the midst of the terrible maze that makes up Baphomet's Abyssal domain, his treasure consists of 1d10+10 x 10,000 gp in coins and gems, 2d10 art objects, and a 75% chance each of 1d4+1 magic weapons and 1d4+1 random magic items.

BARBED DEVIL

Location: *Monster Manual* p70.

Barbed Devil Treasure. Barbed devils don't care for or keep treasure.

BARGHEST

Location: *Volo's Guide to Monsters*.

A barghest whelp is almost indistinguishable from a normal wolf, but as it ages, it grows bluer. By the time it is full grown, an adult barghest is completely blue, about six feet long, and 180 pounds.

Insidious Goblin Leaders. Some barghests rebel against the commands of their lord, the General of Gehenna. While on the Material Plane, a barghest will often take control of a goblin tribe, using its superior physical and magical abilities to usurp the existing leadership and dominate the group into serving it. A band of goblins led by a barghest becomes exceptionally cruel and dangerous, often forging deals with devils or capturing other creatures to use as guards or pets. Instead of feasting on goblin souls, the barghest choose to enjoy its lofty status, consuming the souls of other humanoids while it accumulates personal power and ignores the General's mission of vengeance against Maglubiyet.

Barghest Treasure. A barghest typically has 1d8 x 25 gp in coins. It has a 50% chance of having 1d6 x 100 gp in trade goods, a 15% chance of having 1d6 gems, a 10% chance of having 1d3 art objects, and a 5% chance of having a random magic weapon (1-3) or armor (4-6).

BARD

Location: *Volo's Guide to Monsters* p211.

Bard Treasure. A bard has a 15% chance each to have 1d10 x 100 sp, 1d20 x 100 gp, and 1d2 random magic items.

BAR-LGURA

Location: *Monster Manual* p56.

Bar-Lgura Treasure. Bar-Lgura don't usually collect treasure, but if it has an abducted victim, that creature might be worth a random (or even have some treasure itself).

Bar-Lgura Abductor

The bar-Lgura abductor uses the Bar-Lgura stat block with the following changes.

- It has 102 hit points (12d10+36 Hit Dice).
- The bar-Lgura's skill proficiencies are Athletics +7, Perception +5, Stealth +5.
- If it hits with its Fist attack, the target must succeed on a DC 15 Str save or the bar-Lgura grapples it (escape DC 17).

The bar-Lgura has the following additional action option.

- **Abducting Step.** The bar-Lgura teleports up to 300' to a space it is familiar with. If it has a creature grappled, that creature must make a DC 10 Cha save or teleport with the bar-Lgura. If the grappled creature succeeds on its save, the bar-Lgura can choose not to teleport, maintaining its grapple instead.

Bar-Lgura Flunky

The bar-Lgura flunky uses the Bar-Lgura stat block 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.

BARMER

Source: Homebrewed.

Barmers are humanoids infected with a form of sentient madness that changes them, body and soul. The barmer wishes nothing more than to spread insanity, especially the barmer madness that drives them. It is by spreading this madness that barmers reproduce.

The Madness Within. The madness within a barmer is sentient and alive. If its carrier dies, so does it; but it can use its carrier's maddening blather to reproduce by spreading itself to other creatures. If the madness can be destroyed, the barmer changes back into whatever it was before the madness took hold.

A Different Perspective. A barmer doesn't have the typical perspective of a humanoid. Instead, it thinks like the compulsive sentient madness controlling it, and it doesn't see individual sane humanoids as things to be concerned with. Only the mad have value; only the insane have worth. A barmer therefore attempts to drive others to madness, and those who resist are seen as threats to be eliminated.

Few Friends. Few creatures will ally with a barmer, but when the madness that creates a barmer spreads, groups of these mad beings might come together to further spread their insanity. A group of barmers is called an **asylum**. Such a group rarely numbers more than 40 individuals, and it often results in the asylum self-destructing as individual barmers turn on one another. The more barmers gather, the faster the asylum tends to fall apart.

Barmers in Combat. Barmers sometimes put spreading their madness ahead of their own self-preservation, staying close even as enemies hack them to pieces in order to use their maddening blather. Others try to capture enemies, work together to lure or hunt them, or have entirely nonsensical-seeming tactics.

Different Races. A barmer looks like any other member of its race. The barmer presented below is a human; others might have different sizes, as well as the racial traits of the host.

Barmer Treasure. A barmer might collect treasure, but it also might shun it. Its madness makes it very hard to predict. A single barmer or a group of these creatures has a 15% chance each to have 1d100 x 100 gp in assorted coins and gems and 1d3 magic items.

Barmer

Medium Humanoid, always chaotic neutral

Armor Class 12 (leather)

Hit Points 31 (7d8)

Speed 30 ft.

**STR 11 (+0), DEX 13 (+1), CON 10 (+0),
INT 10 (+0), WIS 3 (-4), CHA 8 (-1)**

Damage Resistances psychic

Condition Immunities charmed, frightened

Senses passive Perception 6

Languages Common

Challenge ¼ (50 xp) **Prof** +2

Disturbing Presence. A creature that ends its turn within 20' of the barmer suffers the following effects, in order.

- If it is concentrating, it must succeed on a DC 10 Constitution save, or it loses concentration.
- It must succeed on a DC 9 Wisdom save, or else the barmer can choose one of the following effects:
 - The creature takes 7 (2d6) psychic damage.
 - The creature uses its reaction to move half its speed without provoking opportunity attacks in a direction of the barmer's choice.
 - The creature hurls whatever it holds in one hand of the barmer's choice 1d6+1

x 5' away in a random direction.

Alternatively, it loses and drops its shield.

Vulnerability to Restoration. If *lesser restoration* is cast on the barmer, it must succeed on a Wisdom save against the caster's spell save DC or be stunned for 1 minute, repeating the save at the end of each of its turns and ending the effect on a success. If *greater restoration* or another effect that can remove madness is cast on it, it must succeed on a Wisdom save or the madness within it dies and the barmer is restored to its previous identity.

ACTIONS

Maddening Blather. Each creature within 30' that can hear the barmer must make a DC 9 Wis save, suffering 7 (2d6) psychic damage on a failure or half that on a success. A creature that fails this save by 5 or more increases its madness level by 1.

If this results in the target's madness level reaching 3 twice, when the target finishes its next long rest, it must succeed on a DC 9 Wisdom save or begin to transform into a barmer over the next 24 hours. The transformation can be prevented by *lesser restoration*, *remove curse*, *dispel magic*, or *heal*, or by a creature who spends 6 hours talking to the target and succeeds on a DC 15 Charisma (Insight) check.

BARRACUDA

Source: 1e *Monster Manual*

A barracuda is a predatory fish known for its large size, fearsome appearance, and ferocious behavior. They tend to dwell in warm waters, near the surface, near coral reefs or kelp forests. Barracuda are usually found in **batteries** of two to twelve.

Barracuda Treasure. Barracuda keep no treasure, nor do they have lairs.

Barracuda

Medium Beast (Fish), always unaligned

Armor Class 12

Hit Points 16 (3d8+3)

Speed swim 50 ft.

**STR 16 (+3), DEX 15 (+2), CON 12 (+1),
INT 2 (-4), WIS 13 (+1), CHA 6 (-2)**

Senses passive Perception 11

Languages -

Challenge ½ (100 xp) **Prof** +2

Water Breathing. The barracuda can breathe only underwater.

ACTIONS

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

BONUS ACTIONS

Darting Movement (recharge 5-6). The barracuda Dashes.

BASILISK

Location: *Monster Manual.*

Lesser Known Variants. There are a few reports each of many variant types of basilisks with different forms of gaze attack. For instance, the “venom-eye basilisk” is claimed to poison those who meet its gaze, and there are claims of a type of basilisk whose gaze turns its victim to ice. A few adventurers claim to have even had encounters with basilisks whose gazes caused them to burst into flames. The truth of these reports is uncertain, but there are enough of them that they seem to be due some degree of credibility.

Basilisk Challenge Rating. Because of its ability to petrify without using an action, double the basilisk's effective damage output when assessing its Challenge Rating.

Basilisk Treasure. Much of the treasure that a basilisk would gather is petrified. There is a 20% chance that the lair of one or more basilisks contains 1d20 x 100 gp in assorted coins and gems.

Basilisk Demonspawn

A basilisk demonspawn is the awful result of the mating of a basilisk with a demon- a dubious prospect, but one that some demon lords have arranged in order to breed powerful guard beasts. A basilisk demonspawn uses the stat block of a **basilisk** with the following changes.

- It is a Fiend and is usually chaotic evil.
- Its AC is 18 (natural armor).
- It has 78 hit points (12d8+24 Hit Dice).
- Its Strength is 18 (+4).
- Its Bite attack is +7 to hit and deals 11 (2d6+4) piercing damage plus 7 (2d6) poison damage.
- Its Challenge Rating is 5 (1,800 xp).

It has the following additional Action option.

- **Flaming Bite (recharge 5-6).** The basilisk makes one Bite attack. If it hits, the target takes an additional 16 (3d10) fire damage.

BAT

Location: *Monster Manual* p318.

Bat Treasure. Bats don't collect treasure.

BATTLEBRIAR

Source: *3e Monster Manual* 3.

A battlebriar is a gigantic animate plant engineered by the druids of Pesh to serve as living siege engines in their battle against the encroachment of civilization. For centuries, the battlebriars were few in number and largely contained by druidic controllers, but with the fall of civilization, the existing battlebriar population escaped into the wild and have begun reproducing.

A battlebriar is a mass of writhing vines and thorns shaped roughly like a lion, complete with

lashing tail. It has six 'legs,' with the front pair being slightly longer than the middle, which is in turn slightly longer than the rear pair. Thorns as long as several feet protrude in every direction from the battlebriar, making it obvious that moving close to it is a dangerous prospect. A battlebriar is about 15' long and nearly as wide, and can weigh up to 18,000 lbs.

Difficult and Intractable. Battlebriars are intelligent, but have no capacity for speech. When communication can be established with them, these creatures usually prove uncaring, difficult, stubborn, and dismissive. A battlebriar sees buildings and communities of humanoids as being nuisances at best and threats at worst; it is usually very difficult to negotiate with them.

Battlebriar Challenge Rating. Assume that the battlebriar's *Mantle of Thorns* deals damage twice per round.

Battlebriar Treasure. A battlebriar doesn't value or collect treasure.

BATTLEBRIAR SPROUT

While the original battlebriars created by the druids are all immense and very powerful, their offspring have been significantly smaller- around 8' long and nearly 2,000 lbs. However, these lesser battlebriars are nearly as hard to deal with as their greater kin, and tend to be proud and aggressive, as if they have something to prove to their larger kin.

Battlebriar

Huge Plant, usually neutral

Armor Class 17 (natural armor)

Hit Points 337 (25d12+175)

Speed 30 ft.

STR 24 (+7), **DEX** 6 (-2), **CON** 24 (+7),
INT 5 (-3), **WIS** 10 (+0), **CHA** 7 (-2)

Damage Resistances fire, lightning

Condition Immunities paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages can't speak but understands Druidic

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

Mantle of Thorns. Once per turn, a creature that moves into or while within the battlebriar's reach takes 10 piercing damage.

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

ACTIONS

Multiattack. The battlebriar makes two Claw attacks. If it hits the same creature with both claws, that creature is also grappled (escape DC 17).

Claw. Melee Weapon Attack: +12 to hit, reach 5 ft., one target. ***Hit:*** 20 (3d8+7) slashing damage.

Thorn Volley (recharge 5-6). The battlebriar snaps its body forward, unleashing a volley of thorns in a 10' radius sphere centered on a point the battlebriar can see within 60'. Each creature in the sphere must make a DC 20 Dex save, taking 36 (8d8) piercing damage on a failure or half that on a success.

Thrash (1/day, only when bloodied). The battlebriar thrashes around. Each creature within 10' of it must make a DC 20 Dex save, taking 44 (8d10) piercing damage on a failure or half that on a success. In addition, a creature that fails its save is pushed back 10' from the battlebriar.

BONUS ACTIONS

Impale. If the battlebriar has a creature grappled, it impales the creature on its thorns. The grappled creature must make a DC 20 Dex save, taking 14 (2d6+7) piercing damage and being restrained on a failure or taking half damage on a success. The battlebriar can impale up to two Medium or smaller creatures at a time.

While restrained, the creature moves with the battlebriar. An impaled creature can escape by using an action to make a DC 17 Str (Athletics) or

Dex (Acrobatics) check, taking 14 (2d6+7) piercing damage on a failed check.

Battlebriar Sprout

Large Plant, usually neutral

Armor Class 15 (natural armor)
Hit Points 126 (12d10+60)
Speed 30 ft.

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

Damage Resistances fire, lightning
Condition Immunities paralyzed, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages can't speak but understands Druidic
Challenge 6 (2,300 xp) **Prof** +3

Mantle of Thorns. Once per turn, a creature that moves into or while within the battlebriar's reach takes 5 piercing damage.

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

ACTIONS

Multiattack. The battlebriar makes two claw attacks. If it hits the same creature with both claws, that creature is also grappled (escape DC 15).

Claw. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8+5) slashing damage.

Thorn Volley (recharge 5-6). The battlebriar snaps its body forward, unleashing a volley of thorns in a 10' radius sphere centered on a point the battlebriar can see within 60'. Each creature in the sphere must make a DC 16 Dex save, taking 17 (5d6) piercing damage on a failure or half that on a success.

BONUS ACTIONS

Impale. If the battlebriar has a creature grappled, impales the creature on its thorns. The grappled creature must make a DC 16 Dex save, taking 8 (1d6+5) piercing damage and being restrained on a failure or taking half damage on a success. The battlebriar can impale one Medium or smaller creatures at a time.

While restrained, the creature moves with the battlebriar. An impaled creature can escape by using an action to make a DC 15 Str (Athletics) or Dex (Acrobatics) check, taking 8 (1d6+5) piercing damage on a failed check.

Battlebriar Weedling

The battlebriar weedling uses the Battlebriar Sprout stat block with the following changes.

- It has 1 hit point (minion).
- It has Damage Immunities to fire and lightning.
- It is worth 460 xp.

It has the following additional traits.

- **Death Throes.** When the weedling dies, it shudders and sprays thorns all around each. Each creature within 5' takes 5 piercing damage.
- **Minion.** A missed attack never damages a minion, and a successful save prevents all damage the minion would take from an effect.

BEARD HAUNT

Source: Homebrewed.

A beard haunt is an invisible and incorporeal Fey with a long and unhappy association with **dwarves**. Seen as pests by the doughty humanoids, these fey have become bitter and spiteful. They understand the dwarven love of their beards, and have changed into their current form in order to cause malicious mischief through, and with, beards.

When a beard haunt possesses a beard, it appears as an angry face within the beard, which animates and curls tendrils of itself like angry fists. Though it prefers to possess a beard, the beard haunt can possess any mass of hair, and it always appears as an angry face within the hair.

Beard haunts love the fact that, unless they are somehow driven off, even if they lose, they win, for the beard they possess is likely destroyed.

While a solitary beard haunt is sometimes encountered, it's not unusual to find a **tangle** with 2-12 of them haunting a dwarven community.

Not Very Perceptive. Beard haunts are unobservant. Pretty much all humanoids look the same to them; a beard haunt can't tell a goblin from a goliath or an elf from a bugbear. All they can tell is whether it has a beard. In the absence of a beard, sometimes hairy or even furry creatures will incur their wrath. Even long hair might draw an attack by beard haunts frustrated by the lack of a beard to play with.

Beard Haunt Treasure. A beard haunt, being a disembodied spirit, has no treasure.

Beard Haunt

Tiny Fey, usually chaotic neutral

Armor Class 10

Hit Points 20 (8d4)

Speed 0 ft., fly ft.

STR 14 (+2), **DEX** 11 (+0), **CON** 11 (+0),
INT 8 (-1), **WIS** 6 (-2), **CHA** 13 (+1)

Damage Immunities bludgeoning

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

Senses passive Perception 8

Languages Dwarven, Sylvan

Challenge ½ (100 xp) **Prof** +2

Disembodied. While it isn't possessing hair, the beard haunt has no physical form, and is invisible and intangible. It can pass through creatures and objects, is immune to all damage and conditions,

and can't be damaged. If viewed by a creature that can see invisibility, it appears as a formless tangle of energy that resembles snarled hair.

Rejuvenation. A destroyed beard haunt resumes its existence in a year and a day. It can only be permanently destroyed if it is appeased by a descendant of the dwarves who originally offended it.

ACTIONS

Strangle (only when possessing hair). *Melee Weapon Attack:* +4 to hit, reach 0 ft., the creature whose beard or hair it possesses. *Hit:* 13 (2d10+2) bludgeoning damage, and the haunt begins to strangle the target. While it is strangling the target, it automatically hits the target with this attack. A creature can end the strangulation by using an action to make a DC 12 Strength check.

Possess Hair. The beard haunt can possess the beard or hair of a creature within 10' of it. The target must succeed on a DC 11 Charisma saving throw or its beard (or other hair) is possessed by the beard haunt until the haunt is destroyed, driven out, or ends the effect as a bonus action. While it possesses the hair, the haunt loses the disembodied trait, but its stats are unchanged. It can be attacked by attacking the beard or hair that it is possessing. Whenever it takes damage, the creature whose hair it possesses takes half as much damage as the beard haunt.

If the beard haunt falls to 0 hit points by any means other than psychic damage, the beard (or other hair) possessed by it is destroyed.

A spell that can banish a creature can force a beard haunt out of its possessed beard. The haunt cannot try to possess the same beard again for 24 hours if the target makes its save or the haunt is forced from the hair.

BEARDED DEVIL

Location: *Monster Manual* p70.

Bearded Devil Treasure. The lair of a group of 6-15 bearded devils has a 25% chance each of having 2d6 x 100 cp, 2d6 x 100 sp, and 1 magic weapon.

The lair of a group of 16-50 bearded devils instead has a 35% chance each of having 2d6 x 500 cp, 3d6 x 100 sp, 4d10 ep, 2d6 x 100 gp, and 1d4 random magic weapons (1-5) or random magic items (6).

Bearded Devil Henchman

The bearded devil henchman uses the Bearded Devil stat block with the following changes.

- It has 1 hit point (minion).
- It has Damage Immunity to bludgeoning, piercing, and slashing damage that isn't magic or silver.
- It is worth 140 xp.

It has the following additional traits.

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

Bearded Devil Master Sergeant

The bearded devil master sergeant uses the Bearded Devil stat block with the following changes.

- Its AC is 16 (chain mail).
- It has 123 hit points (19d8+38 Hit Dice).
- Its Strength is 20 (+5) and its Charisma is 15 (+2).
- Its save bonuses are Str +8, Con +5, and Wis +3.
- Its Multiattack action allows it to make two Glaive attacks and one Beard attack.
- Its Beard attack is +8 to hit and deals 9 (1d8+5) damage. The save DC is 13.

- Its Glaive attack is +8 to hit and deals 10 (1d10+5) damage. The save DC is 13.
- Its Challenge Rating is 8 (3,900 xp).
- Its proficiency bonus is +3.

It has the following additional Action option.

- **Bark Command.** An allied devil of CR 3 or lower that can hear the sergeant within 120' makes one melee attack or moves its speed. The sergeant chooses the target of the attack or the path of movement.

BEBELITH

Source: *2e Planescape Monstrous Compendium*

A bebelith is two-ton predatory arachnid demon with a body the size of a plow horse that hunts other demons. However, a bebelith will devour any creature it can catch, sometimes even including constructs. Bebeliths are hateful and destructive, tearing anything apart that they encounter with the rare exception of other bebeliths or creatures powerful enough to enslave them.

Punishers of Evil? While some accounts claim that bebeliths hunt other demons for fun, some philosophers assert that the terrible arachnid demons are agents of punishment, seeking out other demons in order to mete out the treatment they deserve. In any case, a bebelith delights in tormenting other demons, and the truth of the matter remains uncertain.

Abyssal Taboo. Although many demons are more powerful than a bebelith and some could easily destroy one, it seems to be taboo among demons to do so. A demon capable of destroying a bebelith is still more likely to flee from it than to do battle with it. This taboo seems to be nearly universal, with only demon lords able to easily overcome it.

Bebelith Treasure: Bebeliths destroy treasure instead of keeping it.

Bebelith

Huge Fiend (Demon), always chaotic evil

Armor Class 16 (natural armor)

Hit Points 138 (12d12+60)

Speed 40 ft., climb 30 ft.

**STR 20 (+5), DEX 12 (+1), CON 20 (+5),
INT 11 (+0), WIS 13 (+1), CHA 13 (+1)**

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

Skills Athletics +9, Perception +5, Stealth +5,
Survival +5

Senses darkvision 60 ft., passive Perception 15

Languages can't speak but understands Abyssal;
telepathy 100'

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

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

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

ACTIONS

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

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (3d6+5) piercing damage, plus 35 (10d6) poison damage, and the target must succeed on a DC 17 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.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (2d8+5) slashing damage. If the bebelith hits the same target with both attacks, it also attempts to pull apart the target's armor, dealing 1d6 wear points to it. (Typically, 1 wear point is cosmetic damage, 2 wear points gives an item a -1 penalty where appropriate, and 3 wear

points destroys the item; magic items can usually take one additional wear point without suffering anything worse than cosmetic damage.)

Flaming Web (recharges when first bloodied, then after a short or long rest). Ranged Weapon Attack: +5 to hit, range 30'/60', one creature. *Hit:* 36 (8d8) fire damage, and the target is restrained by flaming webbing.

At the start of each of the restrained creature's turns, it takes 13 (3d8) fire damage. The flames on the web can be extinguished with at least five gallons of water.

As an action, the restrained creature can make a DC 17 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10, hp 15, vulnerability to cold damage, immunity to bludgeoning, poison and psychic damage).

Astral Shift (1/day). The bebelith transfers itself to the Astral Plane or from the Astral Plane to the Abyss. One creature of its choice within 20' must make a DC 13 Charisma save or accompany it.

BONUS ACTIONS

Web (Recharge 5-6). *Ranged Weapon Attack:* +5 to hit, range 30'/60', one creature. *Hit:* The target is restrained by webbing. As an action, the restrained creature can make a DC 17 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10, hp 15, vulnerability to fire damage, immunity to bludgeoning, poison and psychic damage).

BEER ELEMENTAL

Source: Homebrew.

Called forth from the deep regions of the Elemental Chaos where almost anything can be found, a beer elemental is exactly what it sounds like. It resembles a golden-amber water elemental with a fine frothy head along its dorsal side.

Beer Elemental Treasure: A beer elemental doesn't usually collect treasure.

Beer Elemental

Source: Homebrew.

A beer elemental uses the stat block of a **water elemental** with the following changes.

- It lacks the water elemental's Whelm ability.

It has the following additional Action option:

- **Intoxicate.** One creature within 5' of the elemental must succeed on a DC 15 Constitution save or gain 10 temporary hit points and become drunk for 1 hour. While drunk, the creature is poisoned.

BEHIR

Location: *Monster Manual*.

Behir Treasure. The lair of one or more behirs has a 75% chance each to contain 1d10 x 1,000 cp and sp, 2d6 x 100 ep, 2d6 x 500 gp, 2d8 gems, and 1d6 art objects; as well as a 35% chance each of containing 1d4 potions, 1d2 magic weapons and 1d4 random magic items.

BEHOLDER

Location: *Monster Manual* (beholder, death tyrant, spectator), *Volo's Guide to Monsters* (death kiss, gauth, gazer).

Source: *3e Lords of Madness* (director, eye of the deep).

Beholders have many types of specialized kin, spawned by a hive mother or dreamed into existence by the beholders' bizarre dream-spawning powers. Each type of beholder-kin shares some degree of the beholder's magical puissance, usually sporting eye rays and sometimes special central eye powers.

Beholder Treasure. Beholders are extremely avaricious and tend to collect treasure of all types. A single beholder is 75% likely each to have 1d10 x 1,000 cp and sp, 1d12 x 500 ep, 1d8 x 1,000 gp and 2d6 gems. It is also 60% likely to have 1d12 x 100 gp in trade goods; 50% likely to have 1d10 art objects; and 40% likely to have 1d4 random magic items.

A group of two to four beholders is 75% likely each to have 2d8 x 1,000 cp and sp, 1d8 x 1,000 ep, 1d12 x 1,000 gp and 2d10 gems. It is also 60% likely to have 1d8 x 400 gp in trade goods; 50% likely to have 2d6 art objects; and 40% likely to have 1d6+1 random magic items.

A group of five to twelve beholders is 80% likely each to have 2d6 x 2,000 cp and sp, 1d12 x 1,000 ep, 2d10 x 1,000 gp and 4d10 gems. It is also 60% likely to have 1d6 x 1,000 gp in trade goods; 50% likely to have 3d6 art objects; and 40% likely to have 2d6 random magic items.

A group of 13 or more beholders is 80% likely each to have 2d6 x 5,000 cp and sp, 1d12 x 1,000 ep, 4d10 x 1,000 gp and 4d12 gems. It is also 60% likely to have 1d12 x 1,000 gp in trade goods; 50% likely each to have 3d6 art objects and 2d6 potions; and 40% likely to have 2d6 random magic items.

BEHOLDERS IN CYDRA

Beholders in Cydra might have the following trait in place of their Legendary Actions.

- **Eye Rays.** When a creature the beholder can see starts its turn within 120' and the beholder isn't incapacitated, the beholder can use one random Eye Ray against that creature.

BEHOLDER ZOMBIE

Location: *Monster Manual* p316.

Beholder Zombie Treasure. Zombies don't usually collect treasure.

BELGOI

Source: *4e Dark Sun Creature Catalog*.

The belgoi are a proud, evil race of fey who accidentally destroyed their section of the Feywild, and have thus been stranded in the Prime Material Plane. Hated by, and hating, other fey, as well as elves and their kin, belgoi gather in small nomadic tribes that move through desert areas, seeming to enjoy the reflection of their ruined homeland.

The Dead Wilds. The belgoi used to dwell in a realm in the Feywild called the Living Wilds. However, over time, the belgoi built up towns that overfarmed the soil, cut down too many trees, and gradually depleted every resource until the fabric of the Feywild itself cried out and expelled the to the world. Now the belgoi call their lost home the Dead Wilds, or, more poetically (and euphemistically), the Lost Wilds.

Eaters of Humanoids. The belgoi are a degenerate race who now kill and eat humanoids, not out of a need for food, but out of a desire to partake in the power of worthy adversaries. Some druids claim that belgoi are tied to the ancient origins of the Circle of the Cannabix, but that is such an ancient event that it is impossible to verify anything about it with certainty. The belgoi belief system certainly has a lot in common with Cannabix theology, however.

Bells. Belgoi focus their psionic abilities through bells. Bells are everywhere in a belgoi camp, adorning every wagon, tent, and individual, and a belgoi community constantly rings with the music of the wind. Despite their bells, the belgoi have an uncanny ability to move quietly; others in their camp seem to constantly brush against or agitate one bell or another.

Belgoi Allies. Belgoi sometimes allies with **gnolls** and **hyenas**, joining forces to raid permanent communities in or on the edge of the deserts that they live in. A few belgoi tribes have forged short-lived alliances with **firenewts**, and a few **thri-kreen** and **phraint** groups have joined belgoi in alliances.

Some belgoi use their psionics to artificially domesticate creatures such as **lions**, and belgoi are found of keeping **goats** and **giant goats** for their meat and milk.

Belgoi Treasure. A belgoi typically carries 2d10 gp.

The lair of a group of ten to twenty belgoi also has a 20% chance each to have 1d6 x 100 cp, sp, and gp, 1d10 x 25 gp in trade goods, and 1d4 scrolls.

The lair of a group of 21 to 60 belgoi instead has a 25% chance each to have 1d10 x 250 cp, sp, and gp, 1d10 x 100 gp in trade goods, and 1d4

scrolls.

The lair of a group of 61 to 120 belgoi instead has a 35% chance each to have 1d6 x 1,000 cp, sp, and gp, 3d6 x 200 gp in trade goods, and 1d8 scrolls.

BELGOI PCS

While an unconventional choice, where available, belgoi are a fine pc race option. Though an adventuring belgoi would be exceptional, it is certainly not unheard of.

Low-Level (3+): A belgoi has several significant advantages, including good ability score improvements, its natural attacks, and its various racial psionic abilities. These are slightly better than a standard race on balance, so a belgoi is suitable for joining low, but not first, level parties.

BELGOI TRAITS

Belgoi pcs have the following racial traits.

Ability Score Adjustments. Your Wisdom score increases by 2. In addition, choose Strength, Dexterity, and Charisma and increase that score by 1. Conversely, your Intelligence score decreases by 2.

Age. Once immortal while in the Feywild, the belgoi now live fairly short lives. A belgoi grows to adulthood by the age of 40, is old by 100, and usually dies around 200 years of age.

Size. You are Medium. Belgoi males tend to stand between 5' 10" and 7' 5", with 6' 3" being average. A belgoi weighs between 110 lbs and 190 lbs, with the average being around 125 lbs.

Speed. Your speed is 30'.

Natural Weapons. You have a natural claw attack that you are proficient in that deals 1d6 points of slashing damage plus 1d6 necrotic damage.

Bell Magic. If you have a bell in hand or can reach one, you can use an action to ring it and choose one creature you can see within 30'. That creature must make a Wisdom save, DC 8 + your proficiency bonus + Charisma bonus, or you psionically force it to use its reaction to move its speed in a direction of your choice.

Whelm. You can psionically strike at a creature's mind. You psionically target one creature you can see within 60', which must make an Intelligence save, DC 8 + your proficiency bonus + Charisma bonus, taking 9 (2d8) psychic damage on a failure. If this reduces the target to 0 hit points, it is unconscious and stable. Once you use this power, you must complete a short or long rest before you can use it again.

The damage that this ability does increases by one die at 5th level (3d8), 11th level (4d8), and 17th level (5d8).

Languages. You speak Common and Sylvan.

SUBRACES: A belgoi's "subrace" is more of an measure of to what degree they are Fey and to what degree they lean toward becoming degenerate Humanoids (or perhaps even Monstrosities). Choose one from the following:

Lost Belgoi

You strongly identify with your Fey nature and yearn for your people to reclaim and restore the Dead Wilds. Your subrace is the least inclined toward evil of the belgoi. You have the following additional racial traits.

- Increase your Charisma by 1.
- **Mask of the Wild.** You can attempt to Hide even when you are only lightly obscured by foliage, heavy rain, falling snow, and other natural phenomena.
- You gain proficiency in Arcana.

Resolved Belgoi

You have come to terms with the fate of your people, and have achieved a perilous personal balance by focusing inward. You have the following additional racial traits.

- Increase your Dexterity by 1.
- **Whelm Mastery.** Your Whelm racial action option deals an extra 1d8 psychic damage if the target fails its saving throw, and you don't expend it if the target succeeds on its save.

- You gain proficiency in Survival.

Unresolved Belgoi

You hate both the Feywild that you can no longer have and the World that so poorly serves your people. By constantly struggling against everything, you have heightened your physical prowess. You have the following additional racial traits.

- Increase your Strength by 1.
- When you use your Bell Magic racial action option and the target fails its saving throw, you can choose to also deal 1d4 psychic damage to the target. This damage increases at 5th level (to 2d4), 11th level (3d4), and 17th level (4d4). Once you use this power a number of times equal to your proficiency bonus, you must complete a long rest before you can use it again.
- You gain proficiency in Athletics.

BELL RINGER (Belgoi Racial Feat)

Prerequisites: Belgoi.

You have learned to use your bell magic in additional ways that not all of your people are capable of. You gain the following benefits.

- When you use your Bell Magic racial option, instead of forcing a creature that fails its save to move, you can choose to charm it until the end of the creature's next turn.
- You can use an action to ring a bell within your reach and psionically cast *guidance*.
- You can use an action to ring a bell within your reach and psionically wake each sleeping creature of your choice within 90'.

Belgoi

Medium Fey, usually lawful evil

Armor Class 12 (leather armor)
Hit Points 18 (4d8)
Speed 30 ft.

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

Saving Throws Int +0, Wis +4
Skills Stealth +3, Survival +4
Senses passive Perception 12
Languages Belgoi
Challenge ½ (100 xp) **Prof** +2

ACTIONS

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

Bell Magic. The belgoi rings its bell, and one creature it can see within 30' must make a DC 11 Wisdom save or use its reaction to move its speed in a direction of the belgoi's choice.

Whelm (recharge 5-6). One creature the belgoi can see within 60' must make a DC 11 Intelligence save, suffering 18 (4d8) psychic damage on a failure. If this reduces the target to 0 hit points, it is unconscious and stable.

Belgoi Hunter

Medium Fey, usually lawful evil

Armor Class 15 (studded leather)
Hit Points 45 (10d8)
Speed 30 ft.

**STR 13 (+1), DEX 16 (+3), CON 10 (+0),
INT 7 (-2), WIS 14 (+2), CHA 13 (+1)**

Saving Throws Int +0, Wis +4
Skills Stealth +5, Survival +4

Senses passive Perception 12

Languages Belgoi

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

ACTIONS

Multiattack. The belgoi hunter makes two Claw attacks or three Longbow attacks.

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

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

Bell Magic. The belgoi rings its bell, and one creature it can see within 30' must make a DC 11 Wisdom save or use its reaction to move its speed in a direction of the belgoi's choice.

Whelm (recharge 5-6). One creature the belgoi can see within 60' must make a DC 11 Intelligence save, suffering 18 (4d8) psychic damage on a failure. If this reduces the target to 0 hit points, it is unconscious and stable.

Belgoi Mind Crusher

The belgoi mind crusher uses the Belgoi Hunter stat block with the following changes.

- It does not have Multiattack.
- Its Whelm ability is usable at will and deals 40 (9d8) psychic damage.

Belgoi Skirmisher

The belgoi skirmisher uses the Belgoi Hunter 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.

BELIEF SINK (Hazard)

Source: Homebrew.

A belief sink is a supernatural hazard that forms naturally where opposing pairs of faiths have had lasting and violent conflict. Once spawned, however, a belief sink floats freely on the air, drifting on currents of psychic energy created by the worship of deities. A belief sink might thus be found almost anywhere on the Prime Material Plane or one of its mirrors (the Feywild and the Shadowfell).

A belief sink is invisible and intangible, but emits a faint warbling buzz that is audible within 60'. A creature that wishes to find the source can use an action to make a DC 20 Wis (Perception) or Wis (Insight) check. If it succeeds, it can move 20' roughly toward the belief sink. In addition, a *detect magic*, *see invisibility*, *analyze balance*, or similar spell will reveal a glowing tangled coil of strands of magical energy.

A belief sink is only hazardous to those with a tie to an entity or philosophy from which it draws power- in other words, clerics, druids, paladins, rangers, and warlocks. If there are no interposing barriers, a belief sink's effects depend on the distance between the creature and the sink.

41' to 60': The creature feels as if its connection to its patron, deity, or philosophy is strained. If the creature casts a spell at this range from the sink, saves against that spell have advantage and any attack or check the creature makes as part of the spell has disadvantage.

21' to 40': The creature is stricken with doubts and can tell that it might not be able to cast its spells. If it attempts to cast a spell, it must make a Wis (Religion) check with a DC of 10 + the spell's level. If the check fails, the spell can't be cast, and although no slot is expended, the action is lost.

11' to 20': At this range, the DC to cast a spell is 15 + the spell's level, and if the check fails, the creature takes 11 (2d10) psychic damage.

10' or less: At this range, if the creature fails to cast a spell, it loses the slot and takes 16 (3d10) psychic damage.

Destroying the Belief Sink. A belief sink can be destroyed if five DC 20 Wis (Religion) checks are made while in its center. A creature that fails its check takes 11 (2d10) psychic damage.

Another creature can make a DC 15 Wis (Insight) or DC 20 Int (Arcana) check to Help one of the Wis (Religion) checks.

BELKER

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

A belker is a strange creature composed of smoke. While it has a fiendish-looking appearance, with extended wings and long curling claws of smoke, the belker is actually composed of elemental smoke.

Dangerous Recluses. A belker is usually reclusive, typically dwelling on a cinder or in a smoke bank in the Elemental Chaos. Most belkers prefer to be left in isolation and are content to spend their time in deep contemplation. However, when disturbed, a belker's evil nature becomes apparent, and it usually can't resist trying to devour intruders for more than a few moments.

The Choking Court. A few belkers follow Ehkakh, the Smoldering Duke, and dwell in the Choking Palace. These belkers of the Choking Court are far more ambitious than their wilder kin, with a far greater propensity for plots and schemes. These belkers are far more likely to be found in numbers than those that dwell elsewhere in the Plane Below.

Belker Allies. Few creatures will ally with a belker, and only those with no need to breathe fresh air. **Smoke para-elementals** are the most likely creatures to work with a belker.

Belker Challenge Rating. Because of the belker's resistances in smoke form, when figuring the belker's effective hit points while assessing its CR, assume that it has damage resistances.

Belker Treasure. Belkers don't usually collect treasure. They value scents, vapors, and mists, rather than physical objects.

Belker

Medium Elemental, usually neutral evil

Armor Class 15

Hit Points 55 (10d8+10)

Speed 30 ft., fly 50 ft.

**STR 14 (+2), DEX 21 (+5), CON 13 (+1),
INT 6 (-2), WIS 11 (+0), CHA 11 (+0)**

Damage Resistances fire

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 10

Languages Auran

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

ACTIONS

Multiattack. The belker makes two attacks: one with its wings and one with its bite.

Wings. *Melee Weapon Attack:* +4 to hit, reach 5', one target. *Hit:* 9 (2d6+2) bludgeoning damage.

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

Smoke Claws (smoke form only). The belker attempts to insert part of its smoke form inside the lung of a creature sharing its belker's space. The target must make a DC 11 Constitution save,

taking 18 (4d8) poison damage on a failure or half that on a success.

A target that fails the save takes 9 (2d8) poison damage at the start of each of its turns. It can use an action to cough the smoke out and make another Constitution save, ending the effect on a success. The effect also ends if the belker falls to 0 hit points or ends its turn more than 100' from the target.

BONUS ACTIONS

Smoke Form. The belker turns to smoke, remaining in smoke form as long as it concentrates, up to 1 minute. While in smoke form, the following changes apply to the belker's statistics.

- It can enter a hostile creature's space and stop there.
- It can move through a space as narrow as 1 inch wide without squeezing.
- It gains resistance to bludgeoning, piercing, and slashing damage that isn't magical.
- It can't use its wings or bite to attack.

Belker Wisp

The belker wisp uses the Belker stat block with the following changes.

- It has 1 hit point (minion).
- It is immune to fire damage.
- 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.

BERBALANG

Location: *Mordenkainen's Tome of Foes*.

Treasure: A berbalang's lair has a 50% chance of having 1d10 x 100 gp; a 25% chance each of having 1d2 potions and 1d2 random magic items; and 10% chance each of having 2d10 x 100 cp, 2d6 x 100 sp, and 3d10 ep.

BERSERKER

Location: *Monster Manual* p344.

Berserker Treasure. A berserker typically has a 50% chance to have no treasure whatsoever (having wasted it on drink, drugs, and whores). If it does have some, it has 1d100 cp, 1d100 sp, and 1d100 gp, and it has a 5% chance each of having 1d4 gems, 1d2 potions, and 1 magic weapon (1-3), piece of magic armor (4-5), or random magic items (6).

Berserker Hiring

The berserker hiring uses the Berserker 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.

Berserker Old Warrior

Medium Humanoid, usually any chaotic alignment

Armor Class 16 (unarmored defense)

Hit Points 187 (22d8+88)

Speed 40 ft.

**STR 19 (+4), DEX 14 (+2), CON 18 (+4),
INT 9 (-1), WIS 11 (+0), CHA 9 (-1)**

Skills Athletics +7

Condition Immunities frightened

Senses passive Perception 10

Languages Common

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

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

Unarmored Defense. The old warrior can figure its AC as 10 + its Dex bonus + its Con bonus.

ACTIONS

Multiattack. The old warrior makes three Greataxe attacks or two Longbow attacks.

Greataxe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d12+4) slashing damage.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150'/600', one target. *Hit:* 6 (1d8+2) piercing damage.

REACTIONS

Final Strike. When the old warrior falls to 0 hit points, it makes one Greataxe attack before it falls.

BHEUR HAG

Location: *Volo's Guide to Monsters* p160.

Treasure: A bheur hag has a 25% chance each of having 2d10 x 10 sp, 1d6 x 100 gp, and 1d6 pieces of jewelry; and a 15% chance of having 1d2 random magic items.

BILE BEAST

Source: Homebrewed.

Bile beasts are creations of the Bile Lords, and are almost never encountered anywhere that isn't tainted by their foul influence. Bile beasts are large, powerful quadrupeds that drip foaming bile from their pores. A bile beast constantly feels nausea and pain; however, its physiology is such that both feelings only drive it into an even more

aggressive state.

No Retreat. A bile beast is provoked by pain. If it gets into a fight, it will never back down, fighting to the death (or until its enemy escapes it). Immune to pain and fear, the creature can't be dissuaded once it has joined battle. Even the Bile Lords, who seem to be able to exert a small amount of influence over these monsters, can't force one to disengage from combat.

Bile Beast Allies. Although a bile beast is ferociously foul-tempered, a **Bile Lord** can cow it with a gesture and a snarl. Though the bile beast might back down from the Lord, it won't cooperate with other minions, instead destroying them.

Of Unknown Stock. A bile beast's original stock is impossible to discern. The monster has a tail and its skin is covered by hard, bristle-coated scales, so it's not even possible to be certain whether the original stock was mammal, reptile, or something else entirely. It is even possible that bile beasts have been created independently more than once, possibly from different creatures or combinations of creatures.

Bile Beast Treasure. A bile beast doesn't usually collect treasure, but if its lair is frequently traveled, it may accumulate from the monster's victims. A bile beast's lair has a 25% chance each to have 1d4 x 1,000 cp, 1d6 x 1,000 sp, 2d6 x 1,000 gp, and 2d8 gems, as well as a 15% chance each to have 1d10 x 100 ep, 1d20 x 25 pp, and 1d4 random magic items (each of which has a 50% chance of having 1d3 wear points).

Bile Beast

Huge Monstrosity, usually neutral evil

Armor Class 18 (natural armor)

Hit Points 405 (30d12+210)

Speed 40 ft., climb 30 ft., swim 30 ft.

**STR 27 (+8), DEX 10 (+0), CON 24 (+7),
INT 6 (-2), WIS 10 (+0), CHA 8 (-1)**

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

Damage Immunities acid, poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands Giant and Undercommon but can't speak

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

Corrosive Form. Any creature within 5' that hits the bile beast with a melee attack must make a DC 22 Dex save. If it fails:

- If it attacked with a natural weapon, it takes 11 (2d10) acid damage.
- If it attacked with a manufactured weapon, the weapon gains 1 wear point after dealing damage. (1 wear point is cosmetic damage, 2 wear points inflicts a -1 penalty on the item, and 3 wear points destroys the item. A magic item can sustain 1 additional wear point without suffering anything but cosmetic damage.)

ACTIONS

Multiattack. The bile beast makes one bite attack and two claw attacks.

Bite. Melee Weapon Attack: +15 to hit, reach 5 ft., one target. *Hit:* 27 (4d8+8) piercing damage plus 22 (4d10) acid damage and 22 (4d10) poison damage.

Claw. Melee Weapon Attack: +15 to hit, reach 10 ft., one target. *Hit:* 22 (4d6+8) slashing damage.

Breath Weapon (Recharge 5-6). The bile beast breathes bile in a 60' cone extending from it. Each creature in the cone must make a DC 22 Dexterity save, suffering 33 (6d10) acid damage on a failure and half that on a success, and a DC 22 Constitution save, suffering 33 (6d10) poison damage on a failure and half that on a success. If a target fails both saves, it is also poisoned for 1 minute, repeating the Constitution save at the end of each of its turns and ending the effect on a success.

Enraged Strike (only when bloodied) (recharges after a long rest). The bile beast makes one melee attack with advantage. If it hits, it deals an extra 44 (8d10) damage.

BONUS ACTIONS

Swift Recovery (recharges when first bloodied or after a short or long rest). The bile beast makes a save against an effect that a save can end.

REACTIONS

Tail Sweep (recharges after a short or long rest). When a creature comes within 10' of the bile beast, the beast swings its tail to knock the triggering creature, and anyone near it, off its feet. The triggering creature and each other creature within 5' of it must make a DC 23 Dex save, falling prone on a failure.

BILE LORD

Source: Homebrewed.

The Bile Lords are an ancient race of strange foul giants. Withered with age, shrouded in foul vapors, the Bile Lords are best known for their long tenancy in Bile Mountain on the island of Pesh, where they were a legend until the upper levels of the mountain were breached by the Sword Emperor's companions. Even upon their release, the Bile Lords showed little interest in the outside world, preferring to maintain their lair and continue their experiments upon its denizens.

Eventually, the original Bile Lords were destroyed by the Sword Empire and his companions, their king overthrown and their mountain cleansed of their influence and remade into the Bile Mountain Casino under the aegis of Empress Sybele. With the fall of the Sword Empire, the casino fell into disrepair and its keepers died or fled. Who knows what Bile Mountain now holds?

Whether any of the original Bile Lords might have survived or returned through some contingency is unknown, but at least one new Bile Lord has been heard of in recent years, nestled in

the megadungeon called Marble Hall, near Fandelose on Dorhaus.

Mysterious and Foul. The Bile Lords and the monsters under their control are mysterious and foul. No cults or religions worship them; they see mortal beings as tools to be used or raw materials to be “improved” by their vile rituals. The Bile Lords seem to be functionally immortal, and all are male. Whatever their method of reproduction is, no one but the Bile Lords are aware of it, but their numbers do slowly increase over time. The sorcerer-king Lillamere once speculated that they might all somehow be imperfect copies of their Bile King, but there has also been evidence that some of them have made attempts to usurp the crown of their king, and the Sword Emperor and his companions slew the Bile Lords in existence at the beginning of his reign; nonetheless, a few more have appeared in the centuries since Bile Mountain's fall, from whence no one knows.

Unique Beings. Even in their earliest days, the Bile Lords are fantastically powerful, but as one grows and ages, it becomes ever more puissant and gains more and more unique abilities. Most Bile Lords delve deeply into one warped realm of magic or another; a few focus instead of more physical pursuits, often involving surgery or slow vivisections performed on conscious and unwilling victims. Still others expand their mental power into the realm of psionics. No Bile Lord worships a deity, nor does any have a good relationship with the primal spirits; the Bile Lords are anathema to nature.

Experiment on Creatures. The Bile Lords are notorious for experimenting on creatures, creating unlikely crossbreeds or infecting creatures with bile, changing them into agonized monstrosities that are constantly wracked with pain and illness, yet are hideously powerful. A few of their experiments have proven able to breed true, most notably bile beasts and vomit hounds, but even these hate their own existence.

Almost Lethal Farts. There is a Thulian idiom describing something as “stinkier than a dog's fart” which is meant to imply that the thing being described does not exist or has impossible properties. Unfortunately, bile monsters of all sorts

are extremely prone to having horrific gas that is so awful that, in some cases, it actually rises to the level of a threat. This taints the area within and around a bile monster's home. At best, its lair will be filled with a malodorous stench; at worst, it might obscure vision and even poison creatures bold enough to venture into it.

Bile Lord Challenge Rating. Because of its Obeisance ability, treat the Bile Lord's AC and attack bonus as if they were 4 higher than they are when assessing its Challenge Rating. Because of its ability to Counterspell every round, treat its AC as if it were 2 higher. Finally, assume its Sickening Stench damages one creature each round.

Bile Lord Treasure. Each Bile Lord hoards its own treasure. A Bile Lord is 90% likely to have 5d6 x 2,000 gp; 75% likely each to have 2d10 x 500 pp, 3d6 gems, 2d10 art objects, and 1d6+6 scrolls; and a 50% chance each to have 1 rod et al, 1 piece of magic clothing, 1 piece of magic jewelry and 1d4+3 magic items.

Bile Lord

Large Giant, always Evil

Armor Class 20 (natural armor plus uncanny insight)

Hit Points 310 (20d10+200)

Speed 30 ft.

**STR 20 (+5), DEX 11 (+0), CON 30 (+10),
INT 26 (+8), WIS 18 (+4), CHA 20 (+5)**

Saving Throws Str +9, Dex +11, Con +21,
Int +19, Wis +15, Cha +16 (Uncanny Insight)

Skills Arcana +15, Nature +15, Religion +15

Damage Immunities acid, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 14

Languages Common, Giant, any 5 others

Challenge 25 (75,000 xp) **Prof** +8

Regeneration. If the Bile Lord has at least 1 hit point at the start of its turn, it regains 20 hit points.

Sickening Stench. A living creature that starts its turn within 15' of the Bile Lord takes 15 poison damage and must make a DC 25 Con save or be poisoned until the start of its next turn. A creature that succeeds on this save can't be poisoned by the Sickening Stench of a Bile Lord for 24 hours.

Uncanny Insight. A Bile Lord gains its Wisdom bonus to AC, all saving throws, and attack rolls.

ACTIONS

Multiattack. The Bile Lord makes two Claw attacks or two Bile Bolt attacks.

Claw. Melee Weapon Attack: +16 to hit, reach 10 ft., one target. *Hit:* 16 (2d10+5) slashing damage plus 18 (4d8) acid damage, and the target must make a DC 25 Constitution save or be infected with a disease called bilechia.

24 hours after being infected with bilechia, the creature becomes feverish and suffers from aching joints and vomiting. While ill with bilechia, the creature suffers disadvantage on Strength attacks, saves and checks, and its maximum hit points are reduced by 10. At the end of each long rest, the creature can make a DC 25 Con save to recover from the disease. If it fails, the creature's hit point maximum is reduced by an additional 10.

Bile Bolt. Ranged Spell Attack: +15 to hit, range 90 ft., one target. *Hit:* 18 (4d8) acid and 18 (4d8) poison damage.

Spellcasting. The Bile Lord is a 20th level spellcaster. Its spellcasting ability is Intelligence (spell save DC 23, +15 to hit with spell attacks). It can cast the following spells:

At will- *alter self, chromatic orb* (3rd level slot), *detect thoughts, mage hand, minor illusion, prestidigitation, see invisibility.*

3/day- *dispel magic, fireball, fly, invisibility, lightning bolt, magic missile* (6 missiles), *shield,*

1/day- *chain lightning, confusion, dominate person, plane shift, power word kill, power word stun, wall of force.*

Foul Blast (recharges when first bloodied, then after a short or long rest). The Bile Lord creates a blast of foul vapors in a 40' cube adjacent to it. Each creature in the cube must make a DC 25 Con save, suffering 88 (16d10) necrotic damage on a failure or half that on a success.

BONUS ACTIONS

Contemptuous Repulsion. One creature within 10' of the Bile Lord must make a DC 25 Str save or be pushed 30' directly away from it.

Obeisance (recharges when first bloodied, then after a short or long rest) (6th level spell). Each creature of the Bile Lord's choice within 60' that can hear the Bile Lord must succeed on a DC 25 Wis save or fall prone and be unable to rise for 1 minute (save ends).

The Bile Lord has advantage on attacks, including ranged attacks, against a creature that is prone from this effect.

REACTIONS

Counterspell (recharges when the Bile Lord takes damage) (5th level spell). When it sees a spell being cast within 60', the Bile Lord counters the spell if it is 5th level or lower. If it is 6th or higher level, the Bile Lord counters it on a successful Int check, DC 10 + the spell's level.

LEGENDARY ACTIONS

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

- **Claw (costs 2 actions).** The Bile Lord uses Claw.
- **Contemptuous Repulsion.** The Bile Lord uses Contemptuous Repulsion.
- **Melt Item (costs 3 actions).** The Bile Lord targets one object it can see within 10'. If

that object is worn or carried by a creature, that creature can make a DC 25 Dex save. If it fails, or if the item isn't being worn or carried, the Bile Lord touches it and the item gains 1d4+1 wear points. An item immune to acid isn't affected by this.

- **Spittle.** The Bile Lord spits thick, viscous phlegm at a creature within 20'. That creature must succeed at a DC 25 Dex save or be blinded until it or another creature uses an action to wipe its eyes clear.

LAIR ACTIONS

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

- A cloud of foul vapors fills a 15' radius sphere centered on a point within 120' of the Bile Lord. Each creature in the cloud must succeed on a DC 15 Con save or be blinded for 1 minute, repeating the save at the end of each of its turns and ending the effect on a success.
- A rain of bile drips from the ceiling, filling a 5' radius cylinder that runs from the floor to the ceiling. Each creature in the cylinder must make a DC 15 Dex save, suffering 22 (4d10) acid damage on a failure.
- A square up to 20' on a side becomes soft and spongy until initiative count 20 of the next round. The area is difficult terrain, and any creature that ends its turn in the square takes 11 (2d10) poison damage.

Regional Effects. The area within about 1 mile of a Bile Lord's lair becomes corrupted by the influence of bile. In that area, some or all of the following effects occur.

- The stench of bile permeates the area.
- Bile monsters become endemic to the area.
- Water sources near the area are fouled and non-potable.

BILE MONSTER

Source: Homebrewed.

A bile monster is a creature that has become tainted by bile. Now wracked with constant pain, a bile monster generally has clumps of hair or scales missing and stinks of bile. It often exudes frothy or foamy bile from its mouth, eyes, nose, ears and/or body.

Bile monsters are most often created by the Bile Lords, a foul race prone to experiment on life forms without any regard for the subjects' well-being or sanity. The awful reek of bile permeates every inch of the area the bile monster lives in, and it is usually easily detected throughout the monster's hunting grounds, especially if it has been in the area for a while. Other signs of its presence are obvious to those who have encountered such creatures before: the melted remains of prey, pocked stone, tainted water, etc.

Saturated with Bile. Most creatures exposed to the magical bile employed by the Bile Lords sicken and many even die, but a few manage to survive repeated exposures until their bodies become saturated with it. These creatures mutate into bile monsters. Bile monsters are plagued with terrible pain at all times, and death is usually a mercy for it. No bile monster has yet been returned from this awful state to normalcy, even with a *wish*.

Bile Monster Treasure. Even if the base creature did, bile monsters don't usually have treasure. The caustic secretions they constantly spew forth tends to destroy anything of value a bile monster might have near it.

Bile Monster Template

Any corporeal creature can become a bile monster. When a creature becomes a bile monster, it retains all its statistics, modified as noted below.

Creature Type. The bile monster is an aberration.

Immunities. The bile monster is immune to acid and poison damage and to the poisoned condition.

New Trait: Agonized Existence. The bile monster is in constant pain. If it is charmed,

frightened or paralyzed, that condition ends at the end of the bile monster's turn.

New Trait: Breath Weapon (Recharge 5-6).

The bile monster vomits forth a cone of bile. Each creature in the cone must make a saving throw based on the bile monster's Constitution score, taking half damage on a success. The breath weapon deals damage based on the creature's size:

Small or smaller: 14 (4d6) acid and 14 (4d6) poison.

Medium: 21 (6d6) acid and 21 (6d6) poison.

Large: 28 (8d6) acid and 28 (8d6) poison.

Huge: 35 (10d6) acid and 35 (10d6) poison.

Gargantuan: 42 (12d6) acid and 42 (12d6) poison.

Challenge Rating: Adjust for the monster's new damage output and immunities. Due to their damage output, a Small or smaller bile monster has a minimum CR of 3; increase this minimum CR by 1 per size category above Small.

Bile Amphisbaena Roller

Large Aberration (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

Damage Immunities acid, poison

Condition Immunities poisoned

Senses passive Perception 16

Languages -

Challenge 8 (3,900 xp)

Prof +3

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

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

ACTIONS

Multiattack. The amphisbaena attacks twice with its bite.

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 15 Constitution saving throw, suffering 16 (3d10) poison damage on a failure and half that on a success.

Breath Weapon (Recharge 5-6). The bile monster vomits forth a cone of bile. Each creature in the cone must make a DC 14 Constitution saving throw, taking 28 (8d6) acid and 28 (8d6) poison damage on a failure or half damage on a success.

BONUS ACTIONS

Wheel Roll (recharges after the amphisbaena spends a turn without moving). 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.

Bile Immense Spider

Huge Aberration (Spider) unaligned

Armor Class 10 (natural armor)

Hit Points 84 (8d12+32)

Speed 40 ft., climb 40 ft.

STR 20 (+5), **DEX** 6 (-2), **CON** 18 (+4),
INT 2 (-4), **WIS** 11 (+0), **CHA** 4 (-3)

Saving Throws Dex +1

Damage Immunities acid, poison

Condition Immunities poisoned

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

Languages -

Challenge 6 (2,300 xp)

Prof +3

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

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

ACTIONS

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d8+5) piercing damage, and the target must make a DC 15 Constitution saving throw, suffering 11 (2d10) poison damage and being poisoned for 1 minute on a failed save, or taking half as much damage and not being poisoned on a success. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Breath Weapon (Recharge 5-6). The bile monster vomits forth a cone of bile. Each creature in the cone must make a DC 15 Constitution saving throw, taking 35 (10d6) acid and 35 (10d6) poison damage on a failure or half damage on a success.

Web (Recharge 5-6). *Ranged Weapon Attack:* +0 to hit, range 30'/60', one creature. *Hit:* The target is restrained by webbing. As an action, the restrained creature can make a DC 15 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10, hp 15, vulnerability to fire damage, immunity to bludgeoning, poison and psychic damage).

BILLYMAN

Source: Homebrew.

A billyman is a type of demon in service to Bleak, a god of darkness whose entire purpose is to oppose the Light. Bleak's servants include undead, demons, foul human **cultists**, **dark ones**, **shadows** and even a renegade cabal of **mind**

flayers, but few are as ubiquitous as billymen.

Foul Lusts. A billyman appears as a naked man with the head of a goat. Most billymen wield two weapons, typically longswords, with vicious aplomb. When in combat, billymen enter a state of obvious sexual arousal. Woe unto those captured by billymen; very quickly they beg for death, but few are granted their wish until the billymen have sated their obscene lusts.

Cascade of Evil. The most dangerous aspect of an encounter with a billyman is the reckless disregard with which it summons more of its fellows from the Abyss. When a group of heroes encounters one billyman, those familiar with its tactics know to focus all their attacks on it immediately to prevent it from calling up a small army of lackeys. One billyman becomes two, which becomes three, then four, and before one can blink an eye, the cascade has grown beyond stopping.

Human Sacrifice. Bleak's faith calls for the sacrifice of sentient humanoids, especially good-aligned ones. Billymen love making such sacrifices, and some even become dark priests of Bleak in order to more effectively dedicate souls to their dark lord.

Treasure. Billymen enjoy treasure only inasmuch as taking it from others gives them pleasure. A lone billyman has a 5% chance of having a magic weapon.

A group of two to twelve billymen have a 30% chance of having 1d12 x 100 gp in mixed coins and a 15% chance of having 1d3 magic items, the first of which will be a magic weapon.

Billyman

Medium Fiend (Demon), always chaotic evil

Armor Class 13

Hit Points 58 (9d8+18)

Speed 30 ft.

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

Senses Darkvision 60 ft., passive Perception 12

Languages Abyssal, Common

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

ACTIONS

Multiattack. If it is armed with two melee weapons (usually two longswords), the billyman makes one attack with each.

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+2) slashing damage, or 7 (1d10+2) slashing damage if wielded with both hands.

Summon Billyman (recharge 5-6). The billyman summons a single billyman that appears in an unoccupied space the summoning billyman can see within 25'. The summoned billyman can't act the round it is summoned, and it remains for 1 hour or until the summoner uses an action to dismiss it.

BONUS ACTIONS

Frenzied Attacker. The billyman makes one Longsword attack or teleports up to 30 feet to an unoccupied space adjacent to an enemy it can see.

Billyman Bully

The billyman bully uses the Billyman stat block with the following changes.

- It has 84 hit points (13d8+26 Hit Dice).
- Its Strength score is 18 (+4).
- Its Longsword attack is +6 to hit and deals 8 (1d8+4) damage, or 9 (1d10+4) damage if wielded with both hands.
- Its Challenge Rating is 2 (450 xp).

The bully has the following additional trait.

- **Bully.** When the bully hits a creature with a melee attack, that creature must make a DC 15 Strength save or the bully slides it 5'.

Billyman Caller

The billyman caller uses the Billyman stat block with the following changes.

- It has 1 hit point (minion).
- Its Summon Billyman action option can only be used 1/day, and it summons another billyman caller.
- 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.

Billyman Giant

Large Fiend (Demon), always chaotic evil

Armor Class 18 (natural armor)

Hit Points 135 (18d10+36)

Speed 40 ft.

**STR 20 (+5), DEX 16 (+3), CON 14 (+2),
INT 15 (+2), WIS 12 (+1), CHA 13 (+1)**

Senses Darkvision 60 ft., passive Perception 12

Languages Abyssal, Common

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

ACTIONS

Multiattack. The billyman giant makes two Greataxe attacks or makes one Greataxe attack against each creature within 5'.

Greataxe. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 18 (2d12+5) slashing damage.

BONUS ACTIONS

Frenzied Attacker. The billyman makes one Greataxe attack or teleports up to 30 feet to an unoccupied space adjacent to an enemy it can see.

Billyman Headsman

Medium Fiend (Demon), always chaotic evil

Armor Class 16 (chain mail)

Hit Points 71 (11d8+22)

Speed 30 ft.

**STR 18 (+4), DEX 16 (+3), CON 14 (+2),
INT 15 (+2), WIS 12 (+1), CHA 13 (+1)**

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

Languages Abyssal, Common

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

ACTIONS

Multiattack. The billyman makes three Greataxe attacks.

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (1d12+4) slashing damage.

Summon Billyman (recharge 5-6). The billyman summons a single billyman that appears in an unoccupied space the summoning billyman can see within 25'. The summoned billyman can't act the round it is summoned, and it remains for 1 hour or until the summoner uses an action to dismiss it.

BONUS ACTIONS

Frenzied Attacker. The billyman makes one Longsword attack or teleports up to 30 feet to an unoccupied space adjacent to an enemy it can see.

REACTIONS

Here I Come. If an enemy ends its turn within 10' of the billyman, the billyman moves up to 10' to a space within reach of the target.

Billyman Ignoble Champion

Medium Fiend (Demon), always chaotic evil

Armor Class 13

Hit Points 123 (19d8+38)

Speed 30 ft.

**STR 18 (+4), DEX 16 (+3), CON 14 (+2),
INT 15 (+2), WIS 12 (+1), CHA 13 (+1)**

Senses Darkvision 60 ft., passive Perception 12

Languages Abyssal, Common

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

Brute. A melee weapons do one extra die of damage when the champion hits with it.

ACTIONS

Multiattack. The ignoble champion chooses one of the following.

- It makes three weapon attacks.
- If it is armed with two melee weapons, it makes two attacks with each one.

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8+4) slashing damage, or 15 (2d10+4) slashing damage if wielded with both hands.

Befouling Smite (1/day). The champion makes one melee weapon attack. If it hits, the attack deals an extra 35 (10d6) poison damage, and the target must succeed on a DC 13 Con save or be poisoned for 1 minute (save ends).

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4+4) piercing damage, and the target must make a DC 13 Con save or be poisoned until the end of its next turn.

Summon Billyman (recharge 5-6). The billyman summons a single billyman that appears in an unoccupied space the summoning billyman can

see within 25'. The summoned billyman can't act the round it is summoned, and it remains for 1 hour or until the summoner uses an action to dismiss it.

BONUS ACTIONS

Frenzied Attacker. The billyman makes one Bite attack or teleports up to 30 feet to an unoccupied space adjacent to an enemy it can see.

Billyman Priest of Darkness

Medium Fiend (Demon), always chaotic evil

Armor Class 13

Hit Points 91 (14d8+28)

Speed 30 ft.

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

Senses Darkvision 60 ft., passive Perception 12

Languages Abyssal, Common

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

ACTIONS

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

Summon Billyman (recharge 5-6). The billyman summons a single billyman that appears in an unoccupied space the summoning billyman can see within 25'. The summoned billyman can't act the round it is summoned, and it remains for 1 hour or until the summoner uses an action to dismiss it.

Black Flame. One creature the billyman can see within 90' must make a DC 12 Dex save, suffering 18 (4d8) necrotic damage on a failure.

Spellcasting. The billyman's innate spellcasting ability is Wisdom (save DC 12). It can cast the following spells, requiring no material components:

At Will- *guidance, thaumaturgy*

1/day- *banishment, blindness/deafness, darkness, dispel magic, freedom of movement, hold person, inflict wounds.*

BONUS ACTIONS

Frenzied Attacker. The billyman makes one Longsword attack or teleport up to 30 feet to an unoccupied space adjacent to an enemy it can see.

BIRD OF PANDOS

A bird of Pandos is one of the few close relatives of terror birds that can fly. A close relative of the **kocho**, the bird of Pandos is named for Pandos the Mute, a paladin and later saint who tamed the first of the breed to be used as a mount. Birds of Pandos are rare and expensive, but loyal and significantly smarter than most other similar birds, such as **axe beaks** and **terror birds**.

Birds of Pandos are native to the Great Redwood Forest of Valonia. They nest hundreds of feet up, in the boughs of the great sequoias. Because of this, they often have conflicts with **hadozee** and **su-monsters**, which like to eat them, and **tasloi**, which the birds of Pandos sometimes prey upon.

Bird of Pandos Mounts. A domesticated bird of Pandos is loyal and agreeable, but if it hasn't bonded with its rider since the time it was a hatchling, it might sometimes misbehave.

The market price for a bird of Pandos is 5,000 gp. Since it only eats meat, feed for it costs about 3 gp per day. (Fortunately, it doesn't require fresh meat or have to kill its own prey.)

A bird of Pandos chick can sometimes be purchased for around 2,000 gp, but it takes about five years for it to grow to adulthood and be suitable for riding.

Bird of Pandos Treasure. Birds of Pandos don't usually have treasure.

Bird of Pandos

Large Beast (Bird), always unaligned

Armor Class 14

Hit Points 39 (6d10+6)

Speed 30 ft., fly 50 ft.

STR 17 (+3), DEX 18 (+4), CON 13 (+1), INT 3 (-4), WIS 17 (+3), CHA 11 (+0)

Skills Perception +5

Senses passive Perception 13

Languages -

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

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

ACTIONS

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

BONUS ACTIONS

Surge of Speed (recharges if the bird of Pandos doesn't move for a round). The bird of Pandos Dashes.

Bird of Pandos Feral Fledgling

The bird of Pandos feral fledgling uses the Bird of Pandos stat block with the following changes.

- It has 1 hit point (minion).
- Its Surge of Speed bonus action option is usable 1/day.
- 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.

Bird of Pandos Silverwing

Large Beast (Bird), always unaligned

Armor Class 15

Hit Points 120 (16d10+32)

Speed 30 ft., fly 50 ft.

**STR 19 (+4), DEX 20 (+5), CON 14 (+2),
INT 5 (-3), WIS 17 (+3), CHA 11 (+0)**

Skills Perception +5

Senses passive Perception 13

Languages understands Common but can't speak

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

Action Surge (recharges after a short or long rest). The silverwing takes an extra action.

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

ACTIONS

Multiattack. The silverwing makes two Talons attacks.

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

BONUS ACTIONS

Second Wind (recharges after a short or long rest). The silverwing regains 10 (1d10+5) hit points.

Surge of Speed (recharges if the bird of Pandos doesn't move for a round). The bird of Pandos Dashes.

BLACK ABISHAI

Location: *Mordenkainen's Tome of Foes* p160.

Black abishai, sometimes called wrack abishai, are the most sadistic of their breed. They enjoy inflicting pain, and prefer to work alongside kocrachons in the torture pits than engage in open combat. This is probably also due to their relative weakness. Like white abishai, they have a slightly rebellious streak, although they prefer to resort to tormenting lesser fiends like imps and spinagons to let out their resentment and hatred. Of course, a mortal will do just as well.

Treasure: Abishais are notorious treasure hoarders. The lair of a solitary abishai has 2d6 x 100 gp in coins and gems.

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

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

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

Black Abishai Remnant Spirit

A black abishai remnant spirit uses the Black Abishai stat block with the following changes.

- It has 1 hit point (minion).
- Its Damage Immunities are acid, cold, fire, poison, and bludgeoning, piercing, and slashing damage that isn't magic.
- Its Condition Immunities are charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, and restrained.
- It is worth 580 xp (minion).

It has the following additional Traits.

- ***Incorporeal Movement.*** The spirit can move through other creatures and objects as if they were difficult terrain. If it ends its turn inside a creature or object, it dies, and that creature or object takes 5 (1d10) force damage.
- ***Minion.*** A missed attack never damages a minion, and a successful save prevents all damage the minion would take from an effect.

Black Abishai Tormentor

A black abishai tormentor uses the Black Abishai stat block with the following additional Action options.

- ***Torturous Blow (recharge 5-6).*** The abishai makes one Scimitar attack. If it hits, the attack deals an extra 18 (4d8) psychic damage, and the target must succeed on a DC 14 Con save or be incapacitated for 1 minute (save ends).

Black Abishai Veteran

A black abishai veteran uses the Black Abishai stat block with the following changes.

- Its AC is 20 (plate and shield).
- It has 104 hit points (16d8+32 Hit Dice).
- Its Strength is 18 (+4).
- Its save bonuses are Dex +7, Wis +7.
- Its skill bonuses are Perception +7, Stealth +7.
- Its Multiattack action allows it to make four Scimitar attacks and one Bite attack.
- Its Scimitar is +8 to hit and deals 7 (1d6+4) damage.
- Its Bite is +8 to hit and deals 9 (1d10+4) piercing damage plus 9 (2d8) acid damage.
- Its Challenge Rating is 11 (7,200 xp).
- Its proficiency bonus is +4.

BLACK BATTLET SWORDMAGE

Source: Homebrew.

The Army of Argos stands proud to defend Fandelose, the Final City. Divided into Battlets with specialized functions, the army has a variety of types of soldiers, including the swordmagi.

The swordmagi are the mainstays of the Black Battlet, which specializes in missions that require magical support or firepower. A swordmage is a specialized eldritch knight capable of creating a protective aegis to shield its allies.

Unfortunately, it takes three years to properly train a swordmage from their first introduction to spellcasting theory, and even then, quite a few don't manage to earn their black badge. Those who do wear it with pride, and the citizens of Fandelose recognize that the swordmagi are both very dangerous and highly elite. Though somewhat exaggerated, popular stories say that the swordmagi have never fled from an engagement, and that that each member of the Black Battlet can summon demons or hurl fireballs.

In addition, the Black Battlet took major losses a few years ago during one of the Fandelosian internal conflicts. Because of the long training time required to replace them, the Black Battlet hasn't yet regained its full strength, even though it has been supplemented by any number of warriors, scouts, and support personnel transferred from the other Battlets.

Black Battlet Swordmage Treasure. A Black Battlet swordmage typically carries 2d10 sp and 1d8 gp.

In addition, in a group of 4-12 Black Battlet swordmagi, there is a 30% chance that there are 1d4 potions; and a 10% chance that there is 1 magic weapon (1-4) or 1 random magic item (5-6).

In a group of 20 or more Black Battlet swordmagi, there is a 25% chance that they are carrying 2d10 x 100 gp in coins and trade bars.

Black Battlet Swordmage

Medium Humanoid, any alignment

Armor Class 18 (chain mail and shield)

Hit Points 38 (7d8+7)

Speed 30 ft.

**STR 17 (+3), DEX 14 (+2), CON 12 (+1),
INT 15 (+2), WIS 10 (+0), CHA 10 (+0)**

Saving Throws Str +5, Con +3, Int +4

Skills Arcana +4, Athletics +5

Senses passive Perception 10

Languages Common plus one other

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

ACTIONS

Multiattack. The swordmage makes two melee weapon attacks. It can cast a cantrip in place of one attack.

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

Explosive Pulse (3rd level spell) (recharge 5-6). The swordmage chooses three points it can see within 60'. Each creature within 5' of at least one point must make a DC 12 Dex save, suffering 22 (5d8) thunder damage on a failure or half that on a success.

Spellcasting. The swordmage is a 5th level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks).

The swordmage can cast the following spells:

At will- *fire bolt, prestidigitation, ray of frost.*

1/day- *chromatic orb, magic missile.*

REACTIONS

Aegis (recharges after a short or long rest) (2nd level spell). When an attack would hit another creature the swordmage can see within 30', it can use its reaction to create a magical shield around that creature, increasing its AC against the triggering attack by 5 and possibly causing that attack to miss. Once it has used this ability, the swordmage must complete a short or long rest to use it again.

Black Battlet Swordmage Captain

The Black Battlet swordmage captain uses the Black Battlet swordmage stat block with the following changes.

- Its AC is 20 (plate and shield).
- It has 71 hit points (13d8+13 Hit Dice).
- Its save bonuses are Str +6, Con +4, and Int +5.
- Its skill proficiencies are Arcana +5 and Athletics +6.
- Its Multiattack action reads, "The swordmage captain makes three melee weapon attacks or two ranged weapon attacks. It can cast a cantrip in place of one attack."
- Its Longsword attack is +6 to hit.
- The captain is an 8th level caster. Its spell attack bonus is +5 and its spell save DC is 13.
- Its Challenge Rating is 5 (1,800 xp).

The captain has the following additional Action option.

- **Fireball (recharge 5-6).** The captain creates a 20' radius sphere of flame centered on a point it can see within 120'. Each creature in the sphere must make a DC 13 Dex save, taking 28 (8d6) fire damage on a failure or half that on a success."

Black Battlet Swordmage Infantry

The Black Battlet swordmage infantry uses the Black Battlet swordmage 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.

BLACK BEAR

Location: *Monster Manual* p318.

Purchasing a Black Bear. Some bold individuals attempt to tame bears and even sell them. A black bear, where available, usually costs around 300 gp.

Black Bear Treasure. Bears don't usually keep treasure.

Black Bear Awakened Barbarian

The black bear awakened barbarian uses the Black Bear stat block with the following changes.

- Its AC is 14 (unarmored defense).
- It has 45 hit points (10d8+20 Hit Dice).
- Its Strength is 18 (+4).
- Its Bite is +6 to hit and deals 7 (1d6+4) damage.
- Its Claws are +6 to hit and deal 9 (2d4+4) damage.
- Its Challenge Rating is 1 (200 xp).

It has the following additional Trait.

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

Black Bear Trained Pet

The black bear trained pet uses the Black Bear stat block with the following changes.

- It has 1 hit point (minion).
- Its skill proficiencies are Perception +3 and Performance +0.
- 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.

BLACK DRAGON

Location: *Monster Manual* p86.

Black 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.

Black Dragons in Cydra

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

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

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

Ancient Black Dragon

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

Adult Black Dragon

- Its attack, save, and skill bonuses, as well as its save DCs, all increase by 1.
- Its passive Perception is 22.
- Its Challenge Rating is 18 (20,000 xp).
- Its proficiency bonus is +6.

Young Black Dragon

- Its attack, save, and skill bonuses, as well as its save DCs, all increase by 1.
- Its passive Perception is 17.
- Its Challenge Rating is 9 (5,000 xp).
- Its proficiency bonus is +4.

Young Black Dragon Stalker

Large Dragon (Chromatic), usually chaotic evil

Armor Class 19 (natural armor)

Hit Points 153 (18d10+54)

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

**STR 19 (+4), DEX 17 (+3), CON 17 (+3),
INT 12 (+1), WIS 11 (+0), CHA 15 (+2)**

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

Skills Perception +8, Stealth +11

Senses blindsight 30', darkvision 120', passive Perception 18

Languages Common, Draconic, Thieves' Cant

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

Amphibious. The dragon can breathe both air and water.

Sneak Attack (1/turn). When the dragon hits a target with a weapon attack that doesn't have disadvantage and either that attack has advantage or the target has another hostile creature within 5' and that creature isn't incapacitated, the dragon can deal an extra 10 (3d6) damage with that attack.

ACTIONS

Multiattack. The dragon makes one Bite and two Claw attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10', one target. *Hit:* 15 (2d10+4) piercing damage plus 4 (1d8) acid damage.

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

Acid Breath (recharge 5-6). The dragon exhales acid in a 30' line that is 5' wide. Each creature in the line must make a DC 14 Dex save, taking 54 (12d8) acid damage on a failed save or half as much on a success.

REACTIONS

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

BLACK ETHERGAUNT

Source: *3e Fiend Folio.*

Strange, very rare creatures that reside in the depths of the Ethereal Plane, the ethergaunts are found throughout the planes, but especially the Transitive and Inner Planes. Some adventurers claim that ethergaunts are an advanced culture that abandoned the material world over 100,000 years ago, and now they are finally coming back.

Ethergaunts are strange beings, resembling 8' tall, extraordinarily emaciated humanoids. To gaze upon the face of an ethergaunt is trying on the psyche of all but the strongest willed creatures, so ethergaunts tend to wear special bisected masks that serve to give them a somewhat humanoid face. Dozens of colorful, prehensile tendrils emerge from behind the mask like a mane of thick, fleshy hair. The faceplate bears a featureless porcelain visage, its color revealing the ethergaunt's role in the creatures' society.

The language of ethergaunts, Khen-Zai, requires the wriggling of the creature's hair

combined with a mild affinity for telepathy. Though a non-ethergaunt might learn to comprehend it, it couldn't speak it without the proper anatomy and psychic ability.

Elders of the World. Ethergaunts claim to be an elder race of the Prime Material Plane that has mostly moved beyond the physical. They subsist largely on thoughts and emotions.

Black ethergaunts even go so far as to claim that the ethergaunts predate the gods, which might explain their extreme hatred for the divine. However, there are issues with this claim, in that the planes as they are today did not gel into their current shape and arrangement until long after the rise of the gods (or at least the early ones).

Philosopher Monsters. Ethergaunt society serves two purposes: to develop their racial philosophy, and to ensure the survival of the race. In practice, this means eliminating anything that might threaten them- a long list indeed.

Ethergaunts are thus an existential threat to almost everything else, and only their limited numbers prevent them from wreaking widespread havoc and depopulating entire regions or even worlds.

Enslave the Inferior. Ethergaunts avoid labor, and use their powers to enslave those creatures whom they deem inferior, especially those who have lived in the Prime Material Plane since the ethergaunts departed it so long ago. Ethergaunts treat their slaves as expendable tools, feeling an utter lack of emotion regarding them. If a slave needs to be sacrificed, so be it.

Castes by Color. Ethergaunts are organized into castes based on their colors. There are three known castes- red (the working caste), white (the intellectual caste), and black (the ruling caste). It is possible that other colors and castes exist; for instance, even the red ethergaunts despise menial labor and physical work, so there may be some lower caste that handles such things.

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

these items can superficially resemble magic items, they aren't, and they are not hindered by effects such as *antimagic field*.

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

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

Revered Masters. The dreaded black ethergaunts control the entire race; fewer than one hundred blacks are thought to exist. Black ethergaunts are almost always found with a bevy of enslaved guards. The black ethergaunt is the pinnacle of its race, and is honored as a scientist with such reverence that other races might easily mistake it for worship.

Black Ethergaunt Allies. A black ethergaunt is usually encountered with a **council** that consists of itself, five **white ethergaunts**, and 12 **red ethergaunts**, often with accompanying slaves.

Ethergaunts might use almost any type of creatures serving as slaves. Although they prefer humanoids or other creatures with hands, capable of finely manipulating objects and creating delicate works of art or crafts, they will use monsters of any type. The only real requirement for ethergaunt slaves is that they be intelligent

enough that they don't need constant direction. In general, this requires that the creature's Intelligence be at least 10. In an emergency, a less intelligent creature might be used as a slave by a black ethergaunt, but ethergaunts seems to find the notion offensive and insulting.

Black Ethergaunt Challenge Rating. When assessing the black ethergaunt's Challenge Rating, treat its Arcane Mastery as if it were proficient in all saves, and assume it always has a *shield* spell active. Assume that its Dizzying Charm legendary action gives it an effective +1 to AC.

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

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

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

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

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

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

Black Ethergaunt

Medium Humanoid (Ethergaunt), usually neutral evil

Armor Class 16 (natural armor)

Hit Points 104 (16d8+32)

Speed 30 ft.

**STR 12 (+1), DEX 18 (+4), CON 14 (+2),
INT 25 (+7), WIS 15 (+2), CHA 16 (+3)**

Skills Arcana +13, Medicine +8, Perception +8, Stealth +10

Senses blindsight 60 ft., passive Perception 20

Languages Khen-Zai

Challenge 17 (18,000 xp) **Prof +6**

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

Inscrutable. The ethergaunt 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 ethergaunt's intentions or sincerity have disadvantage.

Unusual Nature. The ethergaunt doesn't need food or drink.

ACTIONS

Etherblade. *Melee or Ranged Weapon Attack:* +7 to hit (+10 if used to make a ranged attack), reach 10 ft. or ranged 60 ft., one target. *Hit:* 6 (1d10+1) slashing damage, or 7 (1d6+4) force damage if used to make a ranged attack.

Elder Thought (recharge 5-6). Up to six creatures the ethergaunt can see must make DC 21 Int saves, taking 55 (10d10) psychic damage on a failure or half that on a success.

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

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

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

Annihilation Beam (2/day). The ethergaunt chooses one target it can see within 150'. If that target is a creature, it must make a DC 21 Dex save. If it fails, it takes 77 (5d10+50) force damage. If this reduces the target to 0 hit points, or if the target is an object that will completely fit inside a 10' cube, it is disintegrated and reduced to fine dust, along with all its equipment.

Spellcasting. The ethergaunt is a 17th level spellcaster. Its spellcasting ability is Intelligence (spell save DC 21, +13 to hit with spell attacks). It can cast the following spells:

At will- *amanuensis*, *detect magic*, *fire bolt*, *mage hand*, *prestidigitation*, *thunderwave*.

3/day- *detect spellcaster*, *dimension door*, *dispel magic*, *grease*, *invisibility*, *lightning bolt*, *magic missile*.

1/day- *chain lightning*, *plane shift*, *prismatic wall*, *repulsion*.

Stupefying Gaze (recharge 5-6). The ethergaunt opens its vertically bisected mask. Each creature within 30' that can see the ethergaunt must make a DC 17 Wisdom save or be paralyzed until the end of the ethergaunt's next turn.

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

BONUS ACTIONS

Invigoration (2/day). The ethergaunt gains 50 temporary hit points.

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

REACTIONS

Counterspell (3rd level spell) (2/day). When the ethergaunt sees a spell being cast within 60', it counters the spell if the spell is 5th level or lower. Otherwise, the ethergaunt makes an Int check with a DC of 10 + the spell's level, and if it succeeds, the spell is countered.

Psychic Wail. When the ethergaunt becomes bloodied or falls to 0 hit points, it unleashes a psychic cry. Each creature within 30' must make a DC 21 Wis save, suffering 39 (6d12) psychic damage on a failure or half that on a success. A creature that fails its save by 5 or more is also stunned until the end of its next turn.

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

LEGENDARY ACTIONS

The ethergaunt 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.

- **Dizzying Charm.** The ethergaunt targets one creature it can see within 60'. That creature must succeed on a DC 17 Wis save or be charmed until the end of its next turn. While charmed in this way, the creature is incapacitated and its speed is halved.
- **Psychic Distraction.** One creature the ethergaunt can see within 60' must make a DC 17 Wis save or lose its concentration.
- **Relocate.** The ethergaunt teleports up to 20' to a space it can see.

BLACK GARBUG

Source: 1e *Fiend Folio*

Garbugs are large creatures that resemble upright lobsters with butterfly wings. A clutch of short tentacles surrounds the monster's mouth. These creature are rare, and despite their crustacean-like appearance, they are strictly land creatures. The different species of garbugs are differentiated by their color; although each type has other characteristics that set it apart, its color is obvious at a glance.

The glossy black garbug has a long proboscis which it uses to stab at prey at the same time as the garbug's tentacles try to paralyze its victim. A black garbug measures about 9' in length and nearly 7' in width at the widest part of its body.

Garbugs appear alone, in **pairs**, in **gangs** of 3-6, or in **rookeries** of 7-18 members.

Of Strange Origin. The origin of garbugs is a great mystery. Some sages speculate that they are an evolution of crustaceans; others point to monsters like chuuls as possible close relatives. Still others claim that their butterfly wings are evidence of the hand of the fey in their creation. Garbugs are too stupid to have origin myths, so the truth will probably never be known for certain.

Mixed Nests. Garbugs of different colors gather together in small groups called nests. Up to three of each type of garbug might be found together. In general, garbugs prefer to build their lairs in moist, temperate, rocky areas. Though they don't live in water, they generally live not far from the shoreline of a lake, river, or ocean.

Black Garbug Challenge Rating. Because of its ability to paralyze prey, double the garbug's effective damage from its tentacles.

Garbug Treasure. The lair of a group of two or more garbugs has a 10% chance each to contain 3d6 x 5 cp, 3d10 sp, and 2d10 gp.

BLACK GARBUG ATAVISM

A garbug atavism is an extremely old garbug that has lived past its normal lifespan, but through exposure to forces such as alchemy, fey energies, or the magic of dragons, has lived on and grown ever mightier and more savage, yet less intelligent.

Black Garbug

Large Monstrosity, always neutral

Armor Class 18 (natural armor)

Hit Points 30 (4d10+8)

Speed 20 ft., fly 30 ft.

STR 16 (+3), DEX 8 (-1), CON 14 (+2), INT 3 (-4), WIS 10 (+0), CHA 6 (-2)

Senses passive Perception 10

Languages -

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

ACTIONS

Multiattack. The garbug attacks once with its Proboscis and once with its Tentacles.

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

Tentacles. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 4 (1d8) poison damage, and the target must succeed on a DC 12 Con save or be poisoned for 1 minute, repeating the save at the end of each of its turns and ending the effect on itself on a success. While poisoned in this way, the creature is paralyzed.

Black Garbug Grubber

The black garbug grubber uses the Black Garbug 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.

Black Garbug Atavism

The black garbug atavism uses the Black Garbug stat block with the following changes.

- It is Huge.
- It has 102 hit points (12d12+24 Hit Dice).
- Its Strength score is 20 (+5) and its Intelligence is 1 (-5).
- Its Multiattack action allows it to attack once with its Proboscis, twice with its Claw, and once with its Tentacles.
- Its Proboscis is +7 to hit and deals 15 (3d6+5) piercing damage.
- Its Tentacles are +7 to hit and deal 9 (2d8) poison damage. The save DC against its poison is 13.
- Its Challenge Rating is 7 (2,900 xp).
- Its proficiency bonus is +3.

It has the following additional action option.

- **Claw.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8+5) piercing damage.

BLACK GRINNER

Source: Homebrew.

A black grinner is an inky black monster that feeds on the good spirits of others. This horrible creature appears as an amorphous, vaguely humanoid-shaped blob of darkness whose only feature is a huge white grin.

Black Grinner Treasure. A black grinner has no treasure.

Black Grinner

Medium Monstrosity, always chaotic evil

Armor Class 14

Hit Points 36 (8d8)

Speed 40 ft.

**STR 15 (+2), DEX 18 (+4), CON 11 (+0),
INT 10 (+0), WIS 10 (+0), CHA 15 (+2)**

Senses Darkvision 60 ft., passive Perception 10

Languages Common

Challenge 1 (200 xp)

Prof +2

ACTIONS

Steal Good Spirits. *Melee Spell Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 18 (4d8) psychic damage, and the target must succeed on a DC 12 Wis save or have its good spirits stolen. While its good spirits are stolen, the creature can't enjoy itself, can't find anything beautiful or funny, and is constantly beset by feelings of sadness, anger, and angst.

The creature can repeat the save at the end of its next turn to end the effect, but if it fails, the effect persists until the creature finishes a short or long rest, at which point it can repeat the save again.

The effect also ends if the target receives a *dispel magic*, *greater restoration*, *remove curse*, or spell that imbues it with strong positive emotions, or if the black grinner dies.

BONUS ACTIONS

Incite Weeping. One creature whose good spirits are stolen must make a DC 12 Wis save or become incapacitated until the end of its next turn as it weeps uncontrollably.

REACTIONS

Trigger Despair. When a creature whose good spirits have been stolen damages the black grinner, the triggering creature must make a DC 12 Wis save or fall prone and lose its reaction until the start of its next turn.

BLACK HORROR

Source: Homebrew.

A black horror is a huge, saucer-shaped type of specialized **clockwork horror** that can fly at incredible speed. It has a large central hump, and the rim of the saucer is studded with weapons

emplacements and sensor arrays. Missiles are stored in internal compartments in the main body of the saucer. At need, long, flexible arms of articulated metal can extrude from the saucer's edge, allowing the black horror to manipulate objects. Colored black to aid it in going unseen at night, the black horror is made out of metal almost as tough as adamantite. Armed with a devastating array of weaponry, the horror is a terrible threat to anything in its way.

A Huge Investment. A black horror represents an incredible investment of resources for the horrors, so one is only constructed when the most important facilities need protecting or missions need carrying out, and only in circumstances where other clockwork horrors can't manage the task at hand. It is likely that fewer than five black horrors exist at any given time.

Black Horror Allies. A black horror is almost always dispatched with a mass of specially-designed flying clockwork horrors suited both to guarding the black horror and to assisting it in carrying out whatever its task might be.

On the rare occasions that a black horror is assigned to perform a task on the ground that doesn't require it to travel far from the horrors' nest, it is often accompanied by a massive army of regular horrors of all sorts, from **copper** to **gold horrors**, as support. If a massive number of foes attacks the horrors, the black horror can hold itself in reserve until the rest of its forces thin the enemy or absorb the worst of its attacks.

Modified Black Horrors. When a task requires very specific tools or techniques, yet requires the overwhelming force that a black horror can bring to bear, Master Control might create and unleash a modified type of horror. Changes might include any of the following:

- A different array of weapons.
- Alternate movement modes.
- Specialized tools for extracting resources, manipulating specific materials or objects, or reaching targets in very difficult locations.
- Modifications to adapt it to a specific

environment.

- Special sensory adaptations to help it search for specific creatures, objects, or resources.
- Specialized communication equipment to enhance its Radiocommunication range, allow to communicate with other creatures, etc.

Black Horror Treasure. A black horror doesn't collect treasure and doesn't yield any precious metal salvage.

Black Horror

Huge Construct (Clockwork Horror), always neutral

Armor Class 21 (natural armor)

Hit Points 230 (20d12+100)

Speed 15 ft., fly 120 ft.

**STR 20 (+5), DEX 16 (+3), CON 20 (+5),
INT 12 (+1), WIS 10 (+0), CHA 10 (+0)**

Saving Throws Dex +11, Int +9, Wis +8, Cha +8
Skills Perception +8

Damage Immunities lightning, poison, psychic

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

Senses darkvision 60 ft., blindsight 120 ft., passive Perception 18

Languages Clockwork Horror

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

Legendary Resistance (3/day). If the 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.

Limited Ammunition. Fully loaded, the horror stocks ammunition as follows:

- 200 rounds for its auto guns
- 16 missiles
- 12 rounds for its railgun

ACTIONS

Multiattack. The black horror uses up to six of the following actions:

- slam (maximum of twice)
- flame thrower (maximum of once)
- autogun (no maximum)
- railgun (maximum of once, costs two actions)
- missile launcher (maximum of once, costs two actions)
- lasers (no maximum)

Slam. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 18 (3d8+5) bludgeoning damage.

Autogun. The horror has four auto guns *Ranged Weapon Attack:* +11 to hit, range 120 ft., one target. *Hit:* 14 (2d10+3) piercing damage.

Laser. The horror has eight lasers. *Ranged Weapon Attack:* +11 to hit, range 500/2000 ft., one target. *Hit:* 22 (4d10) radiant damage, or 11 (2d10) radiant damage if the target is at long range.

Railgun. The horror has two railguns. *Ranged Weapon Attack:* +11 to hit, range 20 miles, one target. *Hit:* 36 (6d10+3) piercing damage.

Missile Launcher. The horror launches a missile at a target within 20 miles. The missile flies 2,000' per round toward the target for up to 200 rounds, moving at the start of the horror's turn. When the missile reaches the target, it explodes in a 60' radius sphere of flames and shrapnel. Each creature in the sphere must make a DC 19 Dex save, suffering 35 (10d6) fire and 27 (6d8) slashing damage on a failure or half that on a success.

Flame Thrower. The horror emits flames in a 50' cone. The horror has two flame throwers. Each creature in the cone must succeed on a DC 19 Dex save, suffering 21 (6d6) fire damage on a failure or half that on a success.

BONUS ACTIONS

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

Lock On. The black horror chooses one creature within 120' of it. Until the end of its turn, the horror gains advantage on ranged attacks against that target.

LEGENDARY ACTIONS

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

- **Blinding Gas.** The horror sprays gas in a 10' cone. Each creature in that cone must make a DC 21 Con save, being blinded until the end of its next turn on a failure.
- **Electric Field.** The horror emits a burst of electricity. Each creature within 10' of it must make a DC 16 Dex save, taking 11 (2d10) lightning damage on a failure or half that on a success.
- **Move.** The horror moves its speed.
- **Smoke Screen.** The horror emits a burst of smoke in a 30' radius centered on itself. That area is heavily obscured until the start of the horror's next turn.
- **Sonic Screech.** The horror emits a piercing screech audible up to 1 mile away. Each creature within 50' that can hear it must make a DC 16 Con save, taking 14 (4d6) thunder damage and being deafened until the end of the creature's next turn on a failure.

BLACK IRIS (Hazard)

Source: Homebrew

Some say that a black iris is the eye of a god. Appearing as a 6' diameter disc of black that surrounds a turbulent zone of excited blue energy, a black iris is a phenomenon that escalates danger nearby. Though fleeting, a black iris' effects are always noticed.

A black iris appears moments before a violent confrontation breaks out. If examined magically, it is found to radiate strong magic of an indeterminate type. A creature bold enough to touch it finds that it numbs whatever body part is placed in it, but that it can be passed through as if it were vapor.

The only known ways to affect a black iris are with spells such as *banishment*, that send something to another plane. However, the iris always reappears at the end of the spell, rather than remaining wherever it came from.

When violence breaks out around a black iris, it activates. While active, it has the following effects.

- At the start of each round of combat, the black iris gains one escalation point.
- Whenever a creature within 50' of the black iris makes an attack or damage roll, it gets a bonus equal to the number of escalation points on the black iris.

The black iris remains active for 1d4+3 rounds. At the start of the next round, it explodes, dealing 11 (2d10) force damage to each creature within 5' of it. Each creature within 15' but further than 5' from it must make a Dex save, DC 10 + the number of escalation points on the black iris, or take 5 (1d10) force damage.

Black Iris Encounters. A black iris doesn't have a Challenge Rating, and encountering one isn't worth any xp, since it's a symmetrical effect that benefits (and harms) both the pcs and their adversaries equally. However, be wary of the possible effects of the iris. It can turn a heavy damage encounter into a lethal damage one, and it can make even minor monsters a very real threat.

Exercise special caution with minions and black irises- after all, a bonus to damage against a minion is meaningless. Also note that, since the bonus applies to potentially every creature in the combat, the more one side outnumbered the other, the more disproportionately the escalation effect favors that side.

BLACK O' LANTERN

Source: Homebrew.

Sinister plants that grow overnight at the behest of displeased harvest gods, black o' lanterns superficially resemble some sort of squash or gourd plant with immature fruit. When night falls, the fruit mature instantly, then grow black with rot, sections falling in until the gourds resemble grotesque, rotting jack o' lanterns. And then the plants come alive, the vines forming tough woody bodies like a parody of a humanoid.

Generally, a black o' lantern arises when a harvest god is ignored or insulted instead of sacrificed to. Fed up with mortal effrontery, the god makes its displeasure known by sending black o' lanterns to remind everyone to make the necessary offerings.

Black O' Lantern Treasure. A black o' lantern has no treasure.

Black O' Lantern

Medium Plant, always neutral evil

Armor Class 16 (natural armor)

Hit Points 52 (8d8+16)

Speed 30 ft.

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

Skills Intimidation +3, Religion +2

Damage Resistances fire

Damage Immunities necrotic

Condition Immunities charmed, paralyzed

Senses darkvision 60 ft., passive Perception 11

Languages Common

Challenge 2 (450 xp)

Prof +2

ACTIONS

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

Rotting Breath. Each creature in a 15' cone extending from the black o' lantern must make a DC 12 Con save, taking 22 (4d10) necrotic damage on a failure or half that on a success.

REACTIONS

Gone. When a creature the black o' lantern can see within 120' targets it with a spell, that creature must make a DC 11 Wis save or it can't see the black o' lantern until the end of the black o' lantern's next turn.

BLACK PHRAINT

Source: *Arduin Grimoire*.

Phraints are mantis-like humanoids with two arms and two legs. These deadly, mobile predators prefer humanoid flesh, and especially like to eat elves. Phraints move quickly and work efficiently for the good of their hive. It is very rare to encounter a solitary phraint.

Castes by Color. Phraints are organized in castes, distinguished largely by color. Red phraints are workers and drones, black phraints are the primary warriors, gold phraints are the war leaders and blue phraints are their spellcasters (invariably focused on thunder, lightning and magnetic effects). Any hive of phraints will have members of four castes, but there are other, more specialized and rare castes, as well, whose members are found only in larger or more specialized hives.

Black phraints are the quick, deadly warriors of the hive, able to defeat most threats alone but almost always working in groups. A squadron of black phraints works together almost seamlessly, with each member of the team always putting the group ahead of its individual welfare and desires. Black phraints are the hive's main weapon, used any time the collective determines that it must dispatch warriors to deal with a threat or defend the hive from danger.

Colorful Hives. Phraints build large, colorful hives, often taking over underground dungeons or cavern systems and driving any current inhabitants out. Phraints chew up wood, cloth, earth and vegetable matter and use their spittle as a binding agent to create a thick, mortar-like material that quickly hardens into the colorful walls and chambers of the phraint hive. Each phraint caste generally usually various shades of its own color to decorate its sections of the hive, so the section controlled by gold phraints might be decked out in goldenrod, brass, yellow, and bronze.

Obsidian Weapons. Most phraint weapons are made from obsidian and are designed to be unusable by most other creatures. The haft is typically edged and needled in such a fashion that it penetrates most clothes and gauntlets, dealing 1d4 slashing damage to a non-phraint holding it at the start of its turn. The edges and needles are artfully designed not to penetrate the thick chitin that armors a phraint's hands.

Predating the Current Multiverse. On Cydra, phraints hearken back to the previous multiverse destroyed by Tharizdun. A fairly large percentage of the infinite universes of that multiverse had been overrun by the forces of a family of god-enslaving tyrants named Steel. Phraints served the various Steel family members, until Pharonn Steel XLVII was finally slain by the Knights of Sanctuary. Their presence in the current multiverse is, at least for now, difficult to explain.

Temporal Drifters. Perhaps due to their connection to the previous multiverse, phraints are found in scattered enclaves across all eras, but are often missing from periods of decades or centuries. Sages speculate that they were scattered across the timestream and sometimes “drift” up or down the timeline. This would explain their seeming absence from centuries at a time of history, but there remains no good explanation as to how such a situation could happen or how it might evolve over time.

Phraint Religion, or Lack Thereof. Phraint communities often seem to have no religious edifices or officials at all, with a population that basically doesn't think about the gods or such weighty matters. Here and there, a phraint cleric

will pop up, usually bringing a bizarrely twisted version of a god found in some nearby race's pantheon, usually painted gold for phraint consumption. Such a faith rarely gains much traction with the practical, uncaring phraints, and even if a charismatic preacher stirs up a following, it usually fades away with the cleric's death. Phraints don't seem to have a native faith.

Phraint Allies. Phraints sometimes ally with nearby creatures that don't compete with the mantis warriors for the same resources. They sometimes keep various types of giant beetle, including **slicer beetles**, **jishin mushi**, and **giant bombardier** or **fire beetles**, treating them almost as pets. Phraints also sometimes cultivate relationships with creatures like **otyughs**, who discourage intruders, don't generally prefer to eat the same things as phraints, and aren't offensive to phraint noses.

Creatures that sometimes seek out phraints include those fascinated by phraint artistry and the colors their spittle can produce. Lillends, **colorizers**, **faerie dragons**, **lamia**, humanoid artists, various fey creatures, and even some dragons have been known to consort with phraints in the name of art.

However, perhaps the most infamous phraint pairings are with **deodanths**. The number of phraint-deodanth groups that have been encountered has led many scholars to speculate on the connection between the two peoples' origins, especially given that both are temporally displaced and scattered throughout the timeline.

Phraints and Thri-Kreen. Phraints and thri-kreen compete for the same food and need basically the same resources. The two mantis folk are either too different or too similar to get along; whatever the case, they usually end up going to war with each other when they encounter one another.

Phraint Treasure. When a phraint or a group of phraints is encountered, there is a 25% chance that they carry individual treasure. Generally, one check applies to the entire group. If they carry individual treasure, each phraint will have 1d6 x 10 sp and 2d10 gp.

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

BLACK PHRAINT PCS

Black phraints make fine pc; however, they are a powerful race by default.

Mid-Level (5+): A black phraint's improved ability scores make it suitable for use with mid-level pcs.

BLACK PHRAINT TRAITS

Black phraint pcs have the following racial traits.

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

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

Size. You are Medium, but your height might range from a bit below 5' to nearly 7' 6". A phraint typically weighs about 60% as much as a human of similar height.

Speed. Your speed is 30'.

Hit Point Kicker. You start with a bonus 10 hit points in lieu of your racial Hit Dice.

Darkvision. You have darkvision 60'.

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

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

Languages. You speak Common and Phraint.

PHRAINT AGILITY (Phraint Racial Feat)

Prerequisite: Phraint.

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

- You gain a bonus of 10' to your long jump distance and 5' to your high jump distance, with or without a running start, and you can exceed your normal movement when you jump.
- You can use all your movement to leap at least 10' and up to 30' to a space adjacent to an enemy. If you do, you gain advantage on the first attack you make against that creature before the end of your turn.
- When you use your Reactive Leap, you can make one melee weapon attack after the leap.

Black Phraint

Medium Humanoid (Phraint), often lawful neutral

Armor Class 17 (natural armor)

Hit Points 52 (8d8+16)

Speed 30 ft.

**STR 17 (+3), DEX 19 (+4), CON 15 (+2),
INT 10 (+0), WIS 13 (+1), CHA 9 (-1)**

Saving Throws Dex +6

Skills Athletics +5, Perception +3, Stealth +6

Senses Darkvision 60 ft., passive Perception 13

Languages Common, Phraint

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

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

ACTIONS

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

Obsidian Double Axe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10+3) slashing damage.

Throwing Wedge. *Ranged Weapon Attack:* +6 to hit, range 20/60 ft., one target. *Hit:* 7 (1d6+4) slashing damage.

REACTIONS

Reactive Leap. If the phraint sees an ally fall to 0 hit points, the phraint makes a Standing Leap, ending within 5' of the triggering ally.

Black Phraint Archer

The black phraint archer uses the Black Phraint stat block with the following additional Action option.

- **Longbow.** *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8+4) piercing damage.

Black Phraint Desert Warrior

The black phraint desert warrior uses the Black Phraint 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.

Black Phraint Desert Skirmisher

Medium Humanoid (Phraint), often lawful neutral

Armor Class 18 (natural armor)

Hit Points 78 (12d8+24)

Speed 45 ft.

STR 16 (+3), DEX 20 (+5), CON 15 (+2),

INT 10 (+0), WIS 13 (+1), CHA 9 (-1)

Saving Throws Dex +8

Skills Acrobatics +8, Athletics +6, Perception +4, Stealth +8

Senses Darkvision 60 ft., passive Perception 14

Languages Common, Phraint

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

Skirmisher's Strike. If the skirmisher has moved at least 20' on its turn, it deals an extra 14 (4d6) damage with weapon attacks, included below.

Standing Leap. The skirmisher's long jump is up to 60' and its high jump is up to 20', with or without a running start. It can exceed its normal movement when jumping.

ACTIONS

Multiattack. The phraint makes two melee attacks or three ranged attacks.

Obsidian Double Axe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d10+3) slashing damage, plus 14 (4d6) if the skirmisher has moved at least 20' on its turn.

Throwing Wedge. *Ranged Weapon Attack:* +8 to hit, range 20/60 ft., one target. *Hit:* 8 (1d6+5) slashing damage, plus 14 (4d6) if the skirmisher has moved at least 20' on its turn.

BONUS ACTIONS

Fleetness. The skirmisher Dashes or Disengages.

REACTIONS

Reactive Leap. If the phraint sees an ally fall to 0 hit points, the phraint makes a Standing Leap, ending within 5' of the triggering ally.

Black Phraint Mercenary

Medium Humanoid (Phraint), often lawful neutral

Armor Class 18 (natural armor)

Hit Points 117 (18d8+36)

Speed 30 ft.

STR 18 (+4), DEX 20 (+5), CON 15 (+2),

INT 12 (+1), WIS 13 (+1), CHA 9 (-1)

Saving Throws Dex +8

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

Senses Darkvision 60 ft., passive Perception 13

Languages Common, Phraint

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

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

ACTIONS

Multiattack. The phraint makes four weapon attacks.

Obsidian Double Axe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10+4) slashing damage.

Throwing Wedge. *Ranged Weapon Attack:* +8 to hit, range 20/60 ft., one target. *Hit:* 8 (1d6+5) slashing damage.

Incredible Blow (1/day). The mercenary makes one Obsidian Double Axe attack. If it hits, the attack deals an extra 56 (14d8) slashing damage.

REACTIONS

Reactive Leap. If the phraint sees an ally fall to 0 hit points, the phraint makes a Standing Leap, ending within 5' of the triggering ally.

Tactical Maneuver. If an enemy ends its turn within 5' of the phraint, the phraint can make a Standing Leap.

BLACK PUDDING

Location: *Monster Manual* p241.

Black Pudding Treasure. Black puddings destroy treasure.

Black Pudding Darkness Given Hunger

The black pudding called Darkness Given Hunger is a unique and terrible fusion of black pudding and demonic energy in service to Juiblex.

Gargantuan Ooze (Demon), chaotic evil

Armor Class 7

Hit Points 465 (30d20+150)

Speed 20 ft., climb 20 ft.

**STR 25 (+7), DEX 4 (-3), CON 20 (+5),
INT 12 (+1), WIS 14 (+2), CHA 11 (+0)**

Damage Immunities acid, cold, lightning, poison, slashing

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

Senses blindsight 60 ft., passive Perception 12

Languages understands Abyssal but can't speak

Challenge 20 (25,000 xp) **Prof** +6

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

Corrosive Form. A creature that touches the pudding or hits it with a melee attack while within 5' of it takes 4 (1d8) acid damage. Any nonmagical

weapon made of metal or wood gains a wear point after dealing damage. Nonmagical ammunition made of metal or wood that hits the pudding is destroyed after dealing damage. The pudding can eat through 2" thick, nonmagical wood or metal in 1 round.

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

ACTIONS

Multiattack. The pudding makes up to three Pseudopod attacks.

Pseudopod. Melee Weapon Attack: +11 to hit, reach 10 ft., one target. **Hit:** 21 (4d6+7) bludgeoning damage plus 18 (4d8) acid damage.

BONUS ACTIONS

Produce Stench. Each non-demon within 15' must make a DC 19 Con save or become poisoned for 1 minute (save ends). A creature that makes the save or for whom the effect ends is immune to this effect for 24 hours.

REACTIONS

Fiendish Ignition. When a creature ends its turn within 5' of the pudding, the pudding forces it to make a DC 14 Dex save, taking 18 (4d8) fire damage on a failure or half that on a success. A creature that fails its save is also poisoned until the end of its next turn.

BLACK SLAAD

Source: *3e Epic Level Handbook*.

A black slaad is a form of **slaad** that appears when a white slaad survives for over a century, then retreats into isolation for years to metamorphosize. It returns as a slaad whose power eclipses most powerful entities and even some deities. Its tongue is 15' long and splits into four independent tentacles, each drooling raw Chaos.

Black slaadi emerge from their period of seclusion as masters of a slaadi martial art that relies on chaotic motions and unpredictable changes in one's stance and position. Some adventurers claim that they learn this in a secret slaad monastery hidden away deep in Limbo, where the slaadi consort with githzerai.

Black Slaad Challenge Rating: When assessing a black slaad's Challenge Rating, its Unseen Presence bonus action increases its effective AC and attack bonus by 2. The stunning affect of its claw increases its damage output by 12/round.

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

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

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

Black Slaad

Huge Aberration (Slaad), usually chaotic neutral

Armor Class 22 (natural armor)

Hit Points 333 (29d12+145)

Speed 40 ft., fly 60 ft.

**STR 26 (+8), DEX 18 (+4), CON 21 (+5),
INT 17 (+3), WIS 14 (+2), CHA 21 (+5)**

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

Skills Arcana +11, Perception +10

Damage Resistances acid, cold, fire, lightning, thunder

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

Languages Slaad, telepathy 60 ft.

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

Legendary Resistance (2/day). When the slaad fails a save, it can choose to succeed instead.

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

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

Regeneration. The slaad regains 25 hit points at the start of its turn if it has at least 1 hit point.

ACTIONS

Multiattack. The slaad makes three attacks: two with its claw and one with its tongue.

Claw. Melee Weapon Attack: +16 to hit, reach 10 ft., one target. *Hit:* 24 (3d10+8) slashing damage, and the target must succeed on a DC 18 Constitution save or be stunned until the end of the slaad's next turn.

Tongue. Melee Weapon Attack: +16 to hit, reach 15 ft., one target. *Hit:* 22 (4d6+8) bludgeoning damage and 55 (10d10) acid damage, and if the target is a creature, it must make a DC 21 Dex save. If it fails, or if the target is an object, the target is tainted by the slaad's Chaos spittle.

While it is tainted by Chaos spittle, Chaos runs rampant through the target's body, dissolving it. At the start of each of the target's turns, it takes 35 (10d6) damage that ignores damage resistance and immunity.

A creature can use its action to try to wash the Chaos spittle off of the victim if it has at least a gallon of liquid to use. The creature must make a DC 10 Dexterity (Medicine or Survival) check to neutralize the effect. Magic that will neutralize acid will also stop the slaad's spittle's ongoing effects.

Spit Chaos. Ranged Spell Attack: +13 to hit, range 60 ft., one target. *Hit:* 55 (10d10) acid damage, and if the target is a creature, it must make a DC 21 Dex save. If it fails, or if the target is an object,

the target is tainted by the slaad's Chaos spittle.

While it is tainted by Chaos spittle, Chaos runs rampant through the target's body, dissolving it. At the start of each of the target's turns, it takes 35 (10d6) damage that ignores damage resistance and immunity.

A creature can use its action to try to wash the Chaos spittle off of the victim if it has at least a gallon of liquid to use. The creature must make a DC 10 Dexterity (Medicine or Survival) check to neutralize the effect. Magic that will neutralize acid will also stop the slaad's spittle's ongoing effects.

Chaotic Blast (recharge 5-6). The slaad creates a blast of energy. It can choose a 40' cone, a 5' wide x 100' line, or a 20' radius sphere centered on a point it can see within 120'. Each creature in the blast must make a DC 21 Dex save, suffering 45 (10d8) points of acid, cold, fire, lightning, or thunder damage (slaad's choice) on a failure, or half that on a success.

Spellcasting: The slaad's spellcasting ability is Charisma (spell save DC 21, +13 to hit with spell attacks). The slaad can cast the following spells, requiring no material components:

At will- *animate objects, darkness, detect magic, detect thoughts, dispel magic* (6th level slot), *fear, mage hand, major image, plane shift*.
3/day- *detonate, power word kill*.

Weaponbreaker. *Melee Weapon Attack:* +16 to hit, reach 5 ft., one creature. *Hit:* One weapon the target is wielding gains 1d4+2 wear points.

Shapechanger. The slaad can use its action to polymorph into a Small or Medium humanoid, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

BONUS ACTIONS

Chaotic Step. The slaad teleports 1d20 x 5' in a random direction.

Unseen Presence (recharges when first bloodied). The slaad becomes invisible until its concentration ends.

LEGENDARY ACTIONS

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

- **Chaotic Switch.** The slaad and a random other creature within 30' teleport, swapping places.
- **Jarring Intrusion.** The slaad chooses one creature it can see within 60' and throws its chaotic mind at that creature's own psyche. The target must succeed on a DC 21 Wis save or use its reaction to roll on the *confusion* spell table and take the appropriate action.
- **Reality Deformation.** The slaad chooses a square of ground up to 40' on a side that it can see within 120'. The slaad chooses one of the following: That square becomes difficult terrain, heavily obscured, clear terrain, or distances within the square are double what they appear to be. The effect lasts until the start of the slaad's next turn.

BLACK WHINER

Source: Homebrewed.

A black whiner is a pitiful looking creature that resembles a dog or similar creature covered in black tar. As its name implies, the creature constantly whimpers, whines, and cries, attempting to magically induce pity into nearby creatures and draw them to it, where its powers will hopefully render them helpless and slowly consume them.

Bog Dweller. Black whiners are found in swampy and marshy areas. According to the wisest and most knowledgeable of the druids, black whiners aren't undead, but it is the black, tarry substance that is actually the creature- there is no

animal underneath. It is all a ruse. In reality, a black whiner is an ooze with an unusually rigid form.

Black Whiner Challenge Rating. Because of its Adhesive and Whining traits, treat the black whiner's AC and attack bonus as if they were 4 higher when assessing its Challenge Rating.

Black Whiner Treasure. A black whiner collects no treasure.

Black Whiner

Small Ooze, always neutral

Armor Class 10

Hit Points 21 (6d6)

Speed 30 ft., swim 30 ft.

STR 6 (-2), **DEX** 10 (+0), **CON** 10 (+0),
INT 5 (-3), **WIS** 12 (+1), **CHA** 10 (+0)

Damage Immunities acid, poison

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 11

Languages -

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

Adhesive. The whiner adheres to any object that touches it. A Medium or smaller creature that touches the whiner is grappled by it (escape DC 10). Ability checks made to escape this grapple have disadvantage.

Whining. A living creature that starts its turn within 60' of the whiner and can hear it must make a DC 10 Wisdom save or be charmed by the whiner for 1 minute. While charmed in this way, the creature moves toward the whiner as quickly as possible without entering dangerous terrain, then uses its action to try to clean the tar off the whiner by touching it. While charmed, it believes it is cleaning the tar off of the animal and doesn't realize that the whiner has it grappled or that it is taking damage from it.

Each time the creature takes damage, it can repeat the saving throw, ending the effect on itself on a success. A creature that makes the initial or a subsequent save is immune to the whining of that black whiner for 24 hours.

ACTIONS

Slam. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) bludgeoning damage and 7 (2d6) acid damage.

Feed. Each creature grappled by the whiner takes 16 (3d10) acid damage.

BLACKGUARD

Location: *Volo's Guide to Monsters* p211.

Blackguard Allies: Blackguards are often accompanied by undead, fiends, **cultists**, **bandits**, **warlocks of the fiend**, and the like. Some ride **nightmares**, and more than one has a pack of **hell hounds** or **storm hounds** that serve as its hunting pack.

Blackguard Treasure: A blackguard has a 50% chance each of carrying 1d4 x 100 gp, and 1d6 pieces of jewelry; a 40% chance of having 1 magic weapon; and a 25% chance of having 1 piece of magic armor.

In addition, the blackguard's lair is 75% likely each to hold 1d10 x 250 cp, 1d6 x 1,000 sp, and 1d6 x 1,000 gp; and 25% likely each to have 1d8 gems and 1d4 non-wearable art objects.

BLACKHOPPER

Source: Homebrewed.

A blackhopper is an enormous, voracious, black grasshopper covered in spiky scales, big and hungry enough to devour a human in a quick bite and then plow through the rest of the poor soul's family in but a moment. This monstrous insect is an unstoppable eating machine that will devastate an area unless it is driven off or destroyed.

Truly Omnivorous. The acids in the blackhopper's mouth and gut are so strong that the creature can eat almost anything organic. Flesh, vegetables, leaves, grass, even wood- it is all food

for the blackhopper. The blackhopper often leaves a trail of destroyed, half-eaten trees and shrubs behind it everywhere it goes.

Druid Superweapons. While a blackhopper is a danger to druids as much as it is to anyone else, there have been several occasions over the centuries where an out of control urban sprawl has been put to an end by a druidic circle importing a clutch of blackhopper eggs to hidden places within the city. Such a nightmarish act is certainly a last resort, but some druids hate the encroachment of cities into the wild so much that they will dare even such measures to destroy the urbanized areas.

Blackhopper Challenge Rating. When assessing the blackhopper's Challenge Rating, treat its Shrug it Off ability as +2 bonus to its effective AC.

Blackhopper Treasure. A blackhopper doesn't collect treasure and is always on the move.

Blackhopper

Huge Beast (Insect), always unaligned

Armor Class 18 (natural armor)

Hit Points 184 (16d12+80)

Speed 60 ft., fly 75 ft.

**STR 25 (+7), DEX 10 (+0), CON 20 (+5),
INT 1 (-5), WIS 10 (+0), CHA 6 (-2)**

Senses passive Perception 10

Languages -

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

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

Shrug It Off. At the start of the blackhopper's turn, it chooses one ongoing effect or condition that is affecting the blackhopper. That effect ends.

Standing Leap. The blackhopper's long jump is up to 50' and its high jump is up to 25', with or without a running start.

ACTIONS

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 29 (4d10+7) piercing damage and 21 (6d6) acid damage.

REACTIONS

Reflexive Hop. When it takes damage, the blackhopper makes a standing jump.

LEGENDARY ACTIONS

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

Buzz. The blackhopper emits a buzzing noise audible up to 2,000' away. Each creature within 50' must make a DC 17 Con save or be deafened until the end of the creature's next turn.

Hop. The blackhopper makes a standing jump, moving up to half its jump distance.

Spit (Costs 2 Actions). The blackhopper spits acid in a line 5' wide and 40' long. Each creature in the line must make a DC 17 Dex save, suffering 10 (3d6) acid damage on a failure or half damage on a success.

Twitch. The blackhopper makes a shove attempt against a creature within 15'.

BLACKSTONE GIGANT

Source: *3e Fiend Folio.*

A blackstone giant is an enormous construct created by a powerful high priest. Usually employed as guardians, blackstone giants are generally too large and imposing to do subtle work. A blackstone giant usually looks like a fierce eight-armed woman, although evil creators sometimes carve them to resemble mariliths or other many-limbed monsters. A blackstone giant looms 20' or more in height and weighs between 20 and 25 tons. It is made of a single enormous piece of black stone.

Trophy Takers. A blackstone giant will often take grisly trophies from foes it has petrified, making a necklace of petrified heads or a crown of stone arms and legs. Usually, the fact that it wears such trophies is not obvious at first glance, but when the statues of its victims are discovered, it becomes all too horribly obvious.

Blackstone Giant Challenge Rating.

Because of its petrifying rider, increase the effective damage from the giant's slam by 50% when assessing its Challenge Rating.

Blackstone Giant Treasure. A blackstone giant that is encountered in its lair has a 30% chance each of having 2d10 x 1,000 cp, sp, ep, and gp, 2d6 x 1,000 pp, 2d12 gems, 2d4 art objects, and 1d6+1 random magic items.

Blackstone Giant

Gargantuan Construct, always the same alignment as its creator (often neutral evil)

Armor Class 20 (natural armor)

Hit Points 496 (32d20+160)

Speed 40 ft., climb 40 ft., fly 40 ft.

**STR 26 (+8), DEX 7 (-2), CON 20 (+5),
INT 6 (-2), WIS 10 (+0), CHA 10 (+0)**

Damage Resistances acid, cold, fire, lightning; bludgeoning, piercing, and slashing that isn't magic or adamantite

Condition Immunities charmed, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, stunned, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages speaks the languages spoken by its creator

Challenge 24 (62,000 xp) **Prof** +7

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

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

Unusual Nature. A blackstone giant has no need for food, drink, air, or sleep.

ACTIONS

Multiattack. The blackstone giant makes four slam attacks. It can replace each slam attack with animate statue.

Slam. Melee Weapon Attack: +15 to hit, reach 20 ft., one target. *Hit:* 30 (4d10+8) bludgeoning damage, and the target must succeed on a DC 15 Con save or begin to petrify. If this happens, its speed is halved, and at the start of its next turn, the creature must repeat the save, ending the effect on a success or becoming restrained on a failure. At the end of its turn, the creature repeats the save again, ending the effect on a success or becoming petrified on a failure.

A creature never has to make this save more than once at the start and end of each turn, even if the blackstone giant hits it more than once.

Animate Statue. The blackstone giant touches one creature it petrified that is within 20'. The creature animates, as if the giant had cast *animate objects* on it. It remains animated for 1 minute or until destroyed.

Trample. The blackstone giant moves up to half its speed, entering other creatures' space freely. Each creature whose space it enters must make a DC 23 Con save, suffering 36 (8d8) bludgeoning damage on a failure or half that on a success.

Blackstone Gigant Colossus

The blackstone gigant colossus uses the Blackstone Gigant stat block with the following changes.

- The colossus' AC is 24.
- The colossus has 610 hit points (40d20+200 Hit Dice).
- Its Strength is 28 (+9).
- Its Slam is +17 to hit and deals 35 (5d10+8) bludgeoning damage, and the save DC is 16.
- The save DC for its Trample action is 24, and it deals 45 (10d8) bludgeoning damage on a failed save or half that on a success.
- Its Challenge Rating is 25 (75,000 xp).
- Its proficiency bonus is +8.

BLADELING

Source: 3e *Monster Manual* 2.

Bladelings are a race of xenophobic, blue-skinned creatures that look like humanoids covered in protruding blades. Hailing from the eternal battleground of Acheron, bladelings are eager and brave combatants who prefer to engage the most dangerous available opponent. A bladeling's skin is a dull metallic gray-blue or gray-purple. Its eyes gleam like shards of purple ice, and its blood is black and oily.

The City of Zoronor. Most bladelings live in a city called Zoronor, on the fourth layer of Acheron, Ocanthus. Some wander the rest of Acheron, and a few even leave their home plane entirely, moving to other Lower Planes, Sigil, or even to Prime Material Planes. Zoronor is prone to internal strife and internecine conflicts, but the bladelings immediately band together against outsider dangers.

Bladeling Allies. Bladelings sometimes work with Acheronian petitioners, but are far more likely to ally with **devils** or work alongside **yugoloth** mercenaries. More than one bladeling troop has a pack of **hell hounds**, and a few bladeling knights ride **nightmares**.

When a group of bladelings is on the Prime Material Plane, they often ally with **hobgoblins**, since the two races share a certain militaristic outlook.

Bladeling Treasure. A typical bladeling carries 1d20 gp.

A **squad** of 4-9 bladelings also has a 15% chance of having 1d4 potions.

A **troop** of 10-40 bladelings instead also has a 25% chance each of having 2d10 x 250 cp, 2d6 x 50 sp, and 1d10 x 25 gp; as well as a 15% chance each of having 1d10 x 10 gp in trade goods and 1d6+1 potions; and a 10% chance each of having 1d2 pieces of magic armor and 1d2 magic weapons.

BLADELING PCS

Bladelings that have left Acheron to seek their own way are a reasonable choice for pcs. The fact that a bladeling is a fiend may present it with some problems at various points, and note that many spells and abilities will be effective against such a character that it might not otherwise be hindered by. On the other hand, a bladeling has significant damage resistances, and its Bladed Body is significantly better than most racial features.

Mid-Level (7+): A bladeling's various advantages make it suitable for use with mid-level pcs.

BLADELING TRAITS

Bladeling pcs have the following racial traits.

Ability Score Adjustments. Choose Strength or Dexterity. The chosen score increases by 2, and the other increases by 1.

Age. Though they are fiends, bladelings have a similar life cycle to mortals, being born of other bladelings. A bladeling matures by age 5, is old by age 15, and usually dies by the age of 25.

Size. You are Medium, with an average height of 6' and an average weight of around 250 lbs (being denser than humanoids).

Fiend. You are is Fiend.

Darkvision. You have darkvision 60'.

Natural Weapons. You have a natural claw attack that you are proficient in that deals 1d6 points of slashing damage.

Damage Resistances. You are resistant to cold and fire damage, as well as to piercing and slashing damage that isn't magic or adamantine.

Damage Immunity. You are immune to acid damage.

Bladed Body. A creature within 5' that hits you with a melee attack takes 3 (1d6) slashing damage from the blades on your body. A creature that hits you with a natural weapon or that grapples you takes this damage even if it is further than 5' from the bladeling.

Rust Immunity. Your body is immune to rust.

Razor Storm (1/day). You expel shrapnel-like bits of your skin in a 15' cone. Each creature in the cone must make a Dexterity save, DC 8 + your proficiency bonus + your Con bonus, taking 7 (2d6) piercing damage on a failure or half that on a success.

The damage from this ability increases by 1d6 when you reach 5th level, and again at 11th and 17th level.

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

Languages. You speak Common and Infernal.

BLADELING RAZOR MASTER (Racial Feat)

Prerequisites: Bladeling.

You have cultivated your body's natural blades. You gain the following benefits.

- Your Bladed Body feature deals extra damage equal to your proficiency bonus.
- Your Razor Storm feature recharges on a short or long rest.
- Your Razor Storm feature deals d8s instead of d6s.

Bladeling

Medium Fiend, usually lawful evil

Armor Class 17 (natural armor and shield)

Hit Points 13 (3d8)

Speed 30 ft.

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

Skills Athletics +3

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

Damage Immunities acid

Senses darkvision 60 ft., passive Perception 10

Languages Infernal

Challenge ½ (100 xp) **Prof** +2

Bladed Body. A creature within 5' that hits the bladeling with a melee attack takes 3 (1d6) slashing damage from the blades on its body. A creature that hits the bladeling with a natural weapon or that grapples the bladeling takes this damage even if it is further than 5' from the bladeling.

Rust Immunity. A bladeling's body is immune to rust.

ACTIONS

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

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

Razor Storm (1/day). The bladeling expels shrapnel-like bits of its skin in a 15' cone. Each creature in the cone must make a DC 10 Dexterity save, taking 7 (2d6) piercing damage on a failure or half that on a success.

Bladeling Fodder

A bladeling fodder uses the Bladeling stat block with the following changes.

- 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.

Bladeling Medium Infantry

Medium Fiend, usually lawful evil

Armor Class 17 (natural armor and shield)

Hit Points 65 (10d8+20)

Speed 30 ft.

**STR 16 (+3), DEX 13 (+1), CON 14 (+2),
INT 10 (+0), WIS 10 (+0), CHA 12 (+1)**

Skills Athletics +5, Intimidation +2

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

Damage Immunities acid

Senses darkvision 60 ft., passive Perception 10

Languages Infernal

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

Bladed Body. A creature within 5' that hits the bladeling with a melee attack takes 3 (1d6) slashing damage from the blades on its body. A creature that hits the bladeling with a natural weapon or that grapples the bladeling takes this damage even if it is further than 5' from the bladeling.

Rust Immunity. A bladeling's body is immune to rust.

ACTIONS

Multiattack. The bladeling makes two longsword attacks.

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

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

Pressing Attack (recharges after a short or long rest). The bladeling makes a Longsword attack. If it hits, the target must also make a DC 13 Strength save or be pushed 10' directly away from the bladeling. The bladeling can then move up to 10' to a space within 5' of that enemy and make another longsword attack against it. If this attack hits, the target must make a DC 13 Strength save or be pushed back 10' directly away from the bladeling, and the bladeling can move up to 10' to a space within 5' of that creature.

Razor Storm (1/day). The bladeling expels shrapnel-like bits of its skin in a 15' cone. Each creature in the cone must make a DC 12 Dexterity save, taking 21 (6d6) piercing damage on a failure or half that on a success.

BONUS ACTIONS

Followup Strike. If the bladeling used Multiattack, it can make one Claw attack.

Bladeling Raider

A bladeling fodder uses the Bladeling Medium Infantry stat block with the following changes.

- It has 1 hit point (minion).
- It is immune to acid, cold, and fire damage.
- 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.

Bladeling Razormage

Medium Fiend, usually lawful evil

Armor Class 17 (natural armor and shield)

Hit Points 27 (6d8)

Speed 30 ft.

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

Skills Athletics +3

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

Damage Immunities acid

Senses darkvision 60 ft., passive Perception 10

Languages Infernal

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

Bladed Body. A creature within 5' that hits the bladeling with a melee attack takes 3 (1d6) slashing damage from the blades on its body. A creature that hits the bladeling with a natural weapon or that grapples the bladeling takes this damage even if it is further than 5' from the bladeling.

Rust Immunity. A bladeling's body is immune to rust.

ACTIONS

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

Blade Flurry. The razormage magically launches a flurry of blades from its body. Each creature within 10' of it must make a DC 13 Dex save, suffering 22 (4d10) piercing damage on a failure or half that on a success.

Bleed (1/day). Each creature the razormage can see within 60' that it has damaged in the last minute must make a DC 13 Con save or magically take 16 (3d10) piercing damage.

Razor Storm (1/day). The bladeling expels shrapnel-like bits of its skin in a 30' cone. Each creature in the cone must make a DC 13 Dexterity save, taking 36 (8d8) piercing damage on a failure or half that on a success.

BONUS ACTIONS

Acid Blades (recharge 5-6). Until the start of the razormage's next turn, whenever it deals piercing or slashing damage, it deals an extra 7 (2d6) acid damage.

REACTIONS

Blade Step (1/day). If the razormage is hit by a ranged attack, it teleports 30' directly toward the triggering attacker.

BLAZING WIND

Source: Homebrew.

Appearing as a windy elemental figure full of smoke and cinders, a blazing wind delights in spreading fire. It takes great pleasure in dancing among the updrafts caused by a large group of flames and tries to arrange for great conflagrations.

A blazing wind is a composite elemental that comes from deep in the Elemental Chaos, where the various elements combine and separate in constant turmoil. Like many such composite elementals, a blazing wind is almost an environmental phenomena rather than a creature.

Once a blazing wind spawns in the depths of the Elemental Chaos, it might be cast free on the turbulent currents of matter that form there, and a few find their way to the Elemental Planes of Air or Fire, the Para-Elemental Plane of Smoke, or even deeper into the Multiverse. On rare occasions, a blazing wind is bound to service by a mortal conjurer, often alongside other composite elementals like **diamondstorm reapers**, **chillfire destroyers**, **omnimentals**, or **soaking sandbeasts**.

Blazing Wind Challenge Rating: When assessing the Challenge Rating of a blazing wind, treat its Cinder Cloud as if it provided the

elemental with a +2 bonus to attack and AC. Assume its Heated Body damages two creatures per round.

Blazing Wind Treasure. Blazing winds don't keep treasure and rarely remain in one place for long unless bound by magic.

Blazing Wind

Medium Elemental, often chaotic neutral

Armor Class 16

Hit Points 91 (14d8+28)

Speed fly 120 ft.

STR 14 (+2), DEX 22 (+6), CON 15 (+2), INT 7 (-2), WIS 10 (+0), CHA 5 (-3)

Saving Throws Str +5, Wis +3, Cha +2

Damage Resistances fire, lightning, thunder; bludgeoning, piercing and slashing damage from nonmagical sources

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 10

Languages Auran, Ignan

Challenge 9 (5,000 xp)

Cinder Cloud. A non-elemental creature that starts its turn within 5' of the blazing wind must make a DC 17 Dexterity save or be blinded until the start of its next turn.

Heated Body. A creature that touches the blazing wind or hits it with a melee attack while within 5' of it takes 11 (2d10) fire damage.

ACTIONS

Multiattack. The blazing wind makes two Cinder Touch attacks.

Cinder Touch. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 16 (3d10) fire damage.

Burning Wind (recharge 5-6). Each creature in a 30' cone extending from the blazing wind takes 11 (2d10) fire damage and must make a DC 13 Strength save, being pushed back 15' directly away from the blazing wind on a failure.

BONUS ACTIONS

Blazing Rush (recharge 5-6). The blazing wind Disengages, and if it uses Multiattack, as long as it doesn't attack the same target more than once, it can make two extra attacks.

BLIGHT

Blight is a category of magically animate plants. There are a number of different types, including **tree blights**, **twig blights**, **vine blights**, and others. Blights are malignant and malevolent, and tend to slay any creatures they can.

Blight Treasure. A blight lair sometimes accumulates treasure left by the victims of the blights. In the lair of a group of at least six blights, there is a 20% chance each that 1d10 x 100 cp, 1d6 x 100 sp, 3d10 ep, 3d10 gp, 1d6 pp and 1d4 gems can be found.

BLINDHEIM

Source: 1e *Fiend Folio*.

A blindheim is a strange creature that resembles a semi-humanoid frog with oversized eyes. They dwell in dark areas, especially underground, and almost always near water.

Beams of Light. All blindheims are capable of projecting beams of intense light from their eyes. They use these beams both to illuminate their surroundings and to help them obtain prey. While a blindheim is fairly small, like a frog, it is willing to eat prey of any size that it can manage. Blindheims can be very persistent, following difficult prey for hours and making occasional attempts to snatch a straggler from a group or the like.

Not Tool Users. Blindheims are surprisingly smart and actually communicate with each other using flashes of light from their eyes, varying the tempo and pattern of flashing to convey complex

messages. However, despite having hand-like forelimbs that are capable of crudely manipulating objects, blindheims neither make nor typically use tools.

Blindheim Challenge Rating. Assume that the blindheim gets its bonus damage against blinded creatures for one round.

Blindheim Treasure. A blindheim gathers reflective objects in its lair. A solitary blindheim is 10% likely each to have 1d10 x 25 cp, 1d10 x 10 sp, 1d6 x 5 ep, 1d6 x 5 gp, 1d4 gems and 1d2 pieces of jewelry.

A group of three to twelve blindheims is instead 30% likely each to have 1d4 x 100 cp and sp; 25% likely each to have 1d10 x 25 ep and gp; and 10% likely each to have 1d6 gems and 1d4 pieces of jewelry.

Larger blindheim communities, numbering between 13 and 100, instead typically have 1d6 x 250 gp in assorted coins, with a 25% chance each for 1d10 gems and 1d8 pieces of jewelry.

Blindheim

Small Monstrosity, often neutral

Armor Class 13

Hit Points 10 (3d6)

Speed 30 ft., swim 30 ft.

STR 8 (-1), **DEX** 16 (+3), **CON** 11 (+0),
INT 5 (-3), **WIS** 12 (+1), **CHA** 10 (+0)

Condition Immunities blinded

Senses darkvision 60 ft., passive Perception 11

Languages Blindheim (a language composed of flashes of light emitted by the blindheim's eyes)

Challenge ½ (100 xp) **Prof** +2

Hold Breath. A blindheim can hold its breath for 5 minutes.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4+3) piercing damage, plus 7 (2d6) piercing damage if the target is blinded.

Blinding Gaze (recharge 5-6). The blindheim emits a ray of light from its eyes in a 60' long, 5' wide line. Each creature in the line must make a Constitution saving throw, DC 10, or be blinded for 1 minute. At the end of each of its turns, a blinded target may make another saving throw to end the blindness.

Blindheim Amber-Eye

A blindheim amber-eye uses the Blindheim stat block with the following changes.

- It doesn't deal extra damage against a blinded foe.
- It can't use the Blinding Gaze action.

In place of Blinding Gaze, it has the following:

- **Radiant Gaze.** The amber-eye unleashes a 5' wide, 60' long line of light from its eyes. Each creature in the ray must make a DC 10 Dex save, suffering 10 (3d6) radiant damage on a failure.

BLINK DOG

Location: *Monster Manual* p318.

Blink Dog Allies. Blink dogs sometimes run with humanoids, either hiding their true nature or revealing it, depending on how well they like their companions.

Blink Dog Treasure. Blink dogs don't usually keep treasure.

Blink Dog Runner

A blink dog runner uses the stat block of a Blink Dog with the following changes.

- 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.

BLIZZARD DRAGON

Source: *4e Monster Manual 4.*

Found in the darkest and coldest places of the cosmos, including forlorn areas of the Lower Planes, deep recesses of the Elemental Chaos and Frostfell, or remote arctic glacier chasms in the Prime Material Plane, a blizzard dragon is a type of **catastrophic dragon** (see **dragon**)- a dragon that is a terrifying living incarnation of a deadly blizzard. Like the storms for which they are named, blizzard dragons are cold-hearted and cruel, rapacious, and always hungry.

A blizzard dragon is a famished-looking, blue-white dragon draped in hoar frost. Icicles dangle from its lower body, which glows faintly from within. Winds constantly blow around the blizzard dragon, and if it isn't already icy, the ground frosts over where it stands.

Trap Makers. Blizzard dragons love to trigger avalanches, cause icicle to cascade down upon foes from above, or otherwise employ the terrain to harm would-be attackers. They sometimes dig and conceal pits or make other kinds of traps to ensure that intruders are already hurt when the dragon engages them. Some blizzard dragons dedicate themselves to creating ever more intricate and wicked traps or even entire labyrinths full of deadly tricks.

Blizzard Dragon Lackeys. Depending on its age (and power), a blizzard dragon is likely to have some kind of lackeys. Such lackeys must always be able to withstand the terrible cold that

blizzard dragon's dwell in and bring with them, and might include **yeti**, **frost folk**, **frost giants**, white **chromatic drakes**, and **winter wolves**. Some consort with **ice para-elementals** or other creatures of elemental cold, including **chillfire destroyers**.

Blizzard 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.

LAIR ACTIONS

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

- A flurry of snow fills a 20' radius sphere until initiative count 20 of the next round. The sphere totally obscures things inside it, and creatures in the sphere are blinded.
- Winds gust within 30 ft. of the dragon. Until initiative count 20 of the next round, ranged attacks made by creatures in this radius or made at targets in this radius have disadvantage.
- A bank of snow appears in six contiguous 5' squares. The bank lasts for 1 hour or until cleared and is difficult terrain.
- A mass of snow falls in the lair, perhaps from a wall or ceiling, covering a 5' high, 10' radius cylinder. Each creature in the affected area must make a Dex save (DC 15 for an adult blizzard dragon or 17 for an ancient blizzard dragon), taking 7 (2d6) bludgeoning damage and 7 (2d6) cold damage on a failure or half that on a success. A creature that failed its save must spend an extra 10' of movement to move in or leave the cylinder.

An adult blizzard dragon in its lair is CR 18 (20,000 xp), and an ancient blizzard dragon encountered in its lair is CR 24 (62,000 xp).

REGIONAL EFFECTS

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

- It is significantly colder, wetter, and windier than normal for the season within 6 miles of the dragon's lair.
- Normal vegetation withers and dies within 6 miles of the lair.
- Within 1 mile of the lair, objects that don't move for at least 8 hours become clad in ice and must be broken free before they can be moved. A creature that takes a long rest within 1 mile of the lair and isn't immune to cold gains 1 level of exhaustion midway through the rest. It can't lose this exhaustion nonmagically until it is over 1 mile from the lair.

Adult Blizzard Dragon

Huge Dragon (Catastrophic), usually chaotic evil

Armor Class 18 (natural armor)

Hit Points 212 (17d12+102)

Speed 30 ft., fly 60 ft.

**STR 23 (+6), DEX 12 (+1), CON 22 (+6),
INT 16 (+3), WIS 16 (+3), CHA 13 (+1)**

Saving Throws Str +12, Dex +7, Con +12, Wis +9

Skills Intimidation +7, Perception +9

Damage Immunities cold

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 19

Languages Auran, Draconic

Challenge 17 (18,000 xp) **Prof** +6

Freezing Winds. Any creature not immune to cold that starts its turn within 10' of the dragon has its speed reduced by 10' until the end of the creature's next turn.

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

ACTIONS

Multiattack. The dragon makes one bite attack and two claw attacks.

Bite. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 16 (3d6+6) piercing damage plus 5 (1d10) cold damage.

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 15 (2d8+6) slashing damage plus 5 (1d10) cold damage.

BONUS ACTIONS

Rising Winds. The dragon magically causes the winds surrounding it to grow more intense. Until the end of the blizzard dragon's next turn, the dragon's Freezing Winds' radius increases to 20'.

At the start of the dragon's next turn, the radius of its Freezing Winds increases to 30'.

At the start of the dragon's next turn, the radius of its Freezing Winds increases to 40', the radius increases to 40', and each creature in the aura takes 33 (6d10) cold damage. The effect then ends.

LEGENDARY ACTIONS

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

- **Detect.** The dragon makes a Wisdom (Perception) check.
- **Freeze.** Each creature in the dragon's freezing winds aura takes 5 (1d10) cold damage.
- **Sliding Gust.** Up to two creatures within 10 ft. of each other and within 120 ft. of the dragon must make DC 20 Strength saves or the dragon uses a gust of wind to move each of them up to 10 ft. as it desires.

Ancient Blizzard Dragon

Gargantuan Dragon (Catastrophic), usually chaotic evil

Armor Class 19 (natural armor)

Hit Points 388 (21d20+168)

Speed 30 ft., fly 60 ft.

**STR 27 (+8), DEX 12 (+1), CON 26 (+8),
INT 18 (+4), WIS 18 (+4), CHA 15 (+2)**

Saving Throws Str +15, Dex +8, Con +15, Wis +11

Skills Intimidation +9, Perception +11

Damage Immunities cold

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 21

Languages Aquan, Auran, Draconic

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

Freezing Winds. Any creature not immune to cold that starts its turn within 10' of the dragon has its speed reduced by 10' until the end of the creature's next turn.

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

ACTIONS

Multiattack. The dragon makes one bite attack and two claw attacks.

Bite. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 22 (4d6+8) piercing damage plus 11 (2d10) cold damage.

Claw. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 21 (3d8+8) slashing damage plus 11 (2d10) cold damage.

BONUS ACTIONS

Rising Winds. The dragon magically causes the winds surrounding it to grow more intense. Until the end of the blizzard dragon's next turn, the dragon's Freezing Winds' radius increases to 20'.

At the start of the dragon's next turn, the radius of its Freezing Winds increases to 30'.

At the start of the dragon's next turn, the radius of its Freezing Winds increases to 40', the radius increases to 40', and each creature in the aura takes 55 (10d10) cold damage. The effect then ends.

LEGENDARY ACTIONS

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

- **Detect.** The dragon makes a Wisdom (Perception) check.
- **Freeze.** Each creature in the dragon's freezing winds aura takes 7 (2d6) cold damage.
- **Sliding Gust.** Up to two creatures within 10 ft. of each other and within 120 ft. of the dragon must make DC 23 Strength saves or the dragon uses a gust of wind to move each of them up to 10 ft. as it desires.

Blizzard Dragon Wyrmling

Medium Dragon (Catastrophic), usually chaotic evil

Armor Class 16 (natural armor)

Hit Points 39 (6d8+12)

Speed 30 ft., fly 60 ft.

**STR 15 (+2), DEX 12 (+1), CON 14 (+2),
INT 12 (+1), WIS 12 (+1), CHA 9 (-1)**

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

Skills Intimidation +1, Perception +3

Damage Immunities cold

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

Languages Draconic

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

Freezing Winds. Any creature not immune to cold that starts its turn within 10' of the dragon has its speed reduced by 10' until the end of its next turn.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) piercing damage plus 5 (1d10) cold damage.

Young Blizzard Dragon

Large Dragon (Catastrophic), usually chaotic evil

Armor Class 17 (natural armor)

Hit Points 142 (15d10+60)

Speed 30 ft., fly 60 ft.

**STR 19 (+4), DEX 12 (+1), CON 18 (+4),
INT 14 (+2), WIS 14 (+2), CHA 11 (+0)**

Saving Throws Str +7, Dex +4, Con +7, Wis +5

Skills Intimidation +3, Perception +5

Damage Immunities cold

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 15

Languages Auran, Draconic

Challenge 8 (3,900 xp)

Freezing Winds. Any creature not immune to cold that starts its turn within 10' of the dragon has its speed reduced by 10' until the end of the creature's next turn.

ACTIONS

Multiattack. The dragon makes one bite attack and two claw attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) piercing damage plus 11 (2d10) cold damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 5 (1d8+4) slashing damage plus 11 (2d10) cold damage.

BONUS ACTIONS

Rising Winds. The dragon magically causes the winds surrounding it to grow more intense. Until the end of the blizzard dragon's next turn, the dragon's Freezing Winds' radius increases to 20'.

At the start of the dragon's next turn, the radius of its Freezing Winds increases to 30'.

At the start of the dragon's next turn, the radius of its Freezing Winds increases to 40', the radius increases to 40', and each creature in the aura takes 22 (4d10) cold damage. The effect then ends.

BLOOD HAWK

Location: *Monster Manual* p319.

Blood Hawk Treasure. Blood hawks like to put shiny objects in their nests. There is therefore a 5% chance each that a blood hawk nest has 1d6 cp, sp, ep, and gp, 1d4 pp, and 1d4 gems in it.

Blood Hawk Shredder

A blood hawk shredder is more vicious than a normal blood hawk. It uses the stat block of a Blood Hawk with the following changes.

- Its Challenge Rating is ½ (100 xp).

It has the following additional Action options.

- **Multiattack.** The blood hawk attacks once with its Beak and once with its Talons.
- **Talons. Melee Weapon Attack:** +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) slashing damage, and unless the target regains at least 1 hit point, it takes an additional 3 (1d6) damage at the start of its next turn.

Blood Hawk Terror

A blood hawk terror is a larger and more dangerous form of blood hawk. It uses the Blood Hawk stat block with the following changes.

- It is Medium.
- It has 27 hit points (6d8 Hit Dice).
- Its Strength is 15 (+2).
- Its Beak deals 6 (1d8+2) piercing damage.
- Its Challenge Rating is ½ (100 xp).

It has the following additional Trait.

- **Prey on the Frightened.** If the blood hawk hits a frightened creature with an attack, it deals an extra 7 (2d6) damage.

It has the following additional Bonus Action options.

- **Terrifying Shriek (recharge 5-6).** Each creature within 60' that can hear the blood hawk must make a DC 10 Wis save or be frightened until the end of the blood hawk's next turn.

BLOOD HULK

Source: 3e *Monster Manual* 4.

Blood hulks are undead creatures that are pumped full of the blood of innocents, enabling it to withstand significant punishment and making it more powerful than a typical zombie. A blood hulk is usually made from a human, but is swollen like an inflated balloon due to the excess blood within it. This both makes the blood hulk stronger and tougher and makes it vulnerable to critical hits.

Larger Hulks. Some ambitious necromancers or death priests make blood hulks from larger, tougher creatures, such as ogres. These creatures, bloated with blood, are often even more powerful than they were in life. The larger and more powerful the hulk, the more innocents' blood is required to create it.

Creating a Blood Hulk. Creating a blood hulk is fairly easy. It requires a corpse and the blood from four additional corpses, which must be pumped into the corpse during a ritual that requires 250 gp in components and 4 hours per blood hulk to be created. At the end of the ritual, the would-be animator must cast *animate dead* and expend an additional 3rd level spell slot. The blood hulk then animates and serves its creator, obeying its commands like a zombie. There is no limit to how many blood hulks one caster can create, but the more one master tries to control, they more likely they are to spontaneously rise up and attack him. In general, it seems safest for a master to either create them and leave them as guardians in places they can't escape from, or to have no more blood hulks than their proficiency bonus at a given time.

Creating more powerful blood hulks, such as a blood hulk ogre or blood hulk giant, requires the following changes to the ritual.

- The ritual requires additional components worth 250 gp for each point of Challenge Rating above 1.
- The ritual requires more blood for a larger creatures. Four additional corpses of the same size will provide enough blood. Otherwise, it takes four corpses from

creatures one size smaller to provide enough blood for one missing corpse of the creature's size.

- The caster must increase the level of the spell slot used to cast *animate dead* by 1 per point of Challenge Rating above 1.

Blood Hulk Treasure. Blood hulks don't collect treasure.

Blood Hulk

Medium Undead, usually neutral evil

Armor Class 11 (natural armor)

Hit Points 85 (10d8+40)

Speed 25 ft.

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

Damage Immunities poison

Condition Immunities charmed, frightened,
poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands creator but can't speak

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

Blood Bloated. If the blood hulk suffers a critical hit, the severity is increased by +2d8.

Bloody End. When the blood hulk falls to 0 hit points, it bursts, spraying blood on everything within 10'. Each creature in the area must succeed on a DC 14 Dex save or be blinded until the end of its next turn.

ACTIONS

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

REACTIONS

Bloody Pool. When the blood hulk becomes bloodied, it spews blood on the ground in a 10' square adjacent to it. A creature that ends its turn in this pool must make a DC 14 Dex save or fall prone.

Blood Hulk Giant

Huge Undead, usually neutral evil

Armor Class 11 (natural armor)

Hit Points 297 (22d12+154)

Speed 45 ft.

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

Damage Immunities poison

Condition Immunities charmed, frightened,
poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands creator but can't speak

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

Blood Bloated. If the blood hulk suffers a critical hit, the severity is increased by +2d8.

Bloody End. When the blood hulk falls to 0 hit points, it bursts, spraying blood on everything within 10'. Each creature in the area must succeed on a DC 18 Dex save or be blinded until the end of its next turn.

ACTIONS

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 17 (3d6+7) bludgeoning damage.

REACTIONS

Bloody Spray. When the blood hulk becomes bloodied, it spews blood on the ground in a 15' square adjacent to it. Each creature in or above the

square and no higher than 15' off the ground must make a DC 15 Dex save or be blinded until the start of its next turn, and a creature that ends its turn in this pool must make a DC 15 Dex save or fall prone.

Blood Hulk Ogre

Large Undead, usually neutral evil

Armor Class 11 (natural armor)

Hit Points 168 (16d10+80)

Speed 35 ft.

**STR 20 (+5), DEX 8 (-1), CON 20 (+5),
INT 8 (-1), WIS 8 (-1), CHA 6 (-2)**

Damage Immunities poison

Condition Immunities charmed, frightened,
poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands creator but can't speak

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

Blood Bloated. If the blood hulk suffers a critical hit, the severity is increased by +2d8.

Bloody End. When the blood hulk falls to 0 hit points, it bursts, spraying blood on everything within 10'. Each creature in the area must succeed on a DC 15 Dex save or be blinded until the end of its next turn.

ACTIONS

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d6+5) bludgeoning damage.

REACTIONS

Bloody Pool. When the blood hulk becomes bloodied, it spews blood on the ground in a 15' square adjacent to it. A creature that ends its turn in this pool must make a DC 15 Dex save or fall prone.

BLOODBAG IMP

Source: *3e Fiend Folio.*

Used by devils or yugoloths on the battlefields of the Lower Planes as mobile healing units, bloodbag imps are bloated and corpulent, packed with extra blood, and empowered with diabolic magic that allows them to both feed that blood to other creatures to heal them and to regenerate quickly.

Often in Chains. A bloodbag imp can be a very valuable companion and a powerful healer, given a little time. Because of this, **devils, night hags, yugoloths,** and even **demons** that manage to capture a bloodbag imp often keep it in a cage or bound in some fashion so it can't escape. Mortal alchemists, demonologists, **conjurers,** and **acolytes of the skin** often love the opportunity to capture and hold a bloodbag imp for their use. Many bloodbag imps live a miserable existence, passed from one user to another, forced to constantly expel its healing blood in transfusion after transfusion.

Bloodbag Imp Friends. Most creatures see a bloodbag imp as a tool more than anything, but a precious few either see more or pretend to. Such creatures might earn the friendship of a bloodbag imp. Other **imps,** including **assassin imps,** sometimes feel a great deal of sympathy for a bloodbag imp, and **euphoria imps** share a great deal of the bloodbag's pains, in that they are also used as tools to fulfill the needs of others. Some creatures that regenerate might also befriend a bloodbag imp, as they gain little from its transfusions- especially those that regenerate quickly, such as **trolls.**

Purchasing a Bloodbag Imp. When one is available for sale, the price is often measured in larvae- typically on the order of 5 larvae. If a seller will accept mortal currencies, a bloodbag imp probably costs around 10,000 gp.

Bloodbag Imp Treasure. Bloodbag imps rarely have treasure. One that has no master has a 10% chance each of having 1d6 x 25 cp, 1d6 x 10 sp, and 3d6 gp.

Bloodbag Imp

Tiny Fiend (Devil), lawful evil

Armor Class 9

Hit Points 39 (6d4+24)

Speed 20 ft., fly 40 ft.

**STR 6 (-2), DEX 9 (-1), CON 18 (+4),
INT 11 (+0), WIS 12 (+1), CHA 13 (+1)**

Saving Throws Con +6

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 ½ (100 xp)

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.

Regeneration. The imp regains 3 hit points at the start of its turn if it has at least 1 hit point.

ACTIONS

Bite. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 1 (1d4-1) piercing damage, and the target must make a DC 14 Constitution save, taking 10 (3d6) poison damage on a failure or half that on a success.

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.

Wounding Curse (3/day). The imp magically curses a creature it can see within 30 ft. The target must make a DC 11 Constitution save; if it fails, it

is affected by the curse until it receives a DC 15 Wisdom (Medicine) check or magical healing.

While under the curse, each time the creature takes piercing or slashing damage, it gains a bleeding wound. At the start of each of its turns, the creature takes 1 point of damage per bleeding wound.

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

Transfusion. The imp stabs a willing creature it can see within 5' with its tail and then pumps blood into it to heal it. The target takes 1d4 piercing damage, and then the imp chooses to take 1d6, 2d6, or 3d6 damage. The target regains hit points equal to half the damage that the imp takes.

BLOODBLOATER

Source: *3e Fiend Folio*, homebrew (bloodbloater mutant).

The bloodbloater is a type of ooze that is similar to some types of jellyfish. A typical bloodbloater resembles a thick, translucent pancake about 2' in diameter and 3" thick. A bloodbloater has a red nucleus, making it easy to spot. Bloodbloaters take their name from their method of feeding- they suck the blood from their victims, swelling up and becoming bright pink.

Sea Swarms. Bloodbloaters typically appear in swarm numbering in the hundreds. They dwell in the ocean in vast numbers. Often, the presence of a single swarm is an indication that many more of the monsters are in the area. When a single lone bloodbloater is encountered, it is almost always a solitary individual that has become separated from its swarm; wise sailors know to prepare for an entire swarm's appearance at any moment.

Prone to Mutation. Bloodbloater mutants of various forms have been found from time to time, ranging from solitary bloodblockers grown to the size of a man to strange bloodsuckers full of poison gas. The burst bodies of other, less viable bloodbloater variants have washed up on ocean shores the world over. Sages speculate that because they are a swarming type of ooze, the apparent incidence of mutation is actually simply the result of so many bloodblockers existing, and that they are no more prone to mutation than other oozes are.

Bloodbloater Swarm

Medium Swam of Tiny Oozes, always unaligned

Armor Class 11

Hit Points 37 (5d8+15)

Speed 15 ft., swim 30 ft.

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

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 5

Languages -

Challenge ½ (100 xp)

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

ACTIONS

Blood Drain. *Melee Weapon Attack:* +3 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 8 (2d6+1) piercing damage, and if the target is a

creature with blood, it must make a DC 13 Constitution saving throw or have disadvantage on Strength attacks and checks for 1 hour (save ends).

Each time a creature fails a save against this effect while it already has disadvantage on Str attacks and checks, it also gains a level of exhaustion.

Bloodbloater Mutant

Medium Ooze, always unaligned

Armor Class 10

Hit Points 95 (10d8+50)

Speed 15 ft., swim 30 ft.

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

Saving Throws Str +7

Damage Vulnerabilities fire

Condition Immunities blinded, charmed, exhaustion, frightened, prone

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

Languages -

Challenge 2 (450 xp)

ACTIONS

Blood Drain. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 11 (2d6+4) piercing damage, and the target must make a DC 13 Constitution saving throw or have disadvantage on Strength attacks and checks for 1 hour, repeating the save at the end of each of its turns and ending the effect on a success.

If the target fails this saving throw while already suffering its initial effects, it is instead incapacitated for 1 hour or until it regains hit points, at which time it recovers. An adjacent creature can make a DC 15 Medicine check and administer some spirits, stimulants or similar substance to remove this effect, as well. If the incapacitation effect is removed, the target is instead poisoned for 1 hour.

BLOODSEEKER DRAKE

Source: 4e *Monster Vault*.

A bloodseeker drake is a slender type of drake that can smell blood, and is driven mad by the scent. A dull red color, darker on its upper (back) side and brighter on its belly, a bloodseeker drake is stupid by any standards.

Unreliable. A bloodseeker drake is notoriously unreliable. In the wild, a bloodseeker will sometimes turn on its pack mates if they are wounded, and it is the type of drake most likely to be driven out of its pack and left to a solitary existence- which is terrible for the drake's mental well-being. As domesticated drakes, they are even less well-behaved than most drakes, and most owners eventually find them to be more trouble than they are worth.

Purchasing a Bloodseeker Drake. Those brave or foolish enough to purchase a bloodseeker drake can expect to pay around 100 gp for it.

Bloodseeker Drake

Medium Dragon (Drake), always neutral

Armor Class 15 (natural armor)

Hit Points 26 (4d8+8)

Speed 30 ft.

**STR 13 (+1), DEX 17 (+3), CON 14 (+2),
INT 2 (-4), WIS 10 (+0), CHA 13 (+1)**

Senses passive Perception 10

Languages -

Challenge 1 (200 xp)

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

ACTIONS

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

REACTIONS

Snap. If a creature without all its hit points moves to a space within 5' of the bloodseeker drake, it uses Bite against that creature.

BLUE

Source: 3e *Expanded Psionics Handbook*.

Blues are a rare subrace of psionic goblinoid. They look like blue-skinned goblins with large foreheads. Most blues wear robes and focus on their mental powers, rather than on martial skill. Blues integrate within groups of other goblinoids, only rarely forming their own communities.

Blues are often bullied by **bugbears**, but **goblins** and **hobgoblins** recognize that they can serve a very important role for the war band. Smart blues sometimes even rise to become the power behind the throne of whoever rules the band openly, secretly manipulating the ruler with psionic abilities.

Physically Inferior, Mentally Superior.

Blues are physically smaller and weaker than even their goblin kin, but their mental strength makes up for it. The typical blue can read or mentally shock minds, and can psionically shield itself.

Blue Communities. Blue rarely form communities of their own, instead typically living among other goblinoids. However, occasionally, a blue arises who inspires its fellows to rebel against the goblinoids that bully and command them, fleeing together to form a small group of outcasts. Usually living in secret, the blues typically focus on developing their mental powers, philosophy, and intellectual prowess. Such a group might fall apart after its leader dies, but a few carry on for several generations. However, the limited number of blues available typically leads to inbreeding, and the first consequence of this is that later generations tend to lose their psionic capabilities. Some even degenerate into **gremlins** of various types.

Blue Treasure. Each blue typically carries 1d12 sp and 1d8 ep.

BLUE PCS

Blue make suitable pcs, although there is a degree of social shunning from the so-called “civilized” races that a blue pc must typically deal with.

Low-Level (3+): Given their potent psionics, blue make slightly more powerful than standard pcs. They are suitable for joining a group that is low level, but not for starting groups.

BLUE TRAITS

Blue pcs have the following racial traits.

Ability Score Adjustments. Your Intelligence increases by 4. Conversely, your Strength decreases by 4 and your Charisma decreases by 2.

Age. A blue reaches adulthood around 11, is considered old at about 30, and usually dies by 45.

Size. You are Small. A blue is usually between 3' 6" and 4' 2" tall, with females being slightly smaller. A typical blue weighs 40 to 75 lbs.

Darkvision. You have darkvision 60'.

Mind Shock. You can use an action to psionically target one creature within 30'. That creature must make an Int save, DC 8 + your proficiency bonus + your Int bonus, or take 1d10 psychic damage. This damage increases by 1d10 at 5th level, and again at 11th and 17th levels.

Languages. You speak Common and Goblin.

SUBRACES: A blue's “subrace” is more akin to a wizard's subclass than it is a true subrace. It represents the general direction that the blue tried to develop its mental abilities in. Choose one from the following:

The Far Stepper

Your mental abilities are focused on helping you move from one place to another. You can psionically cast the following spells, using Intelligence as your spellcasting ability and requiring no verbal or material components:

At will- *mage armor* (self only).

1/day- *longstrider* (self only).

In addition, as you attain higher levels, you can cast the following additional spells:

5th level- 1/day- *misty step*.

9th level- 1/day- *levitate*.

15th level- 1/day- *dimension door*.

The Friender

Your mental abilities are focused on transforming foes into friends and bending the wills of those around you. You can psionically cast the following spells, using Intelligence as your spellcasting ability and requiring no verbal or material components:

At will- *mage armor* (self only).

1/day- *charm person*.

In addition, as you attain higher levels, you can cast the following additional spells:

5th level- 1/day- *detect thoughts*.

9th level- 1/day- *suggestion*.

15th level- 1/day- *charm monster*.

The Gland Master

Your mental abilities are focused on controlling your own body, allowing you to perform otherwise impossible feats. You can psionically cast the following spells, using Intelligence as your spellcasting ability and requiring no verbal or material components:

At will- *mage armor* (self only).

1/day- *cure wounds* (self only).

In addition, as you attain higher levels, you can cast the following additional spells:

5th level- 1/day- *enhance ability* (self only).

9th level- 1/day- *alter self*.

15th level- 1/day- *stoneskin* (self only).

The Mind Striker

Your mental abilities are focused on psychic attack, giving you the ability to overcome the minds of your enemies. You can psionically cast the following spells, using Intelligence as your spellcasting ability and requiring no verbal or material components:

At will- *mage armor* (self only).

1/day- *sleep*.

In addition, as you attain higher levels, you can cast the following additional spells:

5th level- 1/day- *hold person*.

9th level- 1/day- *horrible wound*.

15th level- 1/day- *overwhelm*.

Blue

Small Humanoid (Goblinoid), often neutral evil

Armor Class 13 (*mage armor*)

Hit Points 7 (2d6)

Speed 30 ft.

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

Senses darkvision 60 ft., passive Perception 10

Languages Goblin, Common

Challenge ¼ (50 xp)

ACTIONS

Staff. Melee Weapon Attack: +0 to hit, reach 5 ft., one target. *Hit:* 1 (1d6-2) bludgeoning damage, or 2 (1d8-2) bludgeoning damage if wielded in two hands.

Mind Shock. One creature within 30' of the blue must succeed on a DC 12 Intelligence save or suffer 11 (2d10) psychic damage.

Spellcasting (psionics). The blue's spellcasting ability is Intelligence (spell save DC 12). It can psionically cast the following spells, requiring no verbal or material components:

At will- *mage armor* (self only).

3/day- *charm person, detect thoughts*.

Blue Psion

Small Humanoid (Goblinoid), often neutral evil

Armor Class 13 (*mage armor*)

Hit Points 35 (10d6)

Speed 30 ft.

**STR 6 (-2), DEX 11 (+0), CON 10 (+0),
INT 18 (+4), WIS 10 (+0), CHA 7 (-2)**

Senses darkvision 60 ft., passive Perception 10

Languages Goblin, Common

Challenge 3 (700 xp)

ACTIONS

Staff. Melee Weapon Attack: +0 to hit, reach 5 ft., one target. *Hit:* 1 (1d6-2) bludgeoning damage, or 2 (1d8-2) bludgeoning damage if wielded in two hands.

Mind Shock. One or two creatures within 30' of the blue must succeed on a DC 14 Intelligence save or suffer 16 (3d10) psychic damage.

Spellcasting (psionics). The blue's innate spellcasting ability is Intelligence (spell save DC 14). It can psionically cast the following spells, requiring no verbal or material components:

At will- *mage armor* (self only), *vicious mockery*.

3/day- *charm person, detect thoughts, hold person*.

1/day- *suggestion, sleep* (4th level slot).

REACTIONS

Empathic Transfer (1/day). When the blue takes damage, one creature within 30' must make a DC 14 Wis save or take 10 psychic damage.

Shield (3/day) (1st level spell). When the blue would be hit by an attack or damaged by *magic missiles*, it creates a shield of force that gives it +5 to AC and immunity to *magic missile* until the end of its next turn, including against the trigger.

Blue Psychic Warrior

Small Humanoid (Goblinoid), often neutral evil

Armor Class 18 (chain mail and shield)

Hit Points 54 (12d6+12)

Speed 30 ft.

**STR 8 (-1), DEX 11 (+0), CON 12 (+1),
INT 18 (+4), WIS 10 (+0), CHA 7 (-2)**

Senses darkvision 60 ft., passive Perception 10

Languages Goblin, Common

Challenge 3 (700 xp)

Mind Warrior. The psychic warrior uses its Intelligence modifier instead of its Strength or Dexterity modifier when it makes weapon attack and damage rolls (included below).

ACTIONS

Multiattack. The psychic warrior makes two weapon attacks.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) slashing damage, or 9 (1d10+5) bludgeoning damage if wielded in two hands.

Mindbreaking Blow (1/day). The psychic warrior makes one melee weapon attack. If it hits, it deals an extra 16 (3d10) psychic damage, and the target must make a DC 14 Int save or be stunned until the end of its next turn.

Mind Shock. One creature within 30' of the blue must succeed on a DC 14 Intelligence save or suffer 11 (2d10) psychic damage.

BONUS ACTIONS

Shift. The psychic warrior moves 5' without provoking opportunity attacks.

REACTIONS

Mental Counterstrike (1/day). When the psychic warrior makes a save against a spell or effect caused by a creature, it psionically counterstrikes. The triggering creature must make a DC 14 Int save, suffering 27 (6d8) psychic damage on a

failure or half that on a success.

BLUE ABISHAI

Location: *Mordenkainen's Tome of Foes* p161.

Treasure: Abishais are notorious treasure hoarders. The lair of a solitary abishai has 2d6 x 100 gp in coins and gems.

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

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

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

BLUE BELLOWER

Source: *Arduin Grimoire*.

A blue bellower is a massive, metallic blue, single-horned beetle. It can bellow loud enough to deafen nearby creatures, and when seriously injured, it releases a cloud of noxious gas. Blue bellowers dwell underground or in grasslands and prairies. Though they are herbivores, they are very aggressive.

Blue bellowers are encountered singly or, very rarely, in a **couple** that has come together to mate.

Many encounters with blue bellowers are with one of the monsters when it is moving in a straight line, cruising along at a Dash. It's not certain why blue bellowers do this, but they will often ignore other creatures that aren't in their way and that don't interfere with them when they are traveling in this matter. A creature that gets in the bellower's way is likely to end up gored and smashed.

Blue Bellower Treasure. A blue bellower doesn't have treasure or a lair, instead wandering from place to place.

Blue Bellow

Huge Beast (Insect), always unaligned

Armor Class 18 (natural armor)

Hit Points 114 (12d12+36)

Speed 40 ft.

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

Senses darkvision 60 ft., passive Perception 10

Languages -

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

Reflective Carapace. If an effect deals lightning damage to the blue bellow, as long as the bellow isn't incapacitated, it can redirect the effect to any creature, object, or point in space within 20' of it that is also in range of the redirected effect. If it does so, the bellow takes no damage, and the new target is affected by the lightning effect normally.

ACTIONS

Gore. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 23 (3d12+4) piercing damage.

BONUS ACTIONS

Bellow (recharge 5-6). The blue bellow emits a tremendous bellow. Each creature within 30' of it must make a DC 15 Constitution save, being deafened for 1 minute on a failure. An affected creature can repeat the save at the end of each of its turns, ending the effect on itself on a success.

REACTIONS

Noxious Cloud (recharges after a short or long rest). When the blue bellow becomes bloodied, it emits a noxious cloud that fills a sphere that extends 10' from the bellow in all directions, going around corners. Each creature in the cloud must succeed on a DC 13 Con save or become poisoned until the end of its next turn.

Blue Bellow Baby

A baby blue bellow is less dangerous than its adult type, but can nonetheless pose a threat to smaller creatures. It tends to be highly aggressive, seeking to drive off anything that they encounter that isn't larger than them. As babies, blue bellows sometimes travel in **rumbles** numbering 3-12.

Medium Beast (Insect), always unaligned

Armor Class 16 (natural armor)

Hit Points 1 (minion)

Speed 40 ft.

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

Senses darkvision 60 ft., passive Perception 10

Languages -

Challenge 1/8 (25 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.

Reflective Carapace. If the baby isn't incapacitated and an effect deals lightning damage to it, the baby can deal half the lightning damage it took to another creature within 5' of it.

ACTIONS

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

Baby Bellow (1/day). The blue bellow baby emits a loud squeak. Each creature within 10' of it must make a DC 12 Constitution save, being deafened until the end of its next turn on a failure.

REACTIONS

Noxious Cloud. When the blue bellow baby falls to 0 hit points, it emits a noxious cloud that fills a

sphere that extends 5' from the bellow in all directions, going around corners. Each creature in the cloud must succeed on a DC 13 Con save or become poisoned until the end of its next turn.

BLUE DRAGON

Location: *Monster Manual* p88.

Blue 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.

Blue Dragons in Cydra

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

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

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

Ancient Blue Dragon

- Its attack, save, and skill bonuses all increase by 1.
- Its passive Perception is 28.
- Its Challenge Rating is 26 (90,000 xp).
- Its proficiency bonus is +8.

Adult Blue Dragon

- Its attack, save, and skill bonuses all increase by 1.
- Its passive Perception is 23.
- Its Challenge Rating is 20 (25,000 xp).
- Its proficiency bonus is +6.

Young Blue Dragon

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

BLUE PHRAINT

Source: *Arduin Grimoire*.

The spellcasters of phraint society are the blue phraints, brilliant logicians with an affinity for electricity and magnetism. Blue phraints are the rarest standard caste of phraints, and have authority over all other castes other than the golds. However, a blue phraint's priorities are often orthogonal to those of the hive as a whole, and while it has the hive's interests in mind, it also seeks to perform new experiments, learn new lore, and find new ways to tame the powers of the unseen electric field all around.

Blue phraints are the caste of phraints that have the best understanding of their race's history and relationship to time, but they are also both the least interested in talking and the least able to relate to humanoid points of view. Therefore, learning anything from them is very difficult.

Blue Phraint Loners. Sometimes a blue phraint will go off on its own to pursue some secret of the universe or to try to explore some new aspect of the strange blue phraint lightning magic. Such phraints, despite being loners in the sense of being isolated from their fellow phraints, sometimes have companions such as **lamias, shockers, lightning quasi-elementals, rakshasas, storm hounds,** or even **blue dragons** or **behirs**. In some of these relationships, the blue phraint will be dominant, and in some, it will be the lesser partner.

Only rarely will a blue phraint join forces with a humanoid; since it likes to eat humanoid meat, the phraint typically prefers not to humanize (phraintize?) its possible prey.

In their native deserts, blue phraints often ride **camels** or, rarely, **ashworms**.

Blue Phraint Challenge Rating. When assessing a blue phraint's Challenge Rating, treat its Magnetic Deflection as a +1 bonus to its effective AC and 14 bonus hit points.

Phraint Treasure. When a phraint that isn't a blue phraint loner is encountered encountered, or

when a group of phraints is encountered, there is a 25% chance that they carry individual treasure. Generally, one check applies to the entire group. If they carry individual treasure, each phraint will have 1d6 x 10 sp and 2d10 gp.

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

A blue phraint loner is a different matter. It has a 20% chance each of having 2d10 x 100 cp, 1d10 x 100 sp, 2d6 x 100 gp, 1d4 potions, and 1d4 scrolls; and a 10% chance each of having 1d10 x 25 ep, 2d8 pp, and 1d2 random magic items.

Blue Phraint

Medium Humanoid (Phraint), often lawful neutral

Armor Class 17 (natural armor)

Hit Points 52 (8d8+16)

Speed 30 ft.

**STR 15 (+2), DEX 18 (+4), CON 12 (+1),
INT 16 (+3), WIS 13 (+1), CHA 12 (+1)**

Saving Throws Dex +7, Int +6

Skills Arcana +6

Damage Resistances lightning, thunder

Senses Darkvision 60 ft., passive Perception 11

Languages Common, Phraint

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

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

ACTIONS

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

Obsidian Double Axe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d10+2) slashing damage.

Throwing Wedge. *Ranged Weapon Attack:* +7 to hit, range 20/60 ft., one target. *Hit:* 7 (1d6+4) slashing damage.

Doom Thunder (1/day). The phraint creates a magical peal of thunder in a 20' radius sphere centered on a point it can see within 120'. Each creature in the sphere must make a DC 14 Con save, taking 45 (10d8) thunder damage on a failure or half that on a success. In addition, a creature that fails its save is frightened for 1 minute. At the end of each of its turns, the frightened creature can make a DC 16 Wis save, ending the effect on a success.

Targeted Lightning (5th level spell) (1/day). Each creature of the phraint's choice that it can see within 60' must make a DC 14 Dex save, taking 42 (12d6) lightning damage on a failure and half that on a success.

Electric Coil (5th level spell) (1/day). The phraint targets up to two creatures it can see within 90'. Each target must make a DC 14 Dex save. If it fails, coils of lightning enshroud it, dealing 18 (4d8) lightning damage and knocking the target prone. At the start of its next turn, the target takes another 18 (4d8) lightning damage and must make a DC 16 Con save or be paralyzed until the start of its next turn.

Spellcasting. The phraint is an 11th level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The phraint can cast the following spells:

At will- *dancing lights, mage hand, shocking grasp.*

3/day- *chromatic orb* (lightning or thunder only), *lightning bolt, rolling thunder, thunderwave.*

BONUS ACTIONS

Magnetic Immobilization (2nd level spell). The phraint targets one creature that is made of metal or wearing metal armor. That creature must make a DC 14 Str save or have its speed reduced to 0 for 1

minute. The creature can use an action to repeat the save, ending the effect on a success.

REACTIONS

Magnetic Deflection (2nd level spell) (recharge 5-6). When an attack with a metal weapon or by a metal creature would hit the phraint, it gains a +5 bonus to AC against that attack, possibly causing it to miss. If the attack still hits, the damage is reduced by 2d6 to a minimum of 1 point.

Protective Jolt (3rd level spell) (1/day). When a melee attack hits the phraint, it deals 35 (10d6) lightning damage to the triggering attacker.

Blue Phraint Stormbolt

Medium Humanoid (Phraint), often lawful neutral

Armor Class 17 (natural armor)

Hit Points 1 (minion)

Speed 30 ft.

**STR 15 (+2), DEX 18 (+4), CON 12 (+1),
INT 16 (+3), WIS 13 (+1), CHA 12 (+1)**

Saving Throws Dex +7, Int +6

Skills Arcana +6

Damage Immunities lightning, thunder

Senses Darkvision 60 ft., passive Perception 11

Languages Common, Phraint

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

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

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

ACTIONS

Obsidian Double Axe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d10+2) slashing damage.

Throwing Wedge. *Ranged Weapon Attack:* +7 to hit, range 20/60 ft., one target. *Hit:* 7 (1d6+4) slashing damage.

Lightning Stroke (3rd level spell). The phraint creates a stroke of lightning 5' wide and 60' long extending from its hand. Each creature in the stroke must make a DC 13 Dex save, taking 28 (8d6) lightning damage on a failure or half that on a success.

BONUS ACTIONS

Magnetic Seize. The phraint targets one creature that is made of metal or wearing metal armor. That creature must make a DC 14 Str save or have its speed reduced to 0 until the end of its next turn.

REACTIONS

Protective Jolt (3rd level spell). When a melee attack hits the phraint, the phraint deals 21 (6d6) lightning damage to the triggering attacker.

BLUE SLAAD

Location: *Monster Manual* p276.

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

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

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

Blue Slaad Thug

The black slaad thug uses the Black Slaad 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.

BLUE SLIME

Source: *4e HI: Keep on the Shadowfell.*

A blue slime is a translucent blue mass of slime that is roughly egg-shaped, but constantly bulging with tendrils of slime that exude from and are re-absorbed by the slime. Blue slimes dwell in wet, underground places, preferring to spend at least half their time in water.

A blue slime hungers for organic matter of all kinds. It devours flesh, wood, fungi, and bones with equal eagerness, leaving gritty droppings that resemble wet black sand behind it. The slime can't be tamed, and only insane priests of Juiblex dare to try to use one as a guardian or ally. Because of its appetite, the slime is likely to run out of food if it is stationed in an area, and the chance of it turning on its would-be keeper when looking for prey is very high.

Treasure: Blue slime doesn't typically collect treasure.

Blue Slime

Large Ooze, always unaligned

Armor Class 9

Hit Points 78 (12d10+12)

Speed 25 ft., swim 25 ft.

**STR 13 (+1), DEX 8 (-1), CON 11 (+0),
INT 1 (-5), WIS 12 (+1), CHA 1 (-5)**

Damage Resistances acid, cold

Condition Immunities charmed, frightened, paralyzed, prone, stunned

Senses blindsense 50 ft. (blind beyond this radius), passive Perception 11

Languages -

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

Amphibious. The slime can breathe both water and air.

Stench. A creature that starts its turn within 10' of the blue slime must succeed on a DC 10 Constitution save or be poisoned until the end of its next turn. A creature that makes this save is immune to the stench of all blue slimes for 24 hours.

ACTIONS

Multiattack. The slime makes two pseudopod attacks.

Pseudopod. Melee Weapon Attack: +3 to hit, reach 10 ft., one target. **Hit:** 8 (2d6+1) bludgeoning damage, and the target must succeed on a DC 10 Dexterity save or be coated in acid for 1 minute or until a creature uses an appropriate action to wash off the acid, neutralizing it. When a creature coated in acid starts its turn, it takes 3 (1d6) acid damage.

Slime Eruption (recharges after a short or long rest). The slime emits a spray of slime in a 15' radius around itself. Each creature in the area must make a DC 10 Dexterity save, suffering 14 (4d6) acid damage on a failure or half that on a success.

REACTION

Bloodied Eruption. When the slime is first bloodied, it shudders and sprays acid in a 15' radius around itself. Each creature in that radius must make a DC 10 Dex save, suffering 10 (3d6) acid damage on a failure or half that on a success.

BLUE WHALE

Source: *3.5e Monster Manual* (heavily modified)

The whales of Cydra are sentient beings and are a group of very important, related aquatic races. Some whales are among the most powerful of aquatic creatures, opposing evil sea monsters like krakens, and have a special antipathy for sahuagin and creatures that work with them.

Blue whales are truly immense, measuring around 100' in length when fully grown. Typically kind and gentle, blue whales plumb the secrets of the sea, developing great stores of lore as they age. The death of a blue whale creates a whalefall where it lands on a surface- a huge ecosystem underwater, swarming with unique scavengers and drawing hunters to the area.

Heroes and Protectors of the Waves.

Generally speaking, cetaceans of all kinds are the good guys of the sea, and ancient whales are renowned for their wisdom. Some are learned sages, others, legendary diplomats that have helped other races (aquatic and surface alike) to conclude major agreements. Still others are extraordinarily dangerous warriors, and the rare pod of renegade whales is a threat to be reckoned with. Whales and their kin have been known to rescue surface dwellers who run into trouble in the water, but they are also more than willing to defend themselves against whaling vessels or the like.

Whales in general have a longstanding enmity with **sharks** and **sahuagin**, but blue whales also consider themselves the sea's first line of defense against its worst inhabitants, including **kraken**, **krakentua**, **dragon turtles**, evil **tun mi lung**, **morkoths**, **abominations** bound under the water, and other immensely powerful entities. Blue whales also often provide warnings to all who will listen of the coming of an **island shark**.

Blue whales sometimes rescue shipwreck victims or even help entire ships survive situations that would otherwise see them dashed on a shoal or reef. Woe to those who would hunt whales, though- a blue whale smashes such evil-doers without hesitation.

Whalesong. The song of a whale can echo for hundreds of miles. This allows whales to keep a network of long-distance communication active, to spread gossip or news quickly over thousands of miles simply by repeating it. All whales find great beauty in whalesong, both their own and that of others, and tend to sing often while they swim.

Diverse Lifestyles. Some blue whales travel alone, while others stay together in pods, but only where their supply of plankton is rich and plentiful. Those who travel alone are often younger specimens, eager to explore or intent on eliminating some form of evil from the depths.

Dislike of Surfacers. Blue whales rarely speak to surface humanoids. Given the humanoids' tendency to hunt whales for food, oil, and other resources, whales often see them as barely better than scourges like sahuagin. Even the most generous blue whale sees surface humanoids as woefully short sighted and willfully ignorant.

Blue Whale Allies. Other whales of all types, **dolphins**, **porpoises**, and **merellin** are steadfast allies of the blue whales. Given that the blue whale represents wisdom and generosity, many other sea creatures often flock to a blue whale for aid or short-term companionship, but few forge long-term bonds with a blue whale.

Blue Whale Treasure. A blue whale sometimes collects treasure, depositing it in a location that it frequents. Such an area has a 20% chance of containing 3d10 x 100 gp in trade bars and goods that can survive underwater, a 25% chance each of having 2d10 gems and 1d8 art objects that can survive underwater, and a 10% chance of having 1d4 random magic items that can survive underwater.

BLUE WHALE SEASINGER

Some blue whales explore the power of their songs, learning to channel strange magical effects through the eerie tones that they create. The seasinger's song can sometimes be heard from up to 500 miles away.

Blue Whale

Gargantuan Beast (Whale), often Lawful Good

Armor Class 14 (natural armor)

Hit Points 594 (36d20+216)

Speed swim 40 ft.

**STR 26 (+8), DEX 13 (+1), CON 22 (+6),
INT 13 (+1), WIS 18 (+4), CHA 16 (+3)**

Skills History +6, Nature +6

Senses blindsight 120 ft., passive Perception 14

Languages Whale, Aquan, Common

Challenge 15 (13,000 xp)

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

Hold Breath. The whale can hold its breath for 30 minutes.

Keen Senses. The whale has advantage on Wisdom (Perception) checks that rely on hearing.

Legendary Resistance (2/day). When the whale fails a save, it can choose to succeed instead.

ACTIONS

Tail. Melee Weapon Attack: +13 to hit, reach 15 ft., one target. *Hit:* 30 (4d10+8) bludgeoning damage.

LEGENDARY ACTIONS

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

- **Churn.** The whale uses its fins and flukes to stir the water in a 20' cube adjacent to it. Each creature in the cube must succeed on a DC 21 Str save or the whale slides it up to 15'.
- **Move.** The whale moves its speed.
- **Roll.** The whale moves 10' without provoking opportunity attacks.

Blue Whale Seasinger

Gargantuan Beast (Whale), lawful good

Armor Class 14 (natural armor)

Hit Points 660 (40d20+240)

Speed swim 40 ft.

**STR 26 (+8), DEX 13 (+1), CON 22 (+6),
INT 13 (+1), WIS 18 (+4), CHA 20 (+5)**

Skills History +6, Nature +6

Senses blindsight 120 ft., passive Perception 14

Languages Whale, Aquan, Common

Challenge 18 (20,000 xp)

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

Hold Breath. The whale can hold its breath for 30 minutes.

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

Legendary Resistance (3/day). When the whale fails a save, it can choose to succeed instead.

ACTIONS

Tail. Melee Weapon Attack: +14 to hit, reach 15 ft., one target. *Hit:* 30 (4d10+8) bludgeoning damage.

Booming Song. The whale sings a low, booming song. Each creature in a 40' cube adjacent to the whale must make a DC 19 Con save, taking 35

(10d6) thunder damage on a failure or half that on a success.

Charming Song (2/day). The whale sings a song that targets one creature that can hear it within 500' or up to three creatures that can hear it within 100'. Each target must make a DC 19 Wis save, becoming charmed by the whale for 1 hour on a failure. While charmed in this way, each time the creature takes a hostile action, it takes 11 (2d10) psychic damage.

A charmed creature can repeat the save each time it takes damage other than from this effect, ending the effect on itself on a success..

Inspiring Song (2/day). The whale sings an inspiring song that targets one creature other than the whale that can hear it within 1 mile. That creature adds 1d8 to each attack, check, and save it makes until the end of the creature's next turn.

LEGENDARY ACTIONS

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

- **Disrupting Buzz (costs 2 actions).** The whale emits a loud buzzing sound, targeting up to three creatures within 60'. Each target must succeed on a DC 19 Con save or lose concentration.
- **Move.** The whale moves its speed.
- **Thicken Water.** The whale sings a note that stiffens the water in a 50' cube within 100' of the whale. The water in this area is difficult terrain until the end of the whale's next turn.

BLURIBUMP

Source: Homebrewed.

When the Sea Queen's wrath is aroused, it is usually on or near the sea. However, sometimes, the offending party might flee inland, hoping that

sufficient distance from the coast can protect it from her fury. A bluribump is the proof that it is wrong.

A bluribump appears as a 10' diameter shivering bubble of glowing silvery liquid that flies through the air at impressive speeds. A shimmering image of a face sometimes swims into view for a moment, seeming to gaze intently at its intended target.

Born of a Storm. When the Sea Queen decides to dispatch a bluribump, she first raises a mighty storm far from land. Then she creates a bubble of holy power and compresses the entire storm within the bubble, until it is only about 10' across, its might barely contained, and sends it to seek her revenge.

The Fury of the Sea. When the bluribump finds its target, it attacks without mercy. The globe contains the furious power of the sea, the strength of the raging waves, the freezing cold of the depths- and it can unleash all of those things in its quest for the Sea Queen's revenge, battering its prey until it is destroyed or offers whatever atonement the Queen demands.

Once it has fulfilled its purpose, the bluribump returns to the sea, where its bubble pops and the stormy contents within return to the water. Rarely, a bluribump might be unable to track its prey, either due to magical wards, plane travel, or death. In this case, the bluribump roams the land, growing ever more angry and violent over time.

Summoning a Bluribump. A cleric of the Sea Queen can summon a bluribump to unleash Her fury. This requires a 8 hour long ritual that consumes 5,000 gp in components and requires the sacrifice of a sentient humanoid that has traveled at sea. The ritualist or an assistant must expend a ninth level spell slot and a total of 50 additional levels of spell slots. (There may be any number of assistants.) The bluribump arrives 1d8 hours later from the sea and unleashes its fury on everything around. It remains for a week unless destroyed or driven off.

Bluribump Treasure. A bluribump only has treasure if it is returning offerings of atonement from its victim to the sea. There is a 1% chance each that a bluribump has 2d10 x 1,000 gp in coins and gems, 1d4 art objects, and 1 magic item.

Bluribump

Large Elemental, usually chaotic neutral

Armor Class 18 (natural armor)

Hit Points 285 (30d10+120)

Speed 0 ft., fly 90 ft., swim 40 ft.

**STR 20 (+5), DEX 17 (+3), CON 19 (+4),
INT 6 (-2), WIS 14 (+2), CHA 16 (+3)**

Saving Throws Int +4, Wis +8, Cha +9

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

Damage Immunities cold, force, lightning, thunder

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

Senses darkvision 60 ft., passive Perception 12

Languages Aquan, Auran

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

Faultless Tracker. The bluribump is given a quarry by the Sea Queen. It knows the direction and distance to its quarry as long as it is on the same plane as the quarry.

ACTIONS

Lightning Strike (recharge 6). One creature the bluribump can see within 150' must make a DC 17 Dex save, taking 78 (12d12) lightning damage on a failure or half that on a success.

Fury of the Storm. The bluribump uses Ball of Thunder, Crashing Tide, Crush of the Deep, and Hurl Lightning once each.

Ball of Thunder. Each creature within 10' of a point the bluribump can see within 120' must make a DC 17 Constitution save, suffering 16 (3d10) thunder damage on a failure or half that on a success.

Crashing Tide. Each creature in a 20' cube adjacent to the bluribump must make a DC 19 Strength save, suffering 16 (3d10) bludgeoning damage on a failure, and the bluribump moves the target up to 20'.

Crush of the Deep. One creature the bluribump can see within 60' must make a DC 17 Constitution save, suffering 17 (5d6) force damage and 17 (5d6) cold damage on a failure.

Hurl Lightning. One creature within 60' must make a DC 17 Dexterity save, suffering 18 (4d8) lightning damage on a failure or half that on a success.

BONUS ACTIONS

Fleetness. The bluribump Dashes.

BOAR

Location: *Monster Manual* p319.

Boar Treasure. Boars don't have treasure.

BODAK

Location: *Volo's Guide to Monsters*.

A bodak is the undead remnant of a humanoid destroyed by the touch of ultimate supernatural evil, often the Abyss. In witnessing whatever horrible thing slew it, the humanoid's soul has been shriveled and its body desiccated. A bodak is hairless and androgynous, with grey flesh and an elongated, noseless head with sunken flesh that makes it resemble a skull. The bodak's eyes are white and empty, never blinking.

Hater of All That Lives. A bodak might sometimes ally with other undead, but it hates all living things. While a powerful necromancer or priest might assert control over a bodak, it will never willingly work with the living, and will

constantly struggle to escape its master's control. A bodak's hatred of the living far outweighs its patience or any possible future benefit to working with living creatures.

The Eyes are the Mirrors of Death. The bodak's eyes have the terrible power to kill at a glance. They transmit a vision of the same supernatural horror that created the bodak, giving it a horrifying method of reproduction. If a bodak creates another bodak, it has no special power or influence over that bodak, but since both are undead, they sometimes work together.

Bodak Treasure. Bodaks collect treasure as a lure to the living, using it to entice them into the bodak's grasp. A lone bodak typically has 1d6 x 100 each cp, sp and gp, and has a 25% chance to have 1 random magic item.

A group of up to six bodaks has 1d4 x 1,000 each cp, sp and gp. Additionally, it has a 35% chance to have 1d6 random magic items; and a 30% chance each to have 1d6 x 100 ep, 1d6 x 25 pp and 2d4 gems.

Groups of seven to fifteen bodaks usually have 1d10 x 1,000 each cp, sp and gp, 1d10 x 250 each ep and pp; a 50% chance each of having 2d6 gems and 1d10 art objects; and a 40% chance of having 2d4 random magic items.

BODOKOD

Source: Homebrew.

A bodokod is a large, slow-moving beetle that is often used as a beast of burden by **dwarves** and other subterranean humanoids. Hitched to a wagon, a bodokod seems inexhaustible, plodding slowly along with virtually no need for rest.

Social Rules. A group of travelers often moves ahead of its bodokod until it is time to camp, then lets the beetle catch up while they rest. This is such a common approach to traveling with bodokod that an unspoken agreement has arisen among pretty much all the races that use them. If a group of travelers encounters a laden bodokod, they almost always leave it to its own devices. The social stigma against molesting a bodokod that is following its owners is so strong that even most bandits and brigands won't violate it. However, a

common approach is to follow the beetle, find its owners when it catches up to them, and attack them in order to steal it. On the other hand, some creatures follow a traveling bodokod in order to make contact for trading purposes.

Purchasing a Bodokod. The market price for a bodokod is 25 gp.

Bodokod Treasure. Wild bodokod keep no treasure. A bodokod encountered traveling after a group has a 50% chance of being laden with trade goods worth 10d10 x 10 gp.

Bodokod

Large Beast (Insect), always unaligned

Armor Class 10 (natural armor)

Hit Points 28 (3d10+12)

Speed 20 ft.

**STR 17 (+3), DEX 7 (-2), CON 18 (+4),
INT 1 (-5), WIS 11 (+0), CHA 5 (-3)**

Senses passive Perception 10

Languages -

Challenge 0 (0 xp)

Prof +2

Nearly Inexhaustible. Whenever the bodokod would gain a level of exhaustion, it makes a DC 10 Constitution save. If it succeeds, it doesn't gain the level of exhaustion.

Bodokod Throwback

A throwback to an earlier, considerably more aggressive type of bodokod, this creature can't be tamed. It uses the Bodokod stat block with the following changes.

- Its Challenge Rating is ½ (100 xp).

It has the following additional Action options.

- **Head Butt.** *Melee Weapon Attack:* +5 to hit, reach 5', one target. *Hit:* 6 (1d6+3) bludgeoning damage.

BODYTAKER PLANT

Location: *Van Richten's Guide to Ravenloft*.

A Harbinger of Doom. A bodytaker plant usually appears after an inauspicious comet, foreboding meteor shower, or other astronomical event. Some sages claim that the plant is some sort of star spawn, delivered by cosmic accident or the malice of space-dwelling entities to deliver terror to the mortal realms.

Used by the Shadow Circle. Bodytaker plants, though not created by them, are often employed by the Shadow Circle, a subgroup of druids who oppose civilization. The Shadow Circle aids bodytaker plants in undermining civilized communities, hoping to bring humanoid civilizations crashing down. The podlings the plants produce trick more and more of the humanoids into becoming podlings themselves until the city collapses and becomes nothing more than an unholy garden. Members of the Shadow Circle often aid this process, delivering victims to the plants, ensuring they are well-watered, and so on. Of course, as the bodytaker plant grows more secure in its power and influence, it becomes more likely to turn on its benefactors.

Chaotic Evil: A bodytaker plant is always chaotic evil. It actively seeks to capture, digest, and replace other living creatures without regard for the harm it causes, and it takes pleasure in the suffering of its victims.

Bodytaker Plant Treasure: A bodytaker plant doesn't usually keep treasure.

Bodytaker Plant Sterile Podling

In dire circumstances, a bodytaker plant sometimes force-buds podlings that are crude, obvious copies of recent victims of its Entrapping Pods. These sterile podlings only live a few days, and are weak, unsubtle, and easily dispatched, but when needs arise, the plant does what it must. The bodytaker plant sterile podling uses the Bodytaker Plant Podling stat block with the following changes.

- 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.

BOG DEATHWOLF

Source: Homebrewed.

Deathwolves are terrible monsters that live in the most remote and inhospitable regions, killing and terrorizing anything that comes into their territory out of sheer malevolence. A deathwolf is gigantic, towering over 10' high at the shoulder and measuring nearly 25' long. Other than its roughly lupine head, a deathwolf little resembles a wolf. The monster's forelegs are noticeably shorter than its hind legs, and it often moves upright, especially when attacking. Its claws are as long as daggers and deliver potent magical attacks, while its bite is capable of ripping a creature limb from limb. All varieties of deathwolf are hairless, with distinctive skin patterns in bright colors. A deathwolf's hide is as thick as tree bark and as tough as steel plate.

Spawn of Desolation. Deathwolves are spawned by the regions they inhabit, and are desolation incarnate. They are driven by hatred and a desire to be alone in the midst of the devastation that they inhabit. If communication can be established with a deathwolf, the only reason it might work with another creature is to rid its territory of yet more living things. All deathwolves prefer a lifeless environment torn by harsh weather, frequent upheavals, and deadly conditions.

Dwelling in dead, rotting swamps, bog deathwolves have olive and yellow brindle hides, usually encrusted in filthy mud and draped with stinking marsh grass. Such a monster enjoys laying waste to the already dismal swamp around it, and even though the swamp contains too much life that regenerates too quickly for the bog deathwolf to fully annihilate it, the creature finds the challenge to be an inexhaustible source of glee.

Attempts at Propitiation. If a bog deathwolf has intelligent neighbors in its swamp, such as

lizardfolk, bullywugs, grippli, or grungs, they might leave it sacrifices and treasure in hopes of persuading it not to ravage their tribe. This might or might not work, but it's often the only thing that the creatures can do to prevent it from destroying them. Some primitive tribes even consider the deathwolf a god, and a few even forge fey warlock pacts with it.

Risky Arrangements. Certain evil creatures, including groups of **yuan-ti, onis, hags**, and the like, might make risky deals with a bog deathwolf if its swamp holds some rare plant or other resource that they desire. By giving it victims to hunt or torment, they might be able to buy the deathwolf off. But the monster's appetite is likely to only grow over time, requiring more and more lives be spent to purchase the same amount of forbearance

Treasure. A deathwolf sometimes accumulates treasure. It has a 15% chance each to have 1d10 x 1,000 sp, cp, and gp, a 10% chance each to have 1d6 x 1,000 ep, 1d20 x 25 pp, 1d20 gems, 1d10 pieces of jewelry, and 1d6 random magic items.

Bog Deathwolf

Huge Fey (Deathwolf), usually chaotic evil

Armor Class 20 (natural armor)

Hit Points 136 (16d12+32)

Speed 50 ft., swim 40 ft.

**STR 22 (+6), DEX 14 (+2), CON 15 (+2),
INT 6 (-2), WIS 10 (+0), CHA 12 (+1)**

Damage Immunities acid, poison

Condition Immunities frightened, poisoned

Senses passive Perception 10

Languages -

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

ACTIONS

Multiattack. The deathwolf makes one attack with its bite and one attack with its claws.

Bite. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. *Hit:* 19 (3d8+6) piercing damage. This attack scores a critical hit on a 19-20, and the severity of critical hits inflicted by it is increased by 2d8.

Claws. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. *Hit:* 28 (4d10+6) slashing damage plus 10 (3d6) acid damage.

Spit Acid (1/day). The deathwolf spits a gob of acid at a point it can see within 90'. The gob explodes in a 20' radius sphere of acid centered on that point. Each creature in the sphere must make a DC 14 Dexterity save, suffering 45 (10d8) acid damage on a failure or half that on a success. A creature that fails also suffers an additional 11 (2d10) acid damage at the start of its next turn unless a creature first takes an action to wash the acid off of it.

REACTIONS

Terrifying Howl. When the deathwolf becomes bloodied, it unleashes a terrifying howl. Each creature hostile to the deathwolf that can hear it within 90' must succeed on a DC 13 Wis save or be frightened until the end of its next turn. A creature frightened in this way has its speed reduced to 0.

BOGGART

Source: 1e *Monster Manual* 2.

A boggart is the immature form of a **will-o'-wisp** fey variant. It haunts the same areas of the world as its grown form does. It usually appears as a 2' tall humanoid form covered in coarse, dark fur, with long, shaggy hair.

As it grows, the boggart uses its humanoid form less and less. When it becomes an adult will-o'-wisp, it loses its ability to revert to that form entirely.

Boggart Treasure: A boggart doesn't usually collect treasure.

Boggart

Small Fey, usually chaotic evil

Armor Class 14

Hit Points 36 (8d6+8)

Speed 30 ft.

**STR 12 (+1), DEX 18 (+4), CON 13 (+1),
INT 14 (+2), WIS 12 (+1), CHA 11 (+0)**

Damage Immunities lightning, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 11

Languages Common

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

Detect Thoughts. The boggart can continually *detect thoughts*, as the spell.

ACTIONS

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4+4) bludgeoning damage, plus 10 (3d6) lightning damage.

Jolt. The boggart unleashes a jolt of lightning that jumps to one creature it can see within 10'. The target must make a DC 10 Dexterity save, taking 11 (2d10) lightning damage on a failure or half that on a success.

Confusion (1/day). The boggart targets each creature in a 10' radius sphere centered on a point within 90'. Each target must make a DC 10 Wis save or be confused for 1 minute (save ends). While affected, a creature can't use reactions, and at the start of its turn, it rolls 1d10.

1-2: The creature uses all its speed to move in a random direction, then ends its turn.

3-4: The creature babbles or makes meaningless noises, then ends its turn.

5: The creature falls prone or stands up from prone, and then ends its turn.

6: The creature hurls whatever it is holding 2d4 x 5' in a random direction.

7-8: The creature uses its action to make one attack on a random creature within range of whatever weapon it's currently armed with. If it isn't armed, it makes an unarmed attack.

9-10: The creature can move and act normally.

Shapechanger. The boggart can use its action to polymorph into small globe of light or back into its humanoid form. Any equipment it is wearing or carrying is subsumed into the new form. The boggart's statistics are the same in each form.

BOGGLE

Location: *Volo's Guide to Monsters.*

Boggles are misshapen creatures that skirt the borders of civilization, creeping through the darkness to play tricks on civilized folk. Malign boggles steal or move things about, snatch children and small animals, drive off local fey of a beneficial nature, and sometimes even attack lone travelers.

Some sages have theorized that boggles are the common ancestors of both goblinoids and banderhobbs, and a fair amount of evidence backs this up.

Spatial Trickery. Boggles are able to distort space to create "boggle holes" that they can reach through, enabling them to touch things at a distance. They use this ability to steal, annoy or attack, depending on what the situation warrants. They can also create larger portals that they can step through, and can sense points at which it is possible to cross from the Feywild to the World or vice-verse. Their ability to bend space has stretched their bodies to strength length, making them very adept at trickery.

Misshapen Interlopers. Boggles are native to the Feywild but are found on both the World and the Shadowfell fairly commonly. A boggle's form is weirdly misshapen, and most creatures find the sight of boggles disturbing. Boggles enjoy having this affect on others, and delight in tormenting other creatures with malicious tricks. A boggle might tie shoes together, strip the sheets from beds, spoil milk, set stockings aflame, hide part of a suit of armor, pound the inside of a closet door,

goose a walking person, or partake in other vexing, malicious or outright dangerous activities.

Boggle Treasure. Boggles usually collect trinkets. Each boggle has 1d4 trinkets.

In addition, a group of boggles has a chance each equal to the number of boggles in the group of having 1d20 cp, sp, ep and gp.

BOILFLY

A boilfly is a nefarious, intelligent, and malicious fly native to swamps, forests, and grasslands, and frequently found in cities or other areas where humanoids congregate. Its tiny size makes it appear innocuous to any but the most alert and experienced explorers. It stings a creature, creating a massive bright red boil on the area stung, then burrows inside the boil. From there, it can telepathically communicate with its host, demanding that it act in ways that promote the boilfly's agenda, or else the fly will inflict tremendous pain on it from within. The boilfly takes great pleasure in inflicting pain and is a true sadist.

All boilflies are female and are born pregnant, with a strong urge to lay eggs within a day of birth. For the eggs to survive, they must be in a mix of rich nutrients. While the boilfly itself lives on garbage and shit, its eggs and larva need the finest and freshest foodstuffs. This need is what motivates the boilfly to take over humanoids.

Boilfly

Tiny Monstrosity (Insect), usually chaotic evil

Armor Class 14

Hit Points 4 (1d4+2)

Speed 15 ft., fly 40 ft.

STR 2 (-4), **DEX** 18 (+4), **CON** 14 (+2),
INT 8 (-1), **WIS** 13 (+1), **CHA** 8 (-1)

Senses passive Perception 11

Languages telepathy with host only

Challenge ¼ (50 xp) **Prof** +2

Erratic Movements. Opportunity attacks against the boilfly have disadvantage while it is in flight.

ACTIONS

Multiattack. The boilfly makes a Bite attack, then uses Inhabit Boil.

Bite. Melee Weapon Attack: +6 to hit, reach 0 ft., one target. *Hit:* 1 piercing damage, and the target must make a DC 12 Constitution save or the bite swells into a painful red boil 3" in diameter and about ½" high.

Internal Agony. While inhabiting a boil, the boilfly deals 7 (1d6+4) piercing damage to its host. If this damage reduces the creature to 0 hit points, it is stable and recovers 1 hit point after 10 minutes.

Inhabit Boil. The boilfly attempts to enter the boil created by its bite on a creature in its space. The creature must succeed on a DC 12 Dexterity save or it becomes the boilfly's host as the boilfly enters the boil. While in the boil, the boilfly has total cover from effects originating outside the host's body.

A creature that can reach the host can use an action to attempt to remove the boilfly with a dagger or similar short cutting instrument. Each attempt inflicts 2 (1d4) piercing damage on the host, regardless of whether it succeeds or fails. The creature attempting to remove the boilfly must make a DC 15 Dexterity (Medicine) check to succeed, and a creature attempting to remove a boilfly from itself has disadvantage. If a boilfly has been removed, the boil pops, and the fly can't inhabit it again.

Alternatively, any effect that will cure a disease will pop the boil harmlessly, forcing the boilfly to emerge from it.

BONE DEVIL

Location: *Monster Manual* p71.

Bone Devil Treasure. Bone devils don't usually collect treasure.

BONE GOLEM

Source: *2e Ravenloft Monstrous Compendium.*

A bone golem is built from the previously animated bones of skeletal undead. It stands about 10' tall but weighs only around 90 lbs. It can easily be mistaken for some type of undead creature, much to the dismay of those who make this error.

Bone Golem Treasure. Golems don't usually have treasure, though they might be guarding some for another creature.

Bone Golem

Large Construct (Golem), usually neutral evil

Armor Class 15 (natural armor)

Hit Points 189 (18d10+90)

Speed 30 ft.

**STR 23 (+6), DEX 9 (-1), CON 20 (+5),
INT 3 (-4), WIS 11 (+0), CHA 1 (-5)**

Damage Resistances piercing, slashing

Damage Immunities cold, poison, psychic

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

Senses darkvision 120 ft., passive Perception 10

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

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

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

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

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

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

ACTIONS

Multiattack. The golem makes two Slam attacks.

Slam. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. **Hit:** 19 (3d8+6) bludgeoning damage.

Laugh (Recharge 5-6). The bone golem lets out a chilling laugh. Each living creature within 60' that hears the laugh must make a DC 17 Wisdom save, suffering 36 (8d8) psychic damage on a failure or half that on a success. If it fails its save, the creature is also frightened of the golem 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 save by 5 or more, it is also paralyzed as long as it is frightened by this effect.

BONUS ACTIONS

Rend. If the golem hit the same target with two Slam attacks on the same turn, it makes the following attack against that creature: +10 to hit, reach 5 ft., one target. **Hit:** 22 (3d10+6) bludgeoning damage.

Startling Clack (recharge 6). The golem clacks its jaws at one creature that can see and hear it within 20'. That creature must make a DC 17 Wis save or be pushed 5' away from the golem.

A creature that can't be frightened is immune to this effect.

REACTIONS

Jagged Reprisal (1/day). When the golem becomes bloodied, a jagged shard of bone shoots at one creature within 5'. That creature must make a DC 17 Dex save, suffering 10 (3d6) piercing damage on a failure.

BONE KNIGHT

Location: *Eberron: Rising from the Last War.*

Bone Knight Treasure. A bone knight sometimes has personal wealth. It has a 25% chance each of having 2d6 x 100 cp, sp, and gp; a 20% chance each of having 2d10 x 10 ep, 2d20 pp, and 1d4 pieces of jewelry; and a 10% chance each of having 1d4 potions and 1 piece of magic armor (1-2) or magic weapon (3-6).

BONE NAGA

Location: *Monster Manual* p224.

Bone Naga Treasure. A bone naga has a 50% chance each of having 1d12 x 1,000 sp, 1d10 x 1,000 sp, 1d6 x 1,000 gp, and 2d6 gems; a 30% chance each of having 2d10 x 100 ep, 2d6 x 25 pp, 1d10 art objects, 1d6 potions, and 1d6 scrolls; and a 20% chance of having 1d3 random magic items.

BONECLAW

Location: *Mordenkainen's Tome of Foes.*

A boneclaw is a large form of undead with long claws that it uses to strike foes at every opportunity. Although their true origin is known to very few, the techniques used to create them have spread with some variation, generally in using different types of creatures' body parts. A boneclaw is bloodthirsty, and enjoys using its extendable claws to tear living things into pieces.

Grigwartha's Coven. The original boneclaws were created by a coven of hags led by the night hag Grigwartha. They invented a ritual that combined the flesh and bones of an ogre with the trapped soul of an oni. Other evil creatures and necromancers have gone to great lengths to acquire the secrets of this creation, and Grigwartha will sometimes trade them for promises of future favors. Because of this, she has a vast network of individuals and groups that owe her a debt.

Unreliable Servants. Though the creators of a boneclaw have a great deal of influence over it, boneclaws seem to almost inevitably break free. A boneclaw with free will might turn upon its masters, but if its service brings it enough victims, it might well pretend to remain under the control of the individual or cabal that created it, but once it

grows dissatisfied with the amount of bloodletting that it is allowed to perform, it will turn on its former controllers or simply depart for better hunting grounds.

Boneclaw Treasure. A boneclaw typically has a 25% chance of having treasure. If it does so, it usually has 1d12 x 500 gp in assorted coins, gems and art objects, and it has a 25% chance of having 1d4 magic items. For each additional boneclaw, the odds that they have treasure increase by 5%, and the multiplier for the value of the coins increases by 100.

Undead Nature. A boneclaw needs neither air, food, drink nor sleep.

BONEDRINKER

Source: *3e Monster Manual* 3.

A bonedrinker is a gaunt humanoid with two long, writhing, pale tentacles that sprout from beneath its arms. Its body is that of a goblinoid of some kind; a lesser bonedrinker is usually made from a goblin, while a greater bonedrinker is almost always made from a hobgoblin or bugbear. Regardless, its fingers have grown long sharp claws and its six front teeth have become 6" long fangs. Sores weep pale white fluid all over its body. The longer it has been since the bonedrinker fed, the more sores appear on it.

Creatures that get only a glimpse of a bonedrinker often mistake it for a ghoul or ghastr. Only the sores and tentacles give away its true nature.

Bone Diet. A bonedrinker hunts in order to liquify and feed on bones. This bizarre and horrifying diet leads it to attack any creature with bones and to ignore others. Though they prefer living bones, in extremis, a bonedrinker might even feed on the skeletons of other undead.

Stalkers. Bonedrinkers prefer to stalk and attack lone victims, typically striking from ambush or pouncing from hiding. An especially hungry bonedrinker might attack a victim that is part of a dangerous group in order to feed with little regard for its own safety.

Creations of Dark Ritual. A bonedrinker is created via a dark ritual known to very few evil priests, almost all of whom are goblinoids. While it might be possible to create a bonedrinker from another type of corpse, there are no known instances of it having been done.

Bonedrinker Treasure. Bonedrinkers collect treasure. A group of up to ten has a 50% chance each to have 1d10 x 100 cp, sp, ep and gp, as well as a 20% chance each to have 1d6 x 25 pp, 1d6 gems and 1d4 pieces of jewelry, and finally a 20% chance to have 1d2 random magic items.

Bonedrinker

Medium Undead, usually chaotic evil

Armor Class 15 (natural armor)

Hit Points 115 (11d8+66)

Speed 30 ft.

**STR 18 (+4), DEX 16 (+3), CON 18 (+4),
INT 8 (-1), WIS 12 (+1), CHA 15 (+2)**

Skills Stealth +6, Survival +4

Damage Resistances cold, fire, thunder; bludgeoning, damage and slashing damage that isn't magic or silver

Damage Immunities poison

Condition Immunities exhaustion, frightened, poisoned

Senses darkvision 60 ft., passive Perception 11

Languages Common, Goblin

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

Unholy Toughness. The bonedrinker gains extra hit points equal to its Charisma bonus times its Hit Dice.

Unusual Nature. Bonedrinkers don't need to eat, drink, sleep, or breathe.

ACTIONS

Multiattack. The bonedrinker makes up to two tentacle attacks and one claw attack.

Tentacle. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 9 (1d10+4) bludgeoning damage, and the target must make a DC 15 Strength or Dexterity save (its choice) or the bonedrinker grapples it. The bonedrinker has two tentacles and can grapple one creature with each tentacle. While a tentacle grapples a creature, it can't attack a different creature.

Claw. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 8 (1d8+4) slashing damage.

Bonedrink. The bonedrinker attempts to fasten its fangs on a creature grappled by it. A creature without bones is immune to this ability. The target must make a DC 14 Constitution save; if it fails, the bonedrinker secretes a painful toxin into the target's body, dealing 44 (8d10) necrotic damage to it. If this damage reduces the target to 0 hit points, it dies as the majority of its bones become too weak and brittle to support its body, and it collapses into a sack of loose flesh.

BONUS ACTIONS

Followup Attack. If it used Multiattack this turn, the bonedrinker uses Claw.

Bonedrinker Goblin

Small undead, chaotic evil

Armor Class 14

Hit Points 59 (7d6+35)

Speed 30 ft.

**STR 15 (+2), DEX 18 (+4), CON 16 (+3),
INT 8 (-1), WIS 12 (+1), CHA 15 (+2)**

Skills Stealth +6, Survival +3

Damage Resistances cold, fire, thunder; bludgeoning, damage and slashing damage that isn't magic or silver

Damage Immunities poison

Condition Immunities exhaustion, frightened, poisoned

Senses darkvision 60 ft., passive Perception 11

Languages Common, Goblin
Challenge 4 (1,100 xp) Prof +2

Unholy Toughness. The bonedrinker gains extra hit points equal to its Charisma bonus times its Hit Dice.

Unusual Nature. Bonedrinkers don't need to eat, drink, sleep, or breathe.

ACTIONS

Multiattack. The bonedrinker makes up to two Tentacle attacks and one Claw attack.

Tentacle. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. *Hit:* 8 (1d8+4) bludgeoning damage, and the target must make a DC 12 Strength or Dexterity save (its choice) or the bonedrinker grapples it. The bonedrinker has two tentacles and can grapple one creature with each tentacle. While a tentacle grapples a creature, it can't attack a different creature.

Claw. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. *Hit:* 7 (1d6+4) slashing damage.

Bonedrink. The bonedrinker attempts to fasten its fangs on a creature grappled by it. The target must make a DC 13 Constitution save; if it fails, the bonedrinker secretes a painful toxin into the target's body, dealing 22 (4d10) necrotic damage to it. If this damage reduces the target to 0 hit points, it dies as the majority of its bones become too weak and brittle to support its body, and it collapses into a sack of loose flesh.

BONUS ACTIONS

Followup Attack. If it used Multiattack this turn, the bonedrinker uses Claw.

BONELESS

Location: *Van Richten's Guide to Ravenloft.*

Source: *3e Libris Mortis* (forsaken shell).

The **boneless** are undead skins removed from their bodies. Forsaken shells are a variant of them that seeks to remove the skins from living creatures in order to spawn more forsaken shells.

A forsaken shell appears as the animated skin of a creature, usually a humanoid, weighing about 30 lbs. It undulates and coils like a snake, and strikes like a constrictor, seeking to wrap itself around its victims and rip their own skins off in order to spawn more of its kind. Purged of meat, organs, and bones, a forsaken shell leaves a terrifying trail of flayed corpses in its wake, and is sometimes mistaken for a serial killer, **zaniac**, or similar creature.

Lurking Terrors. Forsaken shells love to surprise creatures, taking advantage of the sudden terror that they create to claim a victim. They favor secreting themselves in a closet, pile of rags, or the like, and will often hide the corpses of victims in an out of the way place, beneath a pile of discarded supplies, or the like.

Vengeful Parents. Despite its undead nature, a forsaken shell feels a strange parental attachment to its spawn. If the forsaken shell's "children" are threatened or slain, it will often seek vengeance, becoming an implacable pursuer and foe of the creature or group that incurred its wrath. They also feel a sort of kinship with other boneless, almost as if they were siblings. Thus, boneless often work in groups of up to four (called a **skin**). They are sometimes accompanied by other undead.

Boneless Treasure. A boneless is greedy and collects treasure out of sheer avarice. A lone forsaken shell has a 20% chance each to have 2d6 x 25 cp, 1d10 x 25 sp, and 1d12 x 5 gp.

A **skin** of two to four instead has a 20% chance each to have 2d6 x 50 cp, 1d6 x 50 sp, and 3d6 x 10 gp.

The rare and temporary group of five to ten boneless (called a **sleeve**) instead has a 25% chance each to have 1d10 x 100 cp, 1d8 x 100 sp, and 1d6 x 50 gp.

Boneless Forsaken Shell

Medium Undead, always chaotic evil

Armor Class 11

Hit Points 91 (14d8+28)

Speed 30 ft., burrow 15 ft.

**STR 18 (+4), DEX 13 (+1), CON 15 (+2),
INT 11 (+0), WIS 10 (+0), CHA 10 (+0)**

Skills Athletics +6, Perception +2, Stealth +3

Damage Resistances bludgeoning

Damage Immunities poison

Condition Immunities poisoned, prone

Senses darkvision 60 ft., passive Perception 12

Languages can't speak but understands Common

Challenge 1 (200 xp)

Unusual Nature. Boneless don't need to eat, drink, sleep, or breathe.

ACTIONS

Skin Slap. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4) bludgeoning damage, and the forsaken shell grapples the target (escape DC 16).

Remove Skin. The forsaken shell attempts to peel the skin from a creature it has grappled, which must make a DC 14 Constitution save, suffering 18 (4d8) damage on a failure, or half that on a success. If this reduces the creature to 0 hit points, its skin is removed.

A creature whose skin is removed is in terrible, constant pain. It has disadvantage on death saves and is incapacitated until it receives a *lesser restoration*, *greater restoration*, *heal*, *regenerate*, or a *cure wounds* spell cast with a 3rd or higher level slot, or until it completes 100 long rests.

The incapacitated condition can be temporarily removed by spells or effects that polymorph the creature or otherwise change its shape.

Create Spawn. The forsaken shell targets the removed skin of a creature of the same creature type that the shell was when alive that is within 10' of it. The skin must have been removed within the last minute and must have been removed from a living creature. The skin animates as a free-willed boneless forsaken shell.

BONELESS DRAGON

Source: *4e Open Grave* (as dragon shell, under the Forsaken Shell entry).

A dragon shell is a forsaken shell made from the skin of a dragon. A dragon shell can exhale a short cone of the same energy that made up its breath weapon in life, making it far more dangerous than the shell of a humanoid.

Dragon Shell Treasure: A dragon shell, or group of dragon shells, has twice the treasure of the corresponding number of humanoid boneless.

Boneless Dragon

Large Undead, always chaotic evil

Armor Class 11

Hit Points 191 (20d10+80)

Speed 30 ft., fly 20 ft.

**STR 22 (+6), DEX 13 (+1), CON 18 (+4),
INT 11 (+0), WIS 10 (+0), CHA 10 (+0)**

Skills Athletics +9

Damage Resistances bludgeoning

Damage Immunities poison, plus the damage type the shell's breath weapon deals

Condition Immunities poisoned, prone

Senses darkvision 60 ft., passive Perception 10

Languages can't speak but understands Common

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

Unusual Nature. Boneless don't need to eat, drink, sleep, or breathe.

ACTIONS

Skin Slap. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d6+6) bludgeoning damage, and the forsaken shell grapples the target (escape DC 19).

Remove Skin. The dragon shell attempts to peel the skin from a creature it has grappled, which must make a DC 17 Constitution save, suffering 36 (8d8) damage on a failure, or half that on a success. If this reduces the creature to 0 hit points, its skin is removed.

A creature whose skin is removed is in terrible, constant pain. It has disadvantage on death saves and is incapacitated until it receives a *lesser restoration*, *greater restoration*, *heal*, *regenerate*, or a *cure wounds* spell cast with a 3rd or higher level slot, or until it completes 100 long rests.

The incapacitated condition can be temporarily removed by spells or effects that polymorph the creature or otherwise change its shape.

Breath Weapon (recharge 5-6). The forsaken shell breathes a 25' cone of acid, cold, fire, lightning, or poison, depending on what type of dragon it was in life. Each creature in the cone must make a DC 15 Dexterity (or Constitution, if the breath is poison) save, suffering 49 (11d8) damage of the appropriate type on a failure, or half that on a success.

Create Spawn. The boneless dragon targets the removed skin of a creature of the same creature type that the shell was when alive that is within 10' of it. The skin must have been removed within the last minute and must have been removed from a living creature. The skin animates as a free-willed boneless dragon.

REACTIONS

Frightful Heave (1/day). When a creature ends its turn 10' from the boneless dragon, the dragon moves 10' toward it, and then the triggering creature must make a DC 11 Wis save or be frightened until the end of its next turn.

BONEMAIL CRAWLER

Source: Homebrew (based on *Return to the Tomb of Horrors* and pale masters in *Tome and Blood*).

A bonemail crawler is one of the tougher and more dangerous symbionts in its own right. When not bonded to a host, it resembles a crab or scorpion made of bones. When it bonds with a creature, it wraps itself around the creature's torso and resembles bone armor. While bonemail itself was first developed by a group of necromancers known as pale masters who followed the teachings of the demilich Acererak, it was originally created as a permanent graft upon the bodies of the pale masters. Bonemail crawlers are a relatively recent innovation.

If a bonemail crawler is encountered, there is a very good chance that a **necromancer**, **vampire spellcaster**, **lich**, or other powerful evil high level caster is nearby as well. Bonemail crawlers are almost always bonded to a host shortly after their creation, so finding one without a host is very unusual, and probably a sign that something has gotten away from or happened to its creator.

Creating a Bonemail Crawler. Creating a bonemail crawler requires the skeleton of a Medium or larger Humanoid or Giant, 15,000 gp, and 39 days of work. The creator must cast *animate dead*, *polymorph*, and *mage armor* as part of the process.

Bonemail Crawler Treasure. A bonemail crawler has no treasure.

Bonemail Crawler

Small Undead (Symbiont), usually neutral evil

Armor Class 18 (natural armor)

Hit Points 39 (6d6+18)

Speed 20 ft.

STR 14 (+2), **DEX** 6 (-2), **CON** 16 (+3),
INT 5 (-3), **WIS** 11 (+0), **CHA** 6 (-2)

Damage Vulnerabilities bludgeoning

Damage Immunities cold, poison

Condition Immunities charmed, frightened,
paralyzed, poisoned

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

Languages -

Challenge ½ (100 xp)

Bond. The bonemail crawler can bond to a willing living creature by spending one round within 5' of it, remaining stationary and taking no actions.

The bond has the following effects on the host.

- It is forced to use an attunement slot to bond to the bonemail crawler. If it has no available attunement slots, it must break attunement to one non-cursed item of its choice immediately and attune to the bonemail crawler.
- Its Constitution and maximum Constitution are each reduced by 2.
- It can't wear other armor, but has an AC of 18. (It can still benefit from a shield, but gains no Dex bonus to AC.)

The bonemail crawler can end the bond if it and the host spend one hour stationary, each taking no actions during that time. The bond also ends if the crawler or host dies.

Symbiosis. When bonded to a host, the symbiont shares its host's initiative but doesn't take actions. It is aware of anything its host is aware of, and it receives the benefit of any beneficial spell that targets the host. Anytime the symbiont takes damage, the host takes half the damage for it.

Unusual Nature. Boneyards don't need to eat, drink, sleep, or breathe.

ACTIONS

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

BONESNAPPER

Source: 1e *Fiend Folio*.

The bonesnapper is a descendant of the dinosaurs that has persisted into the modern era. Smaller than the kin from which they descended, bonesnappers are stupid and aggressive. A bonesnapper hunts voraciously and has an instinct for hoarding the bones of its victims.

Cave Dwellers. Bonesnappers prefer to lair in caves or abandoned ruins, and are usually found in areas of mountains, craggy hills, or badlands. Though they aren't especially social by nature, bonesnappers rarely move more than a mile or so from where they were born unless forced to by a dearth of prey, so where a single bonesnapper is found, there is a very good chance that others live nearby. A small group might even work together to bring down prey.

Grisly Collections. A bonesnapper drags its prey back to its lair in order to devour it, chewing its bones into fragments in the process. These chunks of bone remain in its lair, spread out in disarray. The bonesnapper sometimes gnaws on such leftover bones, cleaning its teeth and keeping them sharp.

Bonesnapper Treasure. The lair of one to four bonesnappers has a 30% chance each to hold 1d6 x 100 cp and sp, 1d10 x 25 gp, and 1d4 mundane pieces of armor and/or weapons.

The lair of five to twelve bonesnappers instead has a 40% chance each to have 2d6 x 100

cp and sp, as well as 1d10 x 50 gp; a 50% chance of having 1d6 mundane pieces of armor and/or weapons; and a 10% chance to have 1 magic weapon (50%) or piece of magic armor (50%).

Bonesnapper

Medium Beast, always unaligned

Armor Class 13 (natural armor)

Hit Points 33 (6d8+6)

Speed 30 ft.

**STR 17 (+3), DEX 12 (+1), CON 13 (+1),
INT 3 (-4), WIS 12 (+1), CHA 8 (-1)**

Senses passive Perception 11

Languages -

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

ACTIONS

Multiattack. The bonesnapper makes one bite attack and one tail attack against different targets.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) piercing damage. The bonesnapper gains a bonus of +2d4 to the severity of critical hits inflicted by this attack.

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

REACTIONS

Defensive Shove (recharge 4-6). When a creature enters the bonesnapper's reach, it interrupts the creature's movement and uses its tail to make a Shove attack against that creature.

Bonesnapper Half-Troll

Medium Monstrosity, always unaligned

Armor Class 13 (natural armor)

Hit Points 78 (12d8+24)

Speed 30 ft.

**STR 20 (+5), DEX 12 (+1), CON 15 (+2),
INT 3 (-4), WIS 12 (+1), CHA 8 (-1)**

Senses passive Perception 11

Languages -

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

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

ACTIONS

Multiattack. The bonesnapper makes one bite attack and one tail attack against different targets.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8+5) piercing damage. The bonesnapper gains a bonus of +2d4 to the severity of critical hits inflicted by this attack.

Tail. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d6+5) bludgeoning damage.

REACTIONS

Defensive Shove (recharge 4-6). When a creature enters the bonesnapper's reach, it interrupts the creature's movement and uses its tail to make a Shove attack against that creature.

BONEYARD

Source: *3e Libris Mortis*.

A boneyard is a terrifying monster made of the collective bones of many creatures, which together form an amorphous mass that can shape itself into a great serpent of bones. For this reason, a boneyard is sometimes called a bone weird or dancing bones, and its agonizing ability to subsume the bones of its victims gives it another nickname- the bonetaker. A boneyard weighs between 4,000 and 8,000 lbs.

Crippling Damage. One reason a boneyard is so feared is because the damage its bone subsumption causes can permanently cripple creatures, leaving them broken wrecks unless powerful curative magic is available.

Boneyard Encounters. Note that any encounter with a boneyard will almost certainly also include 20 skeletons from its Disgorge Skeletons legendary action. Although a party high enough level to face the boneyard probably finds individual skeletons to be trivial, this many-combined with the boneyard's own abilities- can add significantly to the difficulty.

Boneyard Treasure. If a boneyard can be destroyed, it usually has a good amount of treasure, especially the goods carried by the creatures whose bones it has subsumed. A boneyard is 25% likely each to have 2d10 x 500 cp, sp, and gp, 1d8 x 100 ep, and 1d12 x 10 pp. It is also 50% likely each to have 3d10 gems, 2d10 art objects, 1d8 magic weapons (1-5), pieces of magic armor (6-8), or pieces of magic jewelry (9-10), and 1d4 scrolls.

Boneyard

Huge Undead, always chaotic evil

Armor Class 16 (natural armor)

Hit Points 345 (30d12+150)

Speed 60 ft.

**STR 24 (+7), DEX 14 (+2), CON 21 (+5),
INT 18 (+4), WIS 20 (+5), CHA 18 (+4)**

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

Damage Immunities cold, necrotic, poison

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

Senses darkvision 120 ft., passive Perception 15

Languages Abyssal

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

Unusual Nature. Boneyards don't need to eat, drink, sleep, or breathe.

ACTIONS

Bite. Melee Weapon Attack: +12 to hit, reach 15 ft., one target. *Hit:* 40 (6d10+7) piercing damage, and the boneyard grapples the target (escape DC 17).

Bone Subsumption. One creature grappled by the boneyard must make a DC 17 Constitution save, taking 63 (14d8) necrotic damage on a failure or half that on a success.

If the target is below half its maximum hit points after this damage, the boneyard partially extracts its bones. The target loses 1d6 points each of Strength, Dexterity, and Constitution. If any of the target's ability scores fall to 0, it dies, and the boneyard extracts all its bones. The creature's remains are just a sack of skin, meat, and organs. Otherwise, this loss can be cured by a *greater restoration* or *heal* spell.

If this damage reduces the target to 0 hit points, the boneyard extracts all of the creature's bones and the target dies. The creature's remains are just a sack of skin, meat, and organs.

LEGENDARY ACTIONS

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

- **Disgorge Skeletons (costs 3 actions) (recharges after a short or long rest).** The boneyard disgorges 10 skeletons in unoccupied spaces within 15' of it.
- **Frightful Glare.** One creature that can see the boneyard within 60' must make a DC 17 Wisdom save or be frightened for 1 minute (save ends).
- **Shift.** The boneyard moves up to 15' without provoking opportunity attacks.
- **Spit Bones (costs 2 actions).** The boneyard spits bones in a 5' wide, 50' long line. Each creature in the line must make a DC 18 Dex save, taking 14 (4d6) bludgeoning damage on a failure or half that on a success.

LAIR ACTIONS

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

- Bone dust swirls up, filling a 10' radius, 15' high cylinder centered on a point the boneyard can see within 120'. Each creature in the cylinder must make a DC 17 Con save or be blinded until initiative count 20 of the next round. A creature can also end the effect by using an action to clear its eyes.
- A 10' radius circle of ground centered on a point the boneyard can see within 120' sinks inward, leaving jagged shards of bone protruding from the ground. Once per turn, a creature that enters or ends its turn in the circle takes 5 (1d10) piercing damage. The terrain remains dangerous for 24 hours, at which time the bone spurs have flattened out past the point of danger and refilled the sunken area to its normal height.
- The stench of decomposition fills a 10' radius sphere centered on a point the boneyard can see within 120'. Each living creature in the sphere must succeed on a

DC 18 Con save or be poisoned until initiative count 20 on the next round.

BOOKWORM (Hazard)

Bookworms are tiny worms, about 1" long, that love to eat paper. Sometimes found in old libraries or offices, bookworms often squirm unnoticed into a creature's gear, consuming scrolls, maps, spellbooks, and other valuable items before being found.

For each minute that a creature spends in an area infested by bookworms, there is a 25% chance that it acquires bookworms, infesting its gear. If its passive Perception is 20 or higher, the creature notices the worms as they crawl into its gear; otherwise, the worms are almost impossible to detect initially. An infested creature suffers no effects for 1 minute, at which time the bookworms begin to eat any paper material, such as a scroll, map or spellbook, that the creature is carrying. The bookworms eat one scroll, one page of maps or one page from a spellbook (destroying one spell) per round.

Any creature within 10' of the bookworm's victim that has a passive Perception of 15 or higher can hear chewing, and with a DC 15 Intelligence (Investigation) check, can locate the source. The bookworms are easily slain once discovered, but a creature must spend an hour meticulously stripping and combing through its body, hair and gear and make a successful DC 10 Wisdom (Survival) check to be rid of the bookworms. Another creature can Help on this check.

BOXING/WRESTLING ANDROID

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

This is an **android** that is programmed to train humanoids in certain types of unarmed combat. When properly functioning, a boxing/wrestling android avoids harming creatures that it recognizes as sentient, but if it malfunctions, it may become very dangerous, demonstrating its skills relentlessly until its "student" has been pummeled and wrestled to death.

Presumably, all androids are trapped within the crashed spaceship in module S3 (Burning Mountain near Fandelose on Cydra). However, it's not impossible that a few might have escaped, and an escaped boxing/wrestling android would probably be very confused and start to malfunction fairly quickly.

Android Treasure: Androids don't usually keep treasure.

Boxing/Wrestling Android

Medium Construct, usually neutral

Armor Class 17 (natural armor)

Hit Points 60 (11d8+11)

Speed 40 ft.

**STR 20 (+5), DEX 18 (+4), CON 12 (+1),
INT 11 (+0), WIS 10 (+0), CHA 10 (+0)**

Skills Acrobatics +7, Athletics +8, Medicine +3, Stealth +7

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

Languages 3 alien languages

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

Dirty Fighter. The android gains a bonus of +1d10 to the severity of critical hits that it inflicts.

Keen Hearing and Vision. 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 stunned until the end of its next

turn; 2-3: the android falls prone; 3: sparks erupt, dealing 1d6 lightning damage to a random creature within 5'; 6-8: the android's speed falls to 0 until the end of its next turn.

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 attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8+5) bludgeoning damage.

Grab. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8+5) bludgeoning damage, and the android makes a grapple check against the target. It has two arms and can grapple one creature with each, but if it has two creatures grappled, it can't make slam attacks.

BONUS ACTIONS

Squeeze. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature grappled by the android. *Hit:* 10 (2d4+5) bludgeoning damage.

Boxing/Wrestling Android Obsolete Model

The boxing/wrestling android obsolete model uses the Boxing/Wrestling Android stat block with the following changes.

- It has 1 hit point (minion).
- It has no damage vulnerabilities or resistances.
- It is immune to acid, cold, fire, poison, and psychic damage.
- It is worth 360 xp.

It has the following additional traits.

- **Electrical Explosion.** If the android takes lightning damage, it explodes. Each creature within 10' must succeed on a DC 11 Dex save, taking 1d12 lightning damage on a failure.
- **Minion.** A missed attack never damages a minion, and a successful save prevents all damage the minion would take from an effect.

BRAIN COLLECTOR

Source: *2e Monstrous Compendium Mystara Appendix.*

The brain collector is a horrible monster from the Far Realms that extracts the brains of its prey, collecting them in bulging pods along its body.

A brain collector is absolutely hideous in appearance. The creature's body resembles nothing more than a yellow-orange semi-amorphous sac covered with a dozen translucent bulges which sometimes contain the extracted brains of worldly creatures. This foul, oily body is perched upon six crablike legs, and at its front is a disgusting face consisting of a great, sharp-toothed mouth with four large staring eyes surmounting it. The brain collector is clearly intelligent, but its intelligence is alien, and it cares not at all for the suffering of worldly creatures.

Brain Collector Allies or Cohabitants. A brain collector is a terrifying and very deadly monster, and sometimes appears alongside other aberrations, such as **avolakia**, **mind flayers**, or **uvuudaum**. If a group of brain collectors establishes a colony somewhere, the surrounding area might become corrupted and lure **dharculi**, **thought eaters**, or **cerebral parasites** into the area.

Sometimes creatures such as **foulspawn** or **star spawn** will join forces with one or more brain collectors, both feeding it more brains and securing its assistance in furthering the creatures' own bizarre schemes and agendas.

Generally, when *neh-thalggu* appear alongside other creatures with ties to the Far Realm, the other creatures act subservient to the brain collectors, even if the other creatures are

considerably more powerful (such as *uvuudaum*).

Multiplanar Threat. Brain collectors, like most psionic monsters, are sometimes found on the Astral Plane. They also travel the Ethereal Plane, and sometimes walk other Inner Planes as well. However, they prefer to go where brains are easily found- the smarter the better.

There are quite a few reported cases of brain collectors dwelling inside their own personal demiplanes. Such a demiplane might be connected to the Prime Material Plane at a particular place, where passage between the two can be sought, or worse, it might wander from place to place, freeing the brain collector to strike in different locations without warning.

Neh-Thalggu. The brain collectors refer to themselves as *neh-thalggu* in their own weird tongue. They appear to have some sort of high status among those creatures from the Far Realms; many sages speculatively liken their place in their home planes as akin to that of a dragon on the natural world. Because of the relative strengths of the brain collector and the *uvuudaum* in the world, it is theorized that the brain collector's form in the world is only a projection or weak avatar of the real creature. Of course, as with all things related to the Far Realms, very few actual observations have been made without destroying the observer's mind.

Collector of Brains. When a brain collector somehow breaches the barrier between its home dimensions and the natural world, it appears and begins searching for brains, preferring to harvest the most intelligent organs it can. The brain collector seems to view living creatures on the natural world as objects, having no qualms about attacking natural, fey, or immortal creatures. When a brain collector engages a creature whose brain it wishes to collect, it takes great pains to avoid damaging the target's cranium. After killing the target, the brain collector carefully cuts off the top of the skull and extracts the brain, which the brain collector swallows whole. Some brain collectors also snatch the brains of their targets with magic, teleporting it out of the victim's head. Once a brain collector has completed its collection by obtaining a full dozen brains, it immediately seeks to return

to the Far Realms from which it came.

Brain Collector Challenge Rating. A brain collector's challenge rating will vary greatly with the spells it has access to. Each stat block's Challenge Rating is customized to account for that particular list of spells.

Brain Collector Treasure. The only treasure that interests a brain collector is the brains of its victims.

Brain Collector

Large Aberration, usually chaotic neutral

Armor Class 15 (natural armor)

Hit Points 85 (10d10+30)

Speed 50 ft

**STR 18 (+4), DEX 12 (+1), CON 16 (+3),
INT 14 (+2), WIS 13 (+1), CHA 15 (+2)**

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

Senses darkvision 60 ft., passive Perception 11

Languages Neh-Thalggu and the languages spoken by the creatures whose brain the brain collector has in one of its collection sacs

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

Amorphous Physiology. Because its organs are not fixed in place, the severity of a critical hit on a brain collector is reduced by 2d10.

ACTIONS

Multiattack. The brain collector attacks with its bite and casts a spell.

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

Extract Brain (Recharge 5-6). The brain collector chooses one creature that it can see within 30 ft. of it. The target must succeed on a DC 13 Charisma save, suffering 45 (10d8) force damage on a failure or half that on a success. If this damage reduces the target to 0 hit points, the brain

collector teleports the creature's brain into one of its collection sacs, gaining a 3rd or lower level spell of its choice and a spell slot, and the creature dies.

The brain collector loses the spell and spell slot gained from a brain 24 hours after that brain is expended.

Parasitic Spellcasting. The brain collector can draw on the brains it has collected to innately cast spells, requiring no components. The brain collector has access to one spell or third or lower level per collected brain and has an equal number of spell slots, all of which are 3rd level. A brain collector's parasitic spellcasting ability is Intelligence (spell save DC 13, +3 to hit with spell attacks). Each time the brain collector casts a spell, it expends one brain.

A typical brain collector can draw on 1d6+3 brains when encountered.

A typical selection of available spells for a brain collector is:

1st level (0 slots)- *chromatic orb*

2nd level (0 slots)- *hold person*

3rd level (6 slots)- *fireball, fly*

REACTIONS

Counterspell (3rd level spell). When the brain collector sees a spell being cast within 60', it expends one of the spell slots it gains via its Parasitic Spellcasting action and counters that spell if it is 3rd level or lower. If it is higher level, the brain collector makes an Int check, DC 10 + the spell's level. If the check succeeds, the brain collector counters the spell.

Shield (1st level spell). When the brain collector is hit by an attack or damaged by *magic missiles*, it creates a magic shield that makes it immune to damage from *magic missiles* and gives it a +5 bonus to AC until the end of the brain collector's next turn (including against the triggering attack or *magic missile*).

BRAIN CORAL

Source: Homebrew.

Most formations of coral are effectively more like terrain than they are creatures. However, some types of coral are dangerous, either as hazards, when used as traps by aquatic creatures, or as creatures themselves. A few types of coral even achieve sentience and motility.

Although coral is technically a communal animal, spells and effects interact with it as if it were a plant and coral has the plant keyword. Brain coral is a small communal organism that resembles a normal, pink and grey coral formation. However, it is slightly mobile and very intelligent. Brain corals subsist off of organic debris in the water, but they require certain nutrients found only in intelligent creatures to maintain their own communal sentience. Often, in pursuit of these nutrients, a brain coral will join forces with other aquatic creatures, such as **sahuagin**, **locathah**, **mermaids**, **selkies**, or others, to cooperate to bring down prey. Some brain corals even join one side in an underwater war in order to harvest nutrients from the corpses left behind.

Brain Coral Treasure. Given 4 man-hours work with proper tools (including knives and hammers), a brain coral will yield 2d6 pieces of coral that are worth 50 gp each. Each worker must make a DC 10 Dexterity save each hour to avoid suffering 1d4 slashing damage from working the coral.

Brain Coral

Small Plant (Coral), often neutral

Armor Class 16 (natural armor)

Hit Points 27 (5d6+10)

Speed 10 ft.

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

Saving Throws Int +7, Wis +4

Damage Resistances psychic, piercing, slashing

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, prone, stunned

Senses blindsight 100 ft. (blind beyond this radius), passive Perception 12

Languages telepathy 60 ft.

Challenge 2 (450 xp)

Prof +2

Psychic Static. Creatures other than brain corals cannot use telepathy, read minds, or capture thoughts within 100' of the brain coral.

ACTIONS

Mind Lash. *Ranged Spell Attack:* +5 to hit, range 60 ft., one target. *Hit:* 16 (2d10+5) psychic damage, and the target must make a DC 15 Int save or use its reaction to move its speed either directly toward or directly away from the brain coral, as the coral chooses.

Brain Coral Patch

The brain coral patch uses the Brain Coral stat block with the following changes.

- It has 1 hit point (minion).
- It has no damage resistances.
- It is immune to psychic damage.
- It is worth 90 xp.

It has the following additional traits.

- **Minion.** A missed attack never damages a minion, and a successful save prevents all damage the minion would take from an effect.
- **Minion Resistance.** If the minion takes piercing or slashing damage, it can make a Con save, DC 10 + the damage dealt. If it makes the save, it takes no damage.

BRAIN GOLEM

Source: *3e Fiend Folio*.

A brain golem is spawned by an illithid **elder brain** to protect a community of **mind flayers**. Standing about 8' tall, the brain golem appears to be made of brain tissue covered with a thin film of slimy, translucent skin. Brain golems obey the elder brain that spawned them without question, and when its services are no longer required, the brain golem returns to the elder brain's pool and is reabsorbed into the briny liquid.

When dispatched to address a problem, a brain golem is often accompanied by a force including various mind flayer thralls, such as **grimlocks**, which it uses as fodder to wear down and deplete the foe.

The elder brain is aware of anything the brain golem is aware of. This means it instantly knows if the golem is defeated, and by what, allowing the hyper-intelligent brain to immediately begin working to counter the threat presented by the golem's slayers.

Brain Golem Challenge Rating. When assessing the Challenge Rating of a brain golem, because of the low DC of the stunning effect of its Mind Blast, treat its attack bonus and AC as if they were each 2 higher.

Brain Golem

Large Construct (Golem), always lawful evil

Armor Class 19 (natural armor and inertial armor)
Hit Points 170 (20d10+60)
Speed 30 ft.

**STR 23 (+6), DEX 11 (+0), CON 16 (+3),
INT 6 (-2), WIS 11 (+0), CHA 12 (+1)**

Saving Throws Dex +4, Con +7, Int +2,
Wis +4, Cha +5

Skills Insight +4, Perception +4

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

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

Senses darkvision 60 ft., passive Perception 14

Languages telepathy 120 ft.

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

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

Inertial Armor. As long as the golem is alive, it gains a +5 bonus to AC due to a psionic force field that it generates.

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

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

ACTIONS

Multiattack. The golem makes two slam attacks.

Slam. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. **Hit:** 13 (2d6+6) bludgeoning damage, plus 16 (3d10) psychic damage.

Mind Blast (Recharge 5-6). The brain golem magically emits psychic energy in a 60' cone. Each creature in that area must succeed on a DC 10 Intelligence save or take 22 (4d8+4) psychic damage and be stunned for 1 minute (save ends).

REACTIONS

Psychic Backlash (1/day). When the golem becomes bloodied, it unleashes a wave of psychic energy in a 10' radius around it. Each creature in that radius must make a DC 10 Int save, suffering 7 (2d6) psychic damage on a failure or half that on a success. A creature that fails its save also has its concentration broken.

BRAIN IN A JAR

Location: *Van Richten's Guide to Ravenloft*.

The brain in a jar is a masterpiece of preservation, mixing alchemical and necromantic principles to achieve a ghastly result. The brain in a jar is actually a form of undead, capable of thinking and affecting the world through its considerable mental powers. Some brains in a jar were alive until the moment of their extraction, but more of them were extracted from creatures that were already undead. Though there are different techniques for creating brains in a jar, ones that turn a living brain into one of these undead creatures are the rarest and most difficult to successfully perform.

Fraught Creation. Because the brain in a jar has no body to distract it or use up part of its mental energy, it is quite potent. Creating one is fraught with danger, because the brain in a jar is often uncontrolled and might even seize control over the necromancer creating it. Since the mental abilities of brains in a jar can vary dramatically, there have been instances of spellcasters unwittingly creating their own doom by making these monsters.

Lofty Concerns. With no body, a brain in a jar is free to spend its time considering more abstract interests. Most spend much of their existence in deep contemplation, considering philosophical questions or working over complex problems. However, a brain in a jar does need to preserve its jar and the preservative fluids within occasionally need topping off, so it must sometimes interact with the outside world, using dominated creatures or servants to bring back what it needs.

Savant, Elder and Exalted Brains. Some brains in a jar are much more powerful than the typical one described here. Some grow in power as they age, learning great psionic secrets. Others are made more powerful than the typical brain in a jar as a result of some unknown factor in their construction. Still others are modified over time, with mechanisms, heavy armor plating or other alterations made to their jar that build in defenses, additional magical capabilities or other powers.

The brain of a creature with exceptional mental or spellcasting abilities might produce a brain in a jar with similar superior mental powers.

Brain in a Jar Treasure. A brain in a jar's laboratory usually contains 1d12 x 500 gp in alchemical components. There is a 25% chance that it will also have 1d6 random potions and a 15% chance for 1d4 scrolls.

Undead Nature. A brain in a jar has no need to eat, drink, breathe or sleep.

Brain in a Jar Savant

The brain in a jar savant uses the Brain in a Jar stat block with the following changes.

- Its AC is 16 (armored jar).
- It has 82 hit points (15d6+30 Hit Dice).
- Its Intelligence is 20 (+5), its Wisdom is 16 (+3), and its Charisma is 17 (+3).
- Its skill proficiencies are Arcana +7, Deception +5, Persuasion +5, and Insight +7.
- Its save DCs and attack bonuses increase by 1.
- Its Mind Blast action deals 31 (6d8+4) psychic damage on a failed save.
- Its Challenge Rating is 4 (1,100 xp).

It has the following additional Action options.

- **Weird Insight.** The savant targets one creature it can see within 30'. The target must contest its Cha (Deception) against the savant's Wis (Insight). If the savant wins, it magically learns one fact or secret about the target. The target automatically wins if it is immune to being charmed.

BRAIN MOLE

Source: 1e *Monster Manual* (brain mole).

Most moles are harmless creatures that live in burrows underground. These tiny creatures typically eat worms, bugs, and roots, and while they might be considered pests by farmers, they are not generally a threat to civilization.

The brain mole is a tiny mole that is endowed with psionic powers. It tries to avoid notice while feeding on the psionic strength of other creatures. Non-psionic creatures find the brain mole's attentions to be even more dangerous, for they can cause creatures to go mad.

Astral Menace. Brain moles are sometimes found on the Astral Plane, presumably somehow entering it with their psionics. They tend to wander Astral space aimlessly, and since they don't need to eat while there, the paucity of thoughts to feed on doesn't seem to trouble them.

Brain Mole Treasure. Brain moles don't typically keep treasure.

Brain Mole

Tiny Monstrosity (Mole), always unaligned

Armor Class 9

Hit Points 2 (1d4)

Speed 15 ft., burrow 15 ft.

**STR 2 (-4), DEX 8 (-1), CON 10 (+0),
INT 3 (-4), WIS 12 (+1), CHA 13 (+1)**

Senses darkvision 30 ft., passive Perception 11

Languages -

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

Psionic Sense. The brain mole automatically senses psionic creatures and effects within 60'.

ACTIONS

Aversion. Each creature that the brain mole is aware of within 30' must make a DC 11 Wis save. If it fails, it can't willingly move closer to the brain mole for 1 minute (save ends).

Mind Feed. The brain mole targets one creature it is aware of within 30'. That creature must make a DC 11 Int save. If the target fails its save, it can't use any psionic abilities until the end of its next turn, including psionic spells, boosts, power points, etc. If the target doesn't have any psionic

abilities, it instead takes 3 (1d6) psychic damage. If this reduces the target to 0 hit points, it is unconscious but stable. Upon regaining consciousness, the creature is afflicted with a random form of short-term madness.

BRASS DRAGON

Location: *Monster Manual* p104.

Brass 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.

Brass Dragons in Cydra

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

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

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

Ancient Brass Dragon

- Its attack, save, and skill bonuses all increase by 1.
- Its passive Perception is 25.
- Its Challenge Rating is 22 (41,000 xp).
- Its proficiency bonus is +7.

Adult Brass Dragon

- Its attack, save, and skill bonuses all increase by 1.
- Its passive Perception is 22.
- Its Challenge Rating is 17 (18,000 xp).
- Its proficiency bonus is +6.

Young Brass Dragon

- Its attack, save, and skill bonuses all increase by 1.
- Its passive Perception is 21.
- Its Challenge Rating is 9 (5,000 xp).
- Its proficiency bonus is +4.

BRIGGANOCK

Location: *The Wild Beyond the Witchlight*.

Treasure. Brigganocks don't usually collect treasure, but a group of ten or more of them has a 25% chance of having 1d6 gems.

BRONTOSAURUS

Location: *Volo's Guide to Monsters* p139.

Brontosaurus Treasure. Brontosaurus don't usually collect treasure.

BRONZE DRAGON

Location: *Monster Manual* p107.

Black 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.

Bronze Dragons in Cydra

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

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

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

Adult Bronze Dragon

- Its attack, save, and skill bonuses all increase by 1.
- Its passive Perception is 23.
- Its Challenge Rating is 19 (22,000 xp).
- Its proficiency bonus is +6.

Ancient Bronze Dragon

- Its attack, save, and skill bonuses all increase by 1.
- Its passive Perception is 28.
- Its Challenge Rating is 26 (90,000 xp).
- Its proficiency bonus is +8.

Young Bronze Dragon

- Its attack, save, and skill bonuses all increase by 1.
- Its passive Perception is 21.
- Its Challenge Rating is 11 (7,200 xp).
- Its proficiency bonus is +4.

BRONZE SCOUT

Location: *Mordenkainen's Tome of Foes* p125.

Bronze Scout Treasure. Typically, a bronze scout has no treasure.

BRONZE SWORDSMAN

Source: Homebrew.

A bronze swordsman appears as a well-crafted bronze statue of a humanoid warrior, usually a human, gripping a longsword in both hands. Until it moves to attack, it is indistinguishable from a normal statue. If a bronze statue is moving nearby, it is easy to hear, as it clangs loudly about.

Creating a Bronze Swordsman. A bronze swordsman can be created in a complicated and fairly expensive process. First, the body must be constructed, a task requiring 30 days of work and 3,000 gp. Then the animation ritual must be performed, taking 8 hours, requiring another 2,000 gp in ritual components. The ritual conductor must cast *animate objects*, *polymorph*, and *comprehend languages* on the body, and it then animates,

obeying its master's spoken commands to the best of its ability.

Bronze Swordsman Treasure. A bronze swordsman doesn't usually have treasure.

Bronze Swordsman

Medium Construct, always unaligned

Armor Class 16 (natural armor)

Hit Points 52 (8d8+16)

Speed 25 ft.

**STR 18 (+4), DEX 10 (+0), CON 15 (+2),
INT 1 (-5), WIS 16 (+3), CHA 7 (-2)**

Saving Throws Str +6

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses Darkvision 60 ft., passive Perception 13

Languages understands the wearer of its control jewel

Challenge 2 (450 xp)

Deafening Clangor. If the bronze swordsman falls prone or is moved by another creature, it makes a tremendous amount of noise, and each creature within 10' of it is deafened until the beginning of the swordsman's next turn.

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

ACTIONS

Multiattack. The bronze swordsman makes two melee attacks.

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

Bronze Swordsman Myrmidon

The bronze swordsman myrmidon uses the Bronze Swordsman stat block with the following changes.

- Its AC is 19 (natural armor)..
- It has 130 hit points (20d8+40 Hit Dice).
- Its Dexterity is 17 (+3).
- Its Bronze Sword is at +7 to hit.
- Its Multiattack action option allows it to make four Bronze Sword attacks.
- Its Challenge Rating is 5 (1,800 xp).
- Its proficiency bonus is +3.

The myrmidon has the following additional action options.

- **Rain of Steel (recharge 5-6).** The myrmidon makes one Bronze Sword attack against each target within 5' of it without moving between attacks. If it misses with one of those attacks, the target still takes 5 damage.

BROWN BEAR

Location: *Monster Manual* p319.

Purchasing a Brown Bear. Some bold individuals attempt to tame bears and even sell them. A black bear, where available, usually costs around 900 gp.

Brown Bear Treasure. Brown bears don't usually collect treasure.

Brown Bear Butterfly

The brown bear butterfly is a half-fey brown bear. Its fur is likely not brown at all, and it has fanciful-looking butterfly wings. It uses the Brown Bear stat block with the following changes.

- Its creature type is Fey.
- Its AC is 13 (natural armor).
- Its speed includes “fly 50 ft.”
- Its Dexterity is 15 (+2) and its Charisma is 11 (+0).
- When it hits with its Bite attack, the target must also make a DC 10 Wis save or be charmed by the bear for 1 minute (save ends). The target can also repeat the save each time the bear damages it with its Claws (but not its Bite).
- Its Challenge Rating is 2 (450 xp).

Brown Bear Giant's Pet

The brown bear giant's pet uses the Brown Bear stat block with the following changes.

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

It has the following additional traits.

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

BROWN DRAGON

Source: 4e *Draconomicon: Chromatic Dragons*.

Brown dragons, also sometimes called desert dragons or sand dragons, are the laziest of the chromatic dragons, preferring to live a life of relative ease. The thing most likely to motivate a brown dragon to make a real effort is the opportunity to eat exotic foods, including rare spices, meats from unusual creatures, and even fruits and vegetables from far-off lands. A brown dragon might swoop in to sample a creature's flesh, flying on its way if it isn't interesting enough to devour wholesale, but might also seek out merchants known for their culinary fare.

Buried Lairs. A brown dragon's lair is usually underneath the sand, in a hollow within a ruin, cave, or other area that provides some space for it

to gather treasure. Since the dragon can burrow through the sand with ease, it often creates several isolated air-filled zones separated by tons of sand, making it very difficult for other creatures to intrude on it.

Brown 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.

LAIR ACTIONS

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

- Sand falls from the ceiling in a 10' radius cylinder reaching to the floor. Each creature in the cylinder must make a Dex save, DC 15 for an adult dragon or 18 for an ancient dragon, or take 10 (3d6) bludgeoning damage and fall prone.
- Stinging sand blows in a 20' wide, 20' high, 50' long patch of the lair within 120 ft. of the dragon. Each creature in the zone of sand must make a Dex save, DC 15 for an adult dragon or 18 for an ancient dragon, or be blinded until the start of its next turn.
- A 5' radius patch of ground collapses into a sinkhole. Any creature in the sinkhole when it collapses must make a Strength save, DC 15 for an adult dragon or 18 for an ancient dragon, or be restrained. It can escape by using an action to make a Strength (Athletics) check against the same DC, ending the action prone outside of the sinkhole, adjacent to the location it was restrained in.

REGIONAL EFFECTS

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

- Within 10 miles of the lair, cliffs crumble, ledges erode, and rocks wear down with unnerving speed.
- Within 1 mile of the lair, frequent clouds of dust rise up, lightly obscuring vision.
- Within 1 mile of the lair, animals grow unusually plump and tasty, and vegetables, fruit, and spices thrive far better than conditions warrant.

Adult Brown Dragon

Huge Dragon (Chromatic), usually neutral evil

Armor Class 19 (natural armor)

Hit Points 168 (16d12+64)

Speed 40 ft., burrow 30 ft., fly 60 ft.

STR 21 (+5), DEX 21 (+5), CON 19 (+4),

INT 16 (+3), WIS 16 (+3), CHA 14 (+2)

Saving Throws Dex +10, Con +9, Wis +8, Cha +7

Skills Perception +8, Stealth +10

Damage Immunities fire

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 18

Languages Common, Draconic

Challenge 15 (13,000 xp) **Prof** +5

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

ACTIONS

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

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 15 (3d6+5) piercing damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 10 (1d10+5) slashing damage.

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

Frightful Presence. Each creature of the dragon's choice that is within 120' of it and aware of it must succeed on a DC 15 Wisdom save or become frightened for 1 minute (save ends). If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Sandstorm Breath (Recharge 5-6). The dragon exhales burning sand in a 30-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 35 (10d6) fire damage and being blinded for 1 minute on a failed save, or half as much damage (and not being blinded) on a successful one. At the end of the blinded creature's turn, it can make a DC 17 Constitution save, ending the effect on a success.

REACTIONS

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

LEGENDARY ACTIONS

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

- **Detect.** The dragon makes a Wisdom (Perception) check.
- **Tail Attack.** The dragon makes a tail attack.
- **Wing Attack (Costs 2 Actions).** The dragon beats its wings. Each creature within 10' of the dragon must succeed on a DC 18

Dexterity save or take 12 (2d6+5) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Ancient Brown Dragon

Gargantuan Dragon (Chromatic), usually neutral evil

Armor Class 21 (natural armor)
Hit Points 330 (20d20+120)
Speed 40 ft., burrow 30 ft., fly 60 ft.

**STR 25 (+7), DEX 21 (+5), CON 23 (+6),
INT 18 (+4), WIS 18 (+4), CHA 16 (+3)**

Saving Throws Dex +12, Con +13, Wis +11, Cha +10
Skills Perception +11, Stealth +12
Damage Immunities fire
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 20
Languages Common, Draconic
Challenge 21 (33,000 xp) **Prof** +7

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

ACTIONS

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

Bite. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 17 (3d6+7) piercing damage.

Claw. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 12 (1d10+7) slashing damage.

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

Frightful Presence. Each creature of the dragon's choice that is within 120' of it and aware of it must succeed on a DC 18 Wisdom save or become frightened for 1 minute (save ends). If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Sandstorm Breath (Recharge 5-6). The dragon exhales burning sand in a 30-foot cone. Each creature in that area must make a DC 21 Dexterity saving throw, taking 49 (14d6) fire damage and being blinded for 1 minute on a failed save, or half as much damage (and not being blinded) on a successful one. At the end of the blinded creature's turn, it can make a DC 21 Constitution save, ending the effect on a success.

REACTIONS

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

LEGENDARY ACTIONS

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

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

Brown Dragon Wyrmling

Medium Dragon (Chromatic), usually neutral evil

Armor Class 17 (natural armor)
Hit Points 38 (7d8+7)
Speed 30 ft., burrow 30 ft., fly 40 ft.

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

Saving Throws Str +4, Dex +4, Con +3, Int +3
Skills Perception +3, Stealth +4
Damage Immunities fire
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 13
Languages Common, Draconic
Challenge 2 (450 xp) **Prof** +2

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 6 (1d8+2) piercing damage.

Sandstorm Breath (Recharge 5-6). The dragon exhales burning sand in a 30-foot cone. Each creature in that area must make a DC 11 Dexterity saving throw, taking 10 (3d6) fire damage and being blinded for 1 minute on a failed save, or half as much damage (and not being blinded) on a successful one. At the end of the blinded creature's turn, it can make a DC 11 Constitution save, ending the effect on a success.

REACTIONS

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

Young Brown Dragon

Large Dragon (Chromatic), usually neutral evil

Armor Class 18 (natural armor)
Hit Points 136 (16d10+48)
Speed 40 ft., burrow 30 ft., fly 60 ft.

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

Saving Throws Dex +7, Con +6, Wis +5, Cha +4
Skills Perception +5, Stealth +7
Damage Immunities fire
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 15
Languages Common, Draconic
Challenge 6 (2,300 xp) **Prof** +3

ACTIONS

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

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

Claw. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 8 (1d10+3) slashing damage.

Sandstorm Breath (Recharge 5-6). The dragon exhales burning sand in a 30-foot cone. Each creature in that area must make a DC 14 Dexterity saving throw, taking 21 (6d6) fire damage and being blinded for 1 minute on a failed save, or half as much damage (and not being blinded) on a successful one. At the end of the blinded creature's turn, it can make a DC 14 Constitution save, ending the effect on a success.

REACTIONS

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

BROWNIE

Source: 1e *Monster Manual*.

A brownie is a small fey relative of the halfling, reputed to have mixed halfling and pixie blood. Shy but friendly to good folk, brownies usually live in isolated, pastoral settings. Some secret themselves in small villages, living alongside humans and their ilk, but most prefer to maintain a more distant relationship with their larger cousins.

A brownie stands between 18" and 24" tall and weighs about 10 lbs. It has nut-brown skin and red, curly hair. Brownies tend to wear bright green, yellow, or red clothes, usually with bright buckles on their shoes and belts.

Aid to the Good. Brownies are usually willing to aid good creatures in need when they encounter them. They distrust neutral creatures and despise evil, shunning, hindering, or even attempting to kill those whom the brownies believe to be malign.

Brownie Treasure. A group of ten to twenty brownies has a 20% chance each of having 1d6 gems, 1d4 art objects, and 1d4 potions. A group of 21 or more brownies instead has a 30% chance each of having 2d6 gems, 1d6 art objects, and 1d6 potions.

Brownie

Tiny Fey, often lawful good

Armor Class 14

Hit Points 5 (2d4)

Speed 30 ft.

STR 6 (-2), **DEX** 18 (+4), **CON** 10 (+0),
INT 14 (+2), **WIS** 14 (+2), **CHA** 13 (+1)

Saving Throws Str +0, Con +2, Wis +4, Cha +3

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

Senses passive Perception 12

Languages Halfling, Sylvan

Challenge ½ (100 xp) **Prof** +2

Keen Senses. The brownie gains advantage on Wisdom (Perception) checks based on sight and hearing.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4+4) piercing damage.

Fade Away. Until the end of its next turn, the brownie becomes invisible to creatures that are more than 5' away from it.

Spellcasting. The brownie's spellcasting ability is Charisma (spell save DC 11). It can innately cast the following spells, requiring no material components:

At will- *dancing lights*.

1/day- *confusion, mirror image*.

BONUS ACTIONS

Misty Step (1/day) (2nd level spell). The brownie teleports to a space it can see within 60'.

BUGBEAR

Bugbears are dangerous creatures.

Exceptional bugbears are not uncommon, and tend to be sneaks, assassins and other masters of guile.

Bugbear Strangler Challenge Rating. When assessing the bugbear strangler's Challenge Rating, treat its Interpose Victim reaction as if it had an extra 30 hit points

Bugbear Treasure. Each individual bugbear usually carries 2d10 sp and 3d6 gp.

In a group of at least 20 bugbears, there is also a 50% chance each that the group has 1d20 x 250 gp in assorted coins, 1d10 gems and 3d6 x 100 gp in trade goods; and a 15% chance that the group has 1 random magic item.

Bugbear Archer

The bugbear archer uses the Bugbear stat block with the following changes.

- Its AC is 15 (hide armor).
- Its Dexterity is 17 (+3)..
- Its Challenge Rating is 2 (450 xp).

It has the following additional Action options.

- **Multiattack.** The bugbear makes three Longbow attacks.
- **Longbow.** *Ranged Weapon Attack:* +5 to hit, range 150/600', one target. *Hit:* 7 (1d8+2) piercing damage.

It has the following Reaction option.

- **Disruptive Shot (1/day).** When a creature the archer can see within 50' casts a spell, the archer interrupts that spell, making one Longbow attack against the triggering caster. If the archer hits, the target must make a concentration save or fail to cast its spell and expend the spell slot.

Bugbear Cutthroat

Medium Humanoid (Goblinoid), often chaotic evil

Armor Class 17 (studded leather armor)

Hit Points 97 (15d8+30)

Speed 30 ft.

STR 18 (+4), DEX 20 (+5), CON 14 (+2),

INT 13 (+1), WIS 10 (+0), CHA 7 (-2)

Skills Deception +1, Persuasion +1, Stealth +11

Senses Darkvision 60 ft., passive Perception 10

Languages Common, Goblin

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

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

Heart of Hruggek. The bugbear has advantage on saving throws against being charmed, frightened, paralyzed, poisoned, stunned, or put to sleep.

Surprise Attack. If the bugbear surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 14 (4d6) damage from the attack.

ACTIONS

Multiattack. The bugbear makes three melee attacks or two ranged attacks.

Greataxe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 17 (2d12+4) slashing damage.

Javelin. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5' or range 30'/120', one target. *Hit:* 12 (2d6+5) piercing damage in melee or 8 (1d6+5) piercing damage at range.

BONUS ACTIONS

Cunning Action. The bugbear Disengages, Dashes or Hides.

Bugbear Guard

The bugbear guard uses the Bugbear 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.

Bugbear High Shaman

Medium Humanoid (Cleric, Goblinoid), often chaotic evil

Armor Class 15 (hide armor)

Hit Points 88 (16d8+16)

Speed 30 ft.

**STR 14 (+2), DEX 16 (+3), CON 13 (+1),
INT 8 (-1), WIS 20 (+5), CHA 14 (+2)**

Skills Insight +8, Perception +8, Religion +2,
Stealth +6

Senses Darkvision 60 ft., passive Perception 18

Languages Common, Goblin

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

Augury (1/day) (2nd level spell). The shaman spends one minute consulting the signs concerning a specific course of action that it plans to take within the next 30 minutes, and receives one of the following omens: *Weal*, *Woe*, *Weal and Woe*, or *Nothing*.

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

ACTIONS

Morningstar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 11 (2d8+2) bludgeoning damage.

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit in melee or +6 to hit at range, reach 5' or range 30'/120', one target. *Hit:* 9 (2d6+2) piercing damage in melee or 6 (1d6+3) piercing damage at range.

Plague of Rats (1/day). The shaman conjures rats that covers a 20' square area centered on a point the shaman can see within 120'. A creature that starts its turn in the rats takes 21 (6d6) piercing damage and its concentration automatically

breaks. The rats remain for as long as the shaman concentrates on them, up to 1 minute.

Spellcasting. The bugbear is a 9th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). The bugbear can cast the following cleric spells:

At Will- *guidance*, *sacred flame*,
thaumaturgy.
3/day- *command*, *cure wounds*, *dispel magic*,
inflict wounds, *protection from energy*, *sending*.
1/day- *banishment*.

BONUS ACTIONS

Flail of Hruggek (1/day) (2nd level spell). The high shaman creates a flail of force at a point it can see within 90'. When it appears, the flail makes the following attack: *Melee Spell Attack:* +8 to hit, range 5', one creature. *Hit:* 13 (3d8) force damage.

Hruggek's Hunt. If the shaman has already used its Flail of Hruggek bonus action, it moves the flail up to 50' to a point it can see and repeats the flail's attack.

REACTIONS

Hruggek's Guardians (2/day) (3rd level spell). When a creature hits the high shaman with a melee attack, the shaman invokes the power of Hruggek. Each enemy within 15' of the shaman must make a DC 16 Con save, taking 18 (4d8) thunder damage on a failure and

Hruggek's Intervention (1/day) (5th level spell). When the shaman becomes bloodied, it and each creature of its choice within 30' regain 20 hit points, and each target can make one saving throw against an effect that a save can end.

Bugbear Pyromancer

The bugbear destroyer uses the Bugbear stat block with the following changes.

- Its AC is 17 (*mage armor*; shield).
- It has 60 hit points (11d8+11 Hit Dice).
- Its Intelligence is 14 (+2).
- Its Challenge Rating is 4 (1,100 xp).

The destroyer has the following additional Action options.

- ***Flame Ray (1st level spell)***. The destroyer creates a 30' long, 5' wide line of flame. Each creature in the line must make a DC 12 Dex save, taking 22 (4d10) fire damage on a failure or half that on a success.
- ***Fireball (2/day) (3rd level spell)***. The destroyer creates a 20' radius sphere of flame centered on a point it can see within 120'. Each creature in the sphere must make a DC 12 Dex save, taking 28 (8d6) fire damage on a failure or half that on a success.

The destroyer has the following additional Bonus Action option.

- ***Fiery Focus (1/day) (2nd level spell)***. The destroyer targets one creature it can see within 30'. For as long as the destroyer concentrates, up to 1 minute, the target's melee weapon attacks deal an extra 1d6 fire damage on a hit.

Bugbear Shaman

Medium Humanoid (Cleric, Goblinoid), often chaotic evil

Armor Class 15 (hide armor)

Hit Points 55 (10d8+10)

Speed 30 ft.

STR 13 (+1), DEX 16 (+3), CON 13 (+1), INT 8 (-1), WIS 16 (+3), CHA 9 (-1)

Skills Religion +1, Stealth +5

Senses Darkvision 60 ft., passive Perception 13

Languages Common, Goblin

Challenge 2 (450 xp)

Augury (1/day) (2nd level spell). The shaman spends one minute consulting the signs concerning a specific course of action that it plans to take within the next 30 minutes, and receives one of the following omens: *Weal*, *Woe*, *Weal and Woe*, or *Nothing*.

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

ACTIONS

Morningstar. Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. *Hit:* 10 (2d8+1) bludgeoning damage.

Javelin. Melee or Ranged Weapon Attack: +3 to hit in melee or +5 to hit at range, reach 5' or range 30'/120', one target. *Hit:* 8 (2d6+1) piercing damage in melee or 6 (1d6+3) piercing damage at range.

Inflict Wounds (2/day) (1st level spell). *Melee Spell Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 16 (3d10) necrotic damage.

Spellcasting. The bugbear is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The bugbear can cast the following cleric spells.

At Will- *sacred flame, thaumaturgy*.
3/day- *command*.
1/day- *hold person*.

BONUS ACTIONS

Flail of Hruggek (1/day) (2nd level spell). The high shaman creates a flail of force at a point it can see within 90'. When it appears, the flail makes the following attack: *Melee Spell Attack*: +5 to hit, range 5', one creature. *Hit*: 13 (3d8) force damage.

Hruggek's Hunt. If the shaman has already used its Flail of Hruggek bonus action, it moves the flail up to 50' to a point it can see and repeats the flail's attack.

REACTIONS

Hruggek's Aid (1/day) (2nd level spell). When the shaman becomes bloodied, it regains 15 hit points and makes one saving throw against an effect that a save can end.

Bugbear Shaman Underling

The bugbear shaman underling uses the Bugbear Shaman stat block with the following changes.

- It has 1 hit point (minion).
- It is worth 90 xp.
- It lacks the shaman's Augury Trait.
- Its Spellcasting Action option includes only the following: At Will- *command, sacred flame, thaumaturgy*.
- Its Inflict Wounds Action option can be used 1/day.
- It lacks the shaman's Hruggek's Aid Reaction option.

It has the following additional traits.

- **Hruggek's Revenge.** When the underling falls to 0 hit points, one creature of its choice within 5' must make a DC 12 Wis save, suffering 11 (2d10) psychic damage on a failure.
- **Minion.** A missed attack never damages a minion, and a successful save prevents all damage the minion would take from an effect.

Bugbear Skirmisher

The bugbear skirmisher uses the Bugbear stat block with the following changes.

- Its speed is 40'.
- Its Wisdom is 14 (+2).
- Its skill proficiencies are Stealth +6, Survival +4.

It has the following additional Trait.

- **Skirmisher.** If the bugbear moves at least 15' on its turn, its weapon attacks deal an extra 7 (2d6) damage until the end of its turn.

It has the following additional Action option.

- **Longbow.** *Ranged Weapon Attack*: +4 to hit, range 150/600 ft., one target. *Hit*: 6 (1d8+2) piercing damage.

It has the following additional Bonus Action option.

- **Swift Movement.** The bugbear Dashes or Disengages.

Bugbear Strangler

Medium Humanoid (Goblinoid), usually chaotic evil

Armor Class 15 (hide armor)

Hit Points 38 (7d8+7)

Speed 30 ft.

**STR 15 (+2), DEX 16 (+3), CON 13 (+1),
INT 8 (-1), WIS 11 (+0), CHA 9 (-1)**

Skills Stealth +7, Survival +2

Senses Darkvision 60 ft., passive Perception 10

Languages Common, Goblin

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

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

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

ACTIONS

Garotte. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 8 (2d4+3) bludgeoning damage, and if the bugbear has advantage against the target or the target is surprised, the target is grappled. The bugbear can grapple only one creature at a time.

Strangle. While it has a target grappled with its garotte, the bugbear deals 12 (2d6+5) bludgeoning damage to that creature.

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5' or range 30'/120', one target. *Hit:* 10 (2d6+3) piercing damage in melee or 6 (1d6+3) piercing damage at range.

REACTIONS

Interpose Victim. When an enemy makes a weapon attack against the bugbear and it has a creature grappled, it can use its reaction to interpose its victim between itself and the attack. The attack now targets the grappled creature instead of the bugbear.

BULETTE

Location: *Monster Manual.*

Bulette Treasure. A bulette collects no treasure and has no lair, but there is a 5% chance each that the monster's belly contains 1d6 x 10 gp in assorted coins, 1d4 gems and 1d4 pieces of jewelry.

BULEZAU

Location: *Mordenkainen's Tome of Foes* p131.

Bulezau Treasure. A bulezau doesn't collect treasure.

BULLYWUG

Location: *Monster Manual, the Wild Beyond the Witchlight* (bullywug knight and royal), *Ghosts of Saltmarsh* (bullywug croaker).

Bullywug Treasure. A bullywug typically carries 3d6 cp.

The lair of 20 or more bullywugs also has a 50% chance of having 2d10 x 25 gp in trade goods, a 30% chance to have 1d8 x 500 cp, a 20% chance each to have 1d6 x 200 sp and 1d4 x 25 ep, and a 10% chance to have 1d10 x 20 gp.

BUNYIP

Source: 1e *Fiend Folio.*

A bunyip is an aquatic, seal-like beast known for its loud roar. Dwelling in sluggish rivers, swamps, and lakes, the bunyip tends to have a curious, playful nature, but if attacked, a bunyip responds viciously. Bunyips are carnivores, primarily eating fish and water-dwelling mammals such as beavers. However, some take to the flavor of human, halfling or other sentient flesh, and

some of these learn to attack boats in order to get at the (relatively) easy prey within.

More Playful Than Dangerous. As long as it is not surprised, a bunyip is more likely to be playful than it is to attack. However, the bunyip is likely to see smaller creatures, such as halflings and gnomes, as a tasty snack if it is hungry.

Water Dwellers. Bunyips prefer to make their homes in slow-moving waters. Some find themselves underground in dungeons, but they are more common in the wilderness. Some folk consider the presence of a bunyip in their local waters to be a sign of good luck, as it keeps other, more dangerous water-dwelling creatures away with its roar and its ferocity.

Occasional Companions. Bunyips sometimes adopt other creatures, especially those that are covered in hair, as companions and friends. Typical creatures that a bunyip might befriend include **umplebies, dwarves, apes, and summonsters.**

Purchasing a Bunyip. Though rare, it is not unheard of for a “tame” bunyip to be found for sale. Such a creature typically costs about 25 gp.

Bunyip Treasure. Bunyips don't collect treasure.

Bunyip

Medium Beast, always unaligned

Armor Class 12

Hit Points 19 (3d8+6)

Speed 30 ft., special 30 ft.

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

INT 6 (-2), **WIS** 15 (+2), **CHA** 11 (+0)

Saving Throws Wis +4

Senses passive Perception 12

Languages -

Challenge ½ (100 xp) **Prof** +2

Hold Breath. A bunyip can hold its breath for 5 minutes.

ACTIONS

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

Roar (Recharge 5-6). Each creature within 30 ft. of the bunyip must make a DC 10 Wisdom 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 roar of all bunyips for 24 hours.

BURBUR

Source: *2e Monstrous Compendium Forgotten Realms Appendix.*

A burbur is a small insect-like creature distantly related to the digester. It looks similar to an earwig, though the burbur is about 3” long.

The burbur fills an unusual ecological niche—it eats Oozes and dungeon slime, including **green slime**. Burbur live in wet areas, especially swamps, forests, and underground, where they seek out sustenance.

Valuable Pets. Burburs are highly valued by dwarves and other underground dwelling races, who often see them as pets that exterminate dangerous pests. While burburs are themselves easily eaten by insects, rats, and spiders, they reproduce as quickly as every six months, producing broods of six to twelve new burburs if food is plentiful. These creatures also mature very quickly, becoming full grown in only a few weeks.

Burburs are commonly kept by **dwarves, duergar, Drow, gnomes** (including **deep gnomes**), **troglodytes**, **subterranean orcs, goblins**, and **hobgoblins, derro, desmodu**, and even some communities of **stone giants** have smaller Humanoids that live with them as burbur-keepers. Burburs sometimes infest befouled areas where slimes are prone to grow, such as **troll** lairs, and the inhabitants often ignore them, since the burburs provide a useful housekeeping service.

Purchasing a Burbur. Where available, a burbur costs 25 gp.

Burbur Treasure. Burbur collect no treasure.

Burbur

Tiny Monstrosity, always unaligned

Armor Class 11
Hit Points 4 (1d4+2)
Speed 15 ft.

STR 2 (-4), **DEX** 12 (+1), **CON** 14 (+2),
INT 2 (-4), **WIS** 10 (+0), **CHA** 9 (-1)

Damage Immunities acid, poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 10
Languages -
Challenge 0 (0 xp) **Prof** +2

ACTIONS

Consume Ooze. The burbur chooses one ooze, mold, or slime within 2" of it. If the target is an ooze, it takes 10 (3d6) damage that ignores its damage resistances and immunities. If the target is a mold, slime, or similar non-creature substance, a 5' x 5' patch of it is destroyed.

BURNING FOREST FROG

Source: Homebrew.

The continent of Gregeire is home to a strange forest whose name translates to something like the Burning Forest in most tongues. In fact, a more accurate version of it might be akin to the Great Fluorescent Plaid Forest.

Smiley's Domain. The Great Fluorescent Plaid Forest is the domain of a powerful, ancient, wily, and prankish faerie dragon named Smiley. This dragon has exercised his will on his forest for so long that its very nature has changed, and so has that of the creatures within. The burning forest frog is an example of such a creature- although it, too, might be more accurately named something like the giant fluorescent tree frog.

Burning Forest Frog Treasure. A burning forest frog has a 5% chance each of having 1d10 cp, 1d8 sp, 1d6 ep, 1d6 gp, and 1d2 gems in its belly.

Burning Forest Frog

Medium Fey (Frog), often chaotic neutral

Armor Class 11
Hit Points 22 (5d8)
Speed 25 ft., climb 25 ft.

STR 13 (+1), **DEX** 13 (+1), **CON** 10 (+0),
INT 8 (-1), **WIS** 10 (+0), **CHA** 15 (+2)

Senses passive Perception 10
Languages Common, Sylvan
Challenge 6 (2,300 xp) **Prof** +3

ACTIONS

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 3 (1d4+1) bludgeoning damage, plus 10 (3d6) radiant damage.

Fluorescent Spray. The frog unleashes a multicolored spray of fluorescent beams in a 50' cone. Each creature in the cone must roll 1d8 to see what color (or colors) it is affected by.

1. **Ultra Red.** The creature must make a DC 13 Dex save, taking 22 (4d10) fire damage on a failure or half that on a success. A creature that fails its save is also blinded until the end of its next turn.
2. **Ultra Orange.** The creature must make a DC 12 Con save, gaining a level of exhaustion on a failure.
3. **Chartreuse.** The creature must make a DC 13 Con save, taking 22 (4d10) poison damage on a failure or half that on a success. A creature that fails its save is also poisoned for 1 minute (save ends).
4. **Shocking Green.** The creature must make a DC 13 Dex save, taking 22 (4d10) acid damage on a failure or half that on a success. A creature that fails its save is also coated with acid and takes an additional 5 (1d10) acid damage at the start of each of its turns (save ends).

5. **Electric Blue.** The creature must make a DC 13 Dex save, taking 22 (4d10) lightning damage on a failure or half that on a success. A creature that fails its save also loses its reaction until the end of its next turn, and on its next turn, it can take an action or a bonus action, not both.
6. **Glowing Indigo.** The creature must make a DC 13 Cha save, taking 11 (2d10) psychic damage and being banished to a demiplane where it is in stasis for 1 minute (save ends) on a failure.
7. **Hot Magenta.** The creature must make a DC 13 Wis save, taking 11 (2d10) radiant damage on a failure and falling under a curse that reverses its sex until the curse is removed.
8. Hit by two beams. Roll again twice, re-rolling 8s.

REACTIONS

Fluorescent Revenge. When the frog takes damage, it uses Fluorescent Spray.

BURNING SKELETON

Source: *2e Monstrous Manual*.

A burning skeleton has a flame within its torso, sometimes hidden beneath its armor. When it encounters enemies, it draws fire from that core and hurls it at its foes.

Creating a Burning Skeleton. A burning skeleton can be created via a ritual that involves a modified version of the *animate dead* spell. The ritual takes 4 hours, requires 500 gp in components (plus a suit of chain mail for the skeleton to wear and a shortsword for it to wield), and requires the conductor to cast *animate dead* and *fireball*. The burning skeleton rises and obeys its creator's spoken commands. It counts against the total number of undead its creator can control with *animate dead*, and there is a 1% chance per week that the burning skeleton breaks free of its master control and attacks all living things nearby.

Burning Skeleton Treasure. A burning skeleton doesn't collect any treasure.

Burning Skeleton

Medium Undead (Skeleton), always neutral evil

Armor Class 16 (chain mail)

Hit Points 52 (8d8+16)

Speed 30 ft.

**STR 10 (+0), DEX 14 (+2), CON 15 (+2),
INT 6 (-2), WIS 8 (-1), CHA 5 (-3)**

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands all languages it knew in life but can't speak

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

ACTIONS

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) piercing damage, plus 5 (1d10) fire damage.

Blazing Ball. The skeleton hurls a ball of flame from its own body at any point it can see within 60'. Flames fill a 10' radius sphere centered on that point. Each creature in the sphere must make a DC 12 Dexterity save, suffering 18 (4d8) fire damage on a failure or half that on a success.

Burning Skeleton Incinerator

The burning skeleton incinerator uses the Burning Skeleton stat block with the following changes.

- Its AC is 18 (plate).
- It has 104 hit points (16d8+32 Hit Dice).
- Its Strength is 14 (+2) and its Dexterity is 18 (+4).
- Its Shortsword attack is +6 to hit and deals 7 (1d6+4) piercing damage.
- Its Blazing Ball action fills a 20' radius sphere and deals 36 (8d8) fire damage (DC 14 Dex save for half).
- Its Challenge Rating is 7 (2,900 xp).

BURNT ONE

Source: Homebrewed.

The burnt ones are the animate corpses of those who have failed the tests required by those who would become a paladin of the Phoenix. These tests demand that such a candidate demonstrate her physical strength and stamina as well as her faith. A creature that fails the tests usually dies as a result, burning until roasted flesh and blacked bones are all that remain. Despite this, the creature remains animate, now filled with an all-consuming hatred for the life and goodness that it once strove to serve.

A burnt one appears as a burnt corpse with roasted, blackened flesh swollen on its charred bones. Heat radiates from it, as does the smell of cooked humanoid meat. A burnt one is a truly grisly sight, horrifying creatures that first view it.

A Conscious Mockery of What It Was.

Many burnt ones choose to maintain the outer trappings of their former lives and status, mocking the Phoenix' promises of rebirth and renewal by their very existence. A burnt one that takes this path is especially bitter and angry, and usually cannot be negotiated or reasoned with. However, if it encounters another creature who bears the Phoenix' holy symbol, it might be given pause.

Dim Glimmers Remain. Some claim that a dim glimmer of the original would-be hero remains within each burnt one. A few scholars and sages agree with this, and point to a vanishingly few tales of burnt ones who stepped in to aid their former families, friends or communities against a great threat. These tales are of uncertain provenance, and the priests of the Phoenix are unable (or unwilling) to answer one way or another whether they are true.

Burnt One Challenge Rating. When assessing a burnt one's Challenge Rating, increase its effective hit points by 25% because of its Gruesome Appearance.

Burnt One Treasure. Burnt ones don't collect treasure, but sometimes choose places with treasure in them as lairs. There is a 15% chance that a burnt one's lair contains 1d10 art objects.

Burnt One

Medium Undead, usually chaotic evil

Armor Class 13 (natural armor)

Hit Points 38 (7d8+7)

Speed 30 ft.

**STR 13 (+1), DEX 12 (+1), CON 13 (+1),
INT 9 (-1), WIS 10 (+0), CHA 15 (+2)**

Saving Throws Dex +3, Con +3

Skills Intimidation +4, Stealth +3

Damage Resistances cold, necrotic; bludgeoning, piercing and slashing damage from nonmagical weapons

Damage Immunities fire, poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses Darkvision 60 ft., passive Perception 10

Languages Common

Challenge 4 (1,100 xp)

Prof +2

Gruesome Appearance. A creature that starts its turn within 60' of and can see the burnt one must make a DC 13 Wisdom saving throw, becoming frightened for 1 minute on a failure (save ends). While a frightened creature can see the burnt one, it is paralyzed. Once the effect ends on a creature, it is immune to the gruesome appearance of that burnt one for 24 hours.

Unusual Nature. Burnt ones don't need to eat, drink, sleep, or breathe.

ACTIONS

Blistering Touch. *Melee Spell Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (3d6) fire damage and 10 (3d6) cold damage. The burnt one regains hit points equal to the amount of cold damage the target takes.

REACTIONS

Rise Again (1/day). When the burnt one falls to 0 hit points, a blast of flames fills a 10' radius sphere centered on it. Each creature in the sphere must make a DC 13 Dexterity saving throw, suffering 45 (10d8) fire damage on a failure or half that on a success. The burnt one then regains 20 hit points and stands up.

Burnt One Firebird

A firebird is a paladin of the phoenix. A burnt one who claims this status sees itself as a paladin still, but its actions mark it as a villain.

Medium Undead, usually chaotic evil

Armor Class 20 (plate and shield)

Hit Points 77 (14d8+14)

Speed 30 ft.

**STR 18 (+4), DEX 12 (+1), CON 13 (+1),
INT 9 (-1), WIS 10 (+0), CHA 17 (+3)**

Saving Throws Str +8, Dex +5, Con +5

Skills Intimidation +7

Damage Resistances cold, necrotic; bludgeoning, piercing and slashing damage from nonmagical weapons

Damage Immunities fire, poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses Darkvision 60 ft., passive Perception 10

Languages Common

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

Aura of Flames. The burnt one is surrounded by a visible aura of orange fire in a 15' radius. At the start of the burnt one's turn, each creature in the aura takes 7 (2d6) fire damage.

Gruesome Appearance. A creature that starts its turn within 60' of and can see the burnt one must make a DC 15 Wisdom saving throw, becoming frightened for 1 minute on a failure (save ends).

While a frightened creature can see the burnt one, it is paralyzed. Once the effect ends on a creature, it is immune to the gruesome appearance of that burnt one for 24 hours.

Unusual Nature. Burnt ones don't need to eat, drink, sleep, or breathe.

ACTIONS

Multiattack. The burnt one makes two Blistering Blade attacks.

Blistering Touch. *Melee Spell Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (3d6) fire damage and 10 (3d6) cold damage. The burnt one regains hit points equal to the amount of cold damage the target takes.

Blistering Blade. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (1d8+4) slashing damage, plus 5 (1d10) fire damage and 5 (1d10) cold damage.

REACTIONS

Rise Again (1/day). When the burnt one falls to 0 hit points, a blast of flames fills a 10' radius sphere centered on it. Each creature in the sphere must make a DC 15 Dexterity saving throw, suffering 45 (10d8) fire damage on a failure or half that on a success. The burnt one then regains 20 hit points and stands up.