

DAKON

Source: 1e *Fiend Folio*.

A dakon is an intelligent, civilized ape from the Feywild. Typically shy and inoffensive, when aroused to anger a community of dakons is very dangerous. Dwelling deep in the jungles and forests of the Feywild and the Material Plane, these creatures live in groups of surprising numbers that remain hidden, rarely encountering humanoids.

Hidden Communities. Dakon cities often include thousands of these creatures, with domesticated animals, agricultural areas, fantastic temples and incredible buildings. However, these communities are hidden in thick fey jungles and concealed from outsiders by a combination of woodcraft and magic.

Dangerous Appetites. One of the few things that creates problems between dakons and other races is their appetite for elf (or eladrin) flesh. To these apes, there is no delicacy more tempting, no flavor more enticing, no meat more delicious than elf. While many dakons refuse to eat elf because of moral qualms, many others poach elf when the opportunity arises.

Domesticated Animals. Dakon communities often have allies in the form of fey creatures and beasts that they use as pets or for meat. Some dakon communities include displacer beast packs that coexist with them; others have communities of blink dogs, drakes, or others.

Dakon Treasure. A group of six to twenty dakons has a 15% chance each of having 2d4 x 100 cp, 1d6 x 100 sp, and 1d8 x 50 gp; and a 10% chance of having 1d3 art objects.

A group of 21 to 100 dakons instead has a 25% chance each of having 2d6 x 200 cp, 1d10 x 100 sp, and 2d6 x 100 gp; plus a 15% chance of having 1d3 art objects.

A group of 101 to 300 dakons instead has a 40% chance each of having 1d10 x 100 gp in trade goods and 1d6 art objects; and a 35% chance each of having 2d6 x 1,000 cp, 1d10 x 500 sp, and 1d10 x 500 gp.

A larger group of dakons instead has a 45% chance each of having 3d6 x 1,000 cp, 1d10 x 1,000 sp, and 1d10 x 1,000 gp; and a 40% chance each of having 2d6 x 500 gp in trade goods and 2d6 art objects.

DAKON PCS

Dakon are superior to standard pc races, with a significantly better array of ability score adjustments, extra movement speeds, and natural weapons. The race is rare, but where available (and with a suitable party), they are a fine race choice.

Mid-Level (8+): Given a dakon's ability score adjustments alone, a dakon pc is not suitable for groups below about 8th level.

DAKON TRAITS

Dakon pcs have the following racial traits.

Ability Score Adjustments. Your Strength and Wisdom each increase by 4. In addition, your Dexterity, Constitution, and Intelligence increase by 2 each.

Age. A dakon is considered an adult by the age of 6, is old by 20, and rarely lives past 40.

Size. You are Medium. A dakon male averages about 6' 4" and 285 lbs., but might be as short as 5' 6" or as tall as 7' 8", with a typical weight range of 175 lbs. to 500 lbs.

A dakon female averages about 5' 6" and 225 lbs., but might be as short as 4' 10" or as tall as 6' 4", with a typical weight range of 130 lbs. to 325 lbs.

Speed. Your speed is 30'. You have a climb speed of 30' and a brachiate speed of 30'.

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

Languages. You speak Common and Dakon.

DAKON SUBRACES

Dakons have several subraces, generally isolated from one another geographically. Choose one of the following.

Ahah Dakon

The ahah dakons are native to the densest jungles. Though they aren't as technologically advanced as most other dakons, this is because they have chosen extreme isolation and secrecy over interaction with outsiders. You have the following additional racial traits.

- Increase your Strength or Dexterity by an additional 1 (for a total increase of 5 if you choose Str or 3 if you choose Dex).
- **Superhuman Potential.** Your maximum Strength score is 22.
- **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.
- **Easily Spooked.** If you are frightened, you must use your reaction, if available, to move your speed away from the source of your fear. In addition, if you are surprised, at the start of your first turn before you take any actions, you must move your speed, ending as far away from any enemies as possible.

Ohahoh Dakon

The ohahoh dakon typically dwell in thickly forested mountains, building communities of philosophers atop their peaks and spending a great deal of time in contemplation and meditation. You have the following additional racial traits.

- Increase your Intelligence or Wisdom by an additional 1 (for a total increase of 5 if you choose Wisdom or 3 if you choose Intelligence).
- **Cultural Skills.** You gain proficiency in any three of the following: Arcana, Nature, Religion, Survival, healer's kit, herbalist's kit, poisoner's kit.
- **Aversion to Violence.** The first time in an encounter that you make an attack roll, you have disadvantage on that attack, and the first time you deal damage in an encounter, you deal half damage.

Ukuhkuh Dakon

Ukuhkuh dakons have made their homes along waterways, often on floating communities of barges lashed together. The most likely to interact with outsiders, ukuhkuh dakons tend to be much more outgoing than most of their kind.

- Increase your Constitution by an additional 1 (for a total increase of 3) or your Charisma by 1.
- **Swim Speed.** You have a swim speed of 30'.
- **Hold Breath.** You can hold your breath for up to 10 minutes.
- **Prone to Sickness.** If you become poisoned, you must use your next action to vomit, unless you are no longer poisoned.

Dakon

Medium Humanoid (Ape), often neutral

Armor Class 13 (natural armor)

Hit Points 30 (4d8+12)

Speed 30 ft., climb 30 ft., brachiate 30 ft.

**STR 18 (+4), DEX 14 (+2), CON 16 (+3),
INT 15 (+2), WIS 17 (+3), CHA 12 (+1)**

Skills Athletics +6

Senses passive Perception 13

Languages Dakon, Sylvan

Challenge ½ (100 xp) **Prof** +2

ACTIONS

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

REACTIONS

Backpedal (recharge 4-6). When the dakon takes damage, it moves 10' directly away from the source of that damage without provoking opportunity attacks.

DANDELIGHT

Source: Homebrewed.

A dandelight is a dangerous plant monster that at first blush appears to be a cluster of dandelions. However, it is actually a single being that grows mostly underground. When it senses movement, it releases a deadly flurry of petals that explode with radiant energy. Dandelights are found in grasslands and, occasionally, along hillsides of woodlands. They sometimes live in **clusters** of two to six, but just as likely dwell alone. Some fey creatures enjoy watching dandelights fire their petals, and will mischievously provoke them when other creatures are near or lead unsuspecting creatures to the dandelight patch.

Heaven's Groundcover? Dandelights have been found growing in the Upper Planes, leading some sages to suggest that they originated in such a place. However, the first reports of them were all from the World, so others suggest that druids or wizards may have created the dandelight. Others suggest that the first of these plants came from the regions of the Elemental Planes dominated by radiance. Their lack of resistance to fire seems to make this an unlikely origin, however.

Dandelight Challenge Rating. When assessing the Challenge Rating of a dandelight, assume that it uses Loose Petals every round.

Dandelight Treasure. Dandelights don't collect treasure.

Dandelight

Large Plant, always unaligned

Armor Class 8

Hit Points 65 (10d10+10)

Speed 20 ft.

STR 1 (-5), **DEX** 7 (-2), **CON** 13 (+1),
INT 1 (-5), **WIS** 10 (+0), **CHA** 2 (-4)

Condition Immunities paralyzed, prone

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

Languages -

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

ACTIONS

Radiant Petals. Each creature in a 20 ft. cone must make a DC 11 Dexterity save, taking 14 (4d6) radiant damage on a failure or half that on a success. The dandelight can't aim this cone upwind in a wind of 20 mph or more.

REACTIONS

Loose Petals. When the dandelight takes damage, it uses Radiant Petals.

DAO

Location: *Monster Manual* p143.

Dao Treasure. Dao love to show great wealth. A lone dao has a 50% chance each of having 2d10 x 1,000 cp, 2d8 x 1,000 sp, 2d6 x 1,000 gp, and 1d10 art objects; a 35% chance to each of having 3d6 x 10 ep, 1d10 x 50 pp, 3d6 gems, and 2d10 x 100 gp in trade goods; a 20% chance each of having 1d6 potions and 1d6 scrolls; and a 15% chance of having 1d3 random magic items.

A **company** of 2-4 dao instead has a 65% chance each of having 2d10 x 1,000 cp, 2d8 x 1,000 sp, 2d6 x 1,000 gp, and 1d10 art objects; a 40% chance to each of having 3d6 x 10 ep, 1d10 x 50 pp, 3d6 gems, and 2d10 x 100 gp in trade goods; a 30% chance each of having 1d6 potions and 1d6 scrolls; and a 20% chance of having 1d4 random magic items.

A **band** of 6-15 dao instead has a 75% chance each of having 3d10 x 1,000 cp, 3d10 x 1,000 sp, 3d6 x 1,000 gp, and 2d8 art objects; a 50% chance to each of having 1d4 x 1,000 ep, 2d6 x 100 pp, 3d10 gems, and 2d10 x 250 gp in trade goods; a 35% chance each of having 2d4 potions and 2d4 scrolls; and a 25% chance each of having 1d2 pieces of magic jewelry, 1d2 magic weapons, and 1d4 random magic items.

DARK CARNY

Source: Homebrewed, based on Insane Clown Posse.

The Dark Carnival travels the world, meting out punishment to the wicked even as they spread chaos and woe themselves. Nobody is quite sure whether the carnival is a corrupted group of servants of good, a mass of sly, evil hypocrites, or a self-deluded bunch of misdirected idealists.

The Dark Carnival first appears as a train of wagons replete with jugglers, acrobats, freaks, and other entertainment. There are a large number of clowns that run through the wagons, constantly agitating the rest of the carnivaliers.

Selective Punishment. The members of the Dark Carnival often choose a set of victims to run through their illusions and mazes. Often, they choose a group who share a common crime, especially one against helpless victims, such as children, the elderly, or small animals. At other times, the dark carnies seem to snatch anyone they can to quench the carnival's unholy thirst for blood.

The Insane Clowns. The leaders of the Dark Carnival are a cabal of insane clowns. Though they are as unpredictable as any of their followers, there is one thing that those who encounter them can rest assured of- the insane clowns love their carnies, referring to them as their family, and will go to great lengths to avenge insults or harm done to them. There are many wicked clown imitators of them, but none as mighty as the original cabal.

Specific Individuals. The Dark Carnival count a great variety of creatures in its number, including many **thugs**, a few **cultists**, several **bards**, the **necromancer** Milenko, and others. Any group of the Dark Carnival will be led by either one or more **wicked clowns** or one or more **insane clowns**.

Dark carnies are the Dark Carnival's main operators, running booths, games, rides, and the like, often filching items from distracted customers. Dark carnies are boldest when other members of the carnival are nearby, ready to back them up.

Dark Carnival Treasure. The wagon lair of at least ten members of the Dark Carnival is 35% likely each to have 2d6 x100 cp, sp, and gp, and 20% chance likely to have 1d4 gems, 1d4 art objects, and 1d6 potions.

Dark Carny

Medium Humanoid (any), often chaotic neutral

Armor Class 11 (leather armor)

Hit Points 26 (4d8+8)

Speed 30 ft.

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

Skills Acrobatics +2

Senses passive Perception 10

Languages Common

Challenge 1/8 (25 xp)

Insane. The carny has advantage on saves against the charmed and frightened conditions.

ACTIONS

Hand Axe. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/80 ft., one target. *Hit:* 4 (1d6+1) slashing damage.

Hey Rube! (recharges after a short or long rest). One member of the Dark Carnival within 120' that can hear the dark carny can use its reaction to move its speed.

DARK LORD

Source: *Dragon Magazine* #210 (2e era)

A dark lord is a form of powerful undead formed when a powerful nethermancy is destroyed by a *sphere of annihilation*, but its spirit somehow manages to escape its body at the last instant, becoming bound up in shadowstuff. Thenceforth, the dark lord's essence has become to the Shadowfell. The dark lord can only visit the Prime Material Plane when certain cosmological factors

are properly aligned, but once there, it can sometimes use the sacrifice of many sentient beings to the powers of shadow to remain longer. Dark lords yearn to return to and remain in the World, and are willing to force others to pay any price to attain this goal.

A dark lord resembles the shadow of some nameless monster, showing hints of horrible claws, a slaving maw, horns, wings, and other evil-seeming features that flow and change even as they are observed.

Manipulators of Time and Space. The process of crossing so many dimensions to return to even such a tenuous existence as a dark lord has leaves it with the ability to deform time and space in a variety of ways. Such abilities are dangerous, and sometimes attract other weird creatures to the dark lord's vicinity, including dharculi, dimension crawlers, slaadi, and others.

Vengeance Upon the Living. All dark lords are consumed by the idea that their demise was the fault of living worldly creatures. Directly or indirectly, mortals are to blame, and the dark lord seeks revenge. It will scheme and plot, employ lackeys, agents, and allies, use trickery, deception, and violence, and generally employ any tactic it can to spread misery.

Master of Shadows. A dark lord often employs undead, especially shadows of all types, as minions. It sometimes uses other creatures of shadow, as well, including shadar-kai, shadow mastiffs, ephemera, and others. Rarely, a dark lord will ally with a fiend, powerful evil priest or wizard, hag coven, or other evil individual or group to spread misery, but it is rarely content to treat its partners as equals for any length of time. A dark lord might work alongside another powerful undead creature, such as a vampire or lich, but even then, its arrogance tends to lead to an eventual conflict of interests.

Dark Lord Treasure. A dark lord's lair on the Shadowfell might hold considerable treasure. On the other hand, a dark lord on the Prime Material Plane has likely had less time to gather treasure. When generating treasure for a dark lord on the Prime Material Plane, all chances of treasure are reduced by 10%, and all quantities are cut in half.

That said, the lair of a dark lord on the Shadowfell has a 75% chance each of containing 2d10 x 1,000 cp, 2d6 x 1,000 sp, and 2d10 x 1,000 gp; a 50% chance each of containing 2d6 x 1,000 ep, 1d10 x 500 pp, 2d10 gems, 2d6 art objects, 2d6 potions, and 2d6 scrolls; and a 40% chance of having 2d4 random magic items.

Dark Lord

Medium Undead, usually chaotic evil

Armor Class 20 (natural armor)

Hit Points 110 (20d8+20)

Speed 30 ft.

**STR 10 (+0), DEX 20 (+5), CON 13 (+1),
INT 23 (+6), WIS 20 (+5), CHA 21 (+5)**

Saving Throws Dex +10, Con +6, Int +11,
Wis +10, Cha +10

Skills Arcana +11, Stealth +15

Damage Resistances acid, cold, fire, lightning,
thunder

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

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

poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 15

Languages Common, Umbral

Challenge 16 (15,000 xp), or 18 (20,000 xp)
in lair **Prof** +5

Gravity Field. The area within 100' of the dark lord is filled with heavy gravity. Within the field, the following effects apply.

- The ranges (but not reach) of all attacks, spells, and effects are halved.
- A creature other than the dark lord that starts its turn in the gravity field has its speed reduced by half until the start of its next turn.
- A creature that starts its turn in the gravity field and does more than two of the

following on a turn gains one level of exhaustion: use an action, use a bonus action, use a free interact, move, make more than one attack. The exhaustion ends after the creature leaves the gravity field.

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

ACTIONS

Multiattack. The dark lord makes three Death Touch attacks. It can substitute a use of Spellcasting or Disintegrate in place of one attack.

Death Touch. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. **Hit:** 11 (1d12+5) necrotic damage, and the target must make a DC 18 Con save or its hit point maximum is reduced by an amount equal to the necrotic damage it takes. If the creature fails its save by 5 or more, it also ages 1d4 x 10 years. The hit point maximum reduction remains until the creature completes a long rest. The aging can be reversed by a *greater restoration* if cast within 24 hours.

Disintegrate (2/day) (6th level spell). A green ray shoots at a target the dark lord can see within 60', which must make a DC 19 Dex save or take 95 (10d6+55) force damage. If this damage reduces the target to 0 hit points, or if the target is a Large or smaller object, it is reduced to dust.

Spellcasting. The dark lord's spellcasting ability is Intelligence (save DC 19, +11 to hit with ranged spell attacks). It can cast the following spells, requiring no material components:

2/day- *binding*, *maze*, *plane shift* (self to the Shadowfell only), *reverse gravity*, *time stop*.

LEGENDARY ACTIONS

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

- **Death Touch.** The dark lord uses death touch.
- **Misty Step.** The dark lord casts *misty step*.
- **Summon Powerful Creature (costs 3 actions).** The dark lord summons one fiend or undead of CR 8 or lower. The creature rolls initiative normally and obeys the dark lord's mental commands (no action required). The creature remains as long as the dark lord concentrates on the effect, to a maximum of 1 hour.

LAIR ACTIONS

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

- A 20' radius, 60' high cylinder centered on a point the dark lord can see within 120' is filled with magical darkness until initiative count 20 of the next round.
- All turning effects end in a 30' radius, 60' high cylinder centered on a point the dark lord can see within 250'.
- Each undead in a 15' radius, 30' high cylinder centered on a point the dark lord can see within 90' regains 2d8+5 hit points.

REGIONAL EFFECTS

The region surrounding a dark lord's lair is filled restless spirits, unnerving phenomena, and psychic distress. Within 1 mile of a well-established lair, some or all of the following effects apply.

- Living creatures constantly catch momentary glimpses of tormented phantoms.
- The weather is constantly dark and stormy.
- Constant disquiet makes it difficult to get a rest. At the end of each short or long rest, a creature must make a DC 14 Con save or gain no benefits from the rest.

DARK ONE

Source: 1e Fiend Folio.

Dark ones are mysterious humanoids from the Shadowfell. Often garbed only in rags, dark ones hate light, and nothing is more sure to draw their wrath upon intruders than bright light. Dark ones are divided into two races, the smaller dark creepers and the taller, more powerful dark stalkers. Though dark stalkers often lead groups of dark creepers, they are not universally regarded as having higher status than creepers.

Relationship to Darklings? Dark ones and **darklings** are often found together, and both often work alongside **dopegees**. The similarities between the two races are very sharp, yet they are clearly different. The connection between them is mysterious, but evident.

Dark ones sometimes have **shadow mastiffs** that work with them, and once in a while a **banderhobb** will attach itself to a group of dark ones- an alliance that seems to make both parties uneasy.

Lovers of Darkness. Dark creepers love the dark and hate the light. Perhaps their original home on the Shadowfell was without light, or perhaps they were driven away from the light in a manner similar to Drow and duergar. Regardless of the origin of their aversion for light, dark ones will seek to extinguish any lights that intruders bear into the dark ones' territory.

Scavengers and Thieves. Dark ones usually don't work, hunt or farm. Instead, they scavenge, steal and practice duplicity to gain what they need to survive. Dark ones think nothing of breaking any deals they make, taking advantage of the trust of an ally or lying outright in pursuit of their goals (or even just to amuse themselves).

Dark One Treasure. Each dark one typically has a 60% chance each of having 3d10 cp, sp, ep and gp and a 5% chance each of having 1d4 pp, 1d4 gems and 1 piece of jewelry.

In a group containing 6 or more dark ones, at least one of whom is a dark stalker, there is a 25% chance each that the group also has 1d3 potions, 1d6 vials of basic poison and 1 magic weapon.

Dark One Creeper

Small Humanoid (Dark One), often chaotic neutral

Armor Class 15 (leather armor)

Hit Points 33 (6d6+12)

Speed 30 ft.

**STR 11 (+0), DEX 18 (+4), CON 14 (+2),
INT 13 (+1), WIS 14 (+2), CHA 13 (+1)**

Skills Sleight of Hand +6, Stealth +6

Senses darkvision 60 ft., passive Perception 12

Languages Umbral

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

Dark Step. Opportunity attacks against the dark creeper have disadvantage as long as the creeper is in dim light or darkness.

Killing Dark. When the dark creeper dies, Dark Shroud activates, centered on the creeper's body. It ends at the end of the dead creeper's next turn.

Sunlight Sensitivity. While in sunlight, the dark creeper has disadvantage on attack rolls, as well as Perception checks that rely on sight.

Sneak Attack. Once per turn, the dark creeper can deal an extra 10 (3d6) damage to a creature it hits with a weapon attack if the creeper has advantage on the attack, or if the target is within 5 feet of an ally of the creeper that isn't incapacitated.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20'/60', one target. *Hit:* 6 (1d4+4) piercing damage.

Dark Shroud. The dark creeper creates a 15' sphere of darkness centered on a point the creeper can see within 60' of it. The cloud blocks line of sight, and creatures other than dark creepers or dark stalkers within the cloud are blinded. *A light*

spell or similar effect cast using a 3rd or higher level slot will eliminate the darkness; otherwise, it lasts as long as the creeper concentrates, to a maximum of 1 minute.

Dark One Stalker

Medium Humanoid (Dark One), often chaotic neutral

Armor Class 16 (leather armor)

Hit Points 65 (10d8+20)

Speed 30 ft.

STR 12 (+1), **DEX** 20 (+5), **CON** 15 (+2),
INT 14 (+2), **WIS** 14 (+2), **CHA** 17 (+3)

Skills Sleight of Hand +7, Stealth +7

Senses darkvision 60 ft., passive Perception 12

Languages Umbral

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

Dark Step. Opportunity attacks against the dark stalker have disadvantage as long as the creeper is in dim light or darkness.

Killing Dark. When the dark stalker dies, Dark Shroud activates, centered on the stalker's body. It ends at the end of the dead stalker's next turn.

Sunlight Sensitivity. While in sunlight, the dark stalker has disadvantage on attack rolls, as well as Perception checks that rely on sight.

Sneak Attack. Once per turn, the dark stalker can deal an extra 17 (5d6) damage to a creature it hits with a weapon attack if the creeper has advantage or the target is within 5 feet of an ally of the stalker that isn't incapacitated.

ACTIONS

Multiattack. The dark stalker attacks twice with its dagger or scimitar, or once with each.

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

Scimitar. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d6+5) slashing damage.

Dark Shroud. The dark stalker creates a spherical cloud of darkness 15' in radius within 60' of it. The cloud blocks line of sight, and creatures other than dark creepers or dark stalkers within the cloud are blinded. A *light* spell or similar effect cast using a 3rd or higher level slot will eliminate the darkness; otherwise, it lasts as long as the stalker concentrates, to a maximum of 1 minute.

DARKENBEAST

Source: *2e Monstrous Compendium Forgotten Realms Appendix.*

The darkenbeast is a normal animal that has been magically altered into a terrifying monster that resembles a cross between a wyvern and a pterodactyl. It has black, reptilian-looking hide, even if the creature from which it was created was a mammal. Its forelimbs spread as a set of wings with a span about six feet wide. The creature's eyes glow crimson in the dark. A darkenbeast is about five feet long and usually weighs about 120 lbs.

A darkenbeast obeys the telepathic orders of its master with the limited intelligence it has available, hunting down and pursuing a quarry designated by its master. If it is ordered to attack the creature that is the master of the darkenbeast's normal form, the monster hesitates and may break free of the control of the spellcaster who created it.

Creature of the Night. A darkenbeast is a creature of the dark, and it is unable to withstand the light of day except for the wan, dim sun of the Shadowfell. Worldly daylight causes the darkenbeast to transform back into the beast from which it was evolved.

Creating a Darkenbeast. To create a darkenbeast, a spellcaster with at least one 5th level spell slot must first find and learn the required ritual. The ritual must be performed at dusk, takes

one hour, and requires 200 gp in components. It requires the ritual conductor to expend a 5th level spell slot, and the spell must target a Small or Medium Beast with a Challenge Rating of no higher than 1/4. The creature receives a Wis save to resist, but if it fails, it becomes a darkenbeast under the ritual conductor's telepathic control (no actions required).

Darkenbeast Challenge Rating. When assessing the Challenge Rating of a darkenbeast, assume it uses Rear Claws once.

Darkenbeast Treasure. A darkenbeast has no treasure.

Darkenbeast

Medium Monstrosity, always neutral

Armor Class 12 (natural armor)

Hit Points 32 (5d8+10)

Speed 40 ft., fly 60 ft.

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

Damage Vulnerabilities radiant

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 11

Languages -

Challenge 1 (200 xp)

Prof +2

Magic Resistance. The darkenbeast has advantage on saves against spells and magic effects.

Transformation. If the darkenbeast dies or ends its turn in sunlight, it transforms back into the Beast from which it was created.

ACTIONS

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

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

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

REACTIONS

Rear Claws. If a creature makes an opportunity attack against the darkenbeast, the darkenbeast makes one Claws attack against that creature.

DARKLINGS

Location: *Volo's Guide to Monsters.*

Darkling Treasure: Each darkling typically has 1d4 random trinkets, a 60% chance each of having 1d10 cp, sp, ep and gp and a 5% chance each of having 1d4 pp, 1d4 gems and 1 piece of jewelry.

A group of 6-20 darklings also has a 25% chance each to have 3d20 x 10 cp, 3d10 x 5 sp, and 5d10 gp; and a 5% chance each of having 1d6 gems, and 1d6 pieces of jewelry.

Darkling Suicide

The darkling suicide uses the Darkling stat block with the following changes.

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

DARKMANTLE

Location: *Monster Manual.*

Darkmantle Treasure. Darkmantles collect no treasure.

DARKWEAVER

Source: *2e Planescape Monstrous Compendium Appendix.*

The darkweaver is a strange and frightening creature that is native to the Shadowfell. Half-composed of shadow-stuff, the darkweaver has migrated to a number of other planes, especially those with a chaotic bent, such as Pandemonium and the Abyss. Few creatures survive an encounter with a darkweaver.

It is very difficult to get a good look at a darkweaver due to the magical darkness that cloaks it. If this is suppressed, it is revealed to have a rubbery, spherical body with strong tentacles and shorter, thicker, feeding proboscises. The sight of a darkweaver is utterly horrifying.

Dark Webs. Similar to a spider spinning a web, the darkweaver spins gloom and shadow into a terrifying trap for its prey. These webs of darkness are usually created in areas never touched by sunlight and are very difficult to detect. The darkweaver's net can spread for miles through twisted caves, with the darkweaver dwelling at the center. The further into its lair a creature goes, the harder it becomes to retreat. Darkweavers never willingly engage in combat outside of their webs.

Brilliant and Subtle. Despite its hideous appearance, a darkweaver is smart and subtle, and has a number of abilities that it uses to great effect when encountering difficult prey. It is smart enough to identify vulnerable or important targets, and sometimes makes deals with powerful demons, monsters of shadow, or other creatures, in order to better entrap victims.

Darkweaver Challenge Rating. When assessing a darkweaver's Challenge Rating, since it can turn invisible as a legendary action, increase its effective attack bonus and AC by 4.

Darkweaver Treasure. A darkweaver's lair is 10% likely to have 1d8 x 1,000 cp, 15% likely each to have 1d12 x 1,000 sp, 1d8 x 1,000 ep, 1d3 potions, and 1d2 random magic items. It is also 30% likely each to hold 1d10 gems and 1d6 pieces of jewelry, and 50% likely to contain 1d6 x 1,000 gp.

REGIONAL EFFECTS

The region surrounding a darkweaver's lair is filled with strands of gloom. The region may extend up to 2 miles from its center, where the darkweaver waits like a spider. Within this region but at least 100' from the center, the following effects apply.

- The area is lightly obscured with gloom. Visibility is limited to 60'; darkvision is reduced to half normal.
- Light sources extend only half as far as normal.
- The area counts as difficult terrain for creatures moving away from the center.
- A *light* or *daylight* spell will eliminate one 10' cube of the gloom.

The inner lair extends in a 100' radius around the darkweaver's favored lurking spot. the following effects apply.

- The area is pitch black, and nonmagical light is completely swallowed.
- Darkvision is reduced to one quarter normal.
- A creature attempting to move away from the center must make a DC 15 Int save. If it fails, it becomes disoriented and moves the rest of its speed toward the center instead.
- A creature that moves within 15' of the center of the lair must succeed on a DC 15 Str save or be paralyzed for 1 minute. It can use an action to repeat the save, ending the effect on itself on a success. Once a creature succeeds on the save, it can't be affected by this regional effect again for 24 hours.
- A *light* or *daylight* spell will eliminate one 10' cube of the gloom.

Darkweaver

Medium Aberration, usually neutral evil

Armor Class 24 (protective shadows)

Hit Points 90 (12d8+36)

Speed 20 ft., climb 20 ft.

STR 17 (+3), **DEX** 18 (+4), **CON** 16 (+3),

INT 15 (+2), **WIS** 16 (+3), **CHA** 17 (+3)

Skills Stealth +8

Damage Vulnerabilities radiant

Damage Resistances cold

Condition Immunities grappled, prone, restrained

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 13

Languages telepathy 60'

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

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

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

Protective Shadows. The darkweaver is partially protected by shadowstuff. If it takes radiant damage, or if a *light* or *daylight* spell is cast upon it, until the start of the darkweaver's next turn, attacks against it have advantage and it has disadvantage on saving throws.

Regeneration. The darkweaver regains 10 hit points at the start of its turn if it has at least 1 hit point.

ACTIONS

Multiattack. The darkweaver makes one attack with its tentacles and one attack with its bite.

Tentacles. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 17 (4d6+3) bludgeoning damage, and the target must make a DC 15 Str save or be grappled by the darkweaver (escape DC

17). While the darkweaver has a creature grappled, it gains advantage on attacks against it. The darkweaver can grapple one creature at a time.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) piercing damage, and the target must succeed on a DC 15 Con save or gain a level of exhaustion and be poisoned for 1 minute. The creature can repeat the save at the end of each of its turns, ending the poisoned condition on itself on a success.

Spellcasting. The darkweaver's spellcasting ability is Charisma (save DC 15). The darkweaver can cast the following spells, requiring no components: 3/day- *confusion, suggestion, tongues.*

BONUS ACTIONS

Misty Step (recharge 4-6). The darkweaver teleports up to 60' to a space it can see.

LEGENDARY ACTIONS

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

- **Invisibility.** The darkweaver becomes invisible until it attacks, casts a spell, or ceases concentrating.
- **Pull of Darkness.** One creature in the inner lair that the darkweaver is aware of must make a DC 15 Str save or the darkweaver slides it up to 15'.
- **Shadow Whisper.** The darkweaver targets one creature it is aware of within 60'. That creature must succeed on a DC 15 Wis save or be frightened of the darkweaver until the end of the creature's next turn.

LAIR ACTIONS

On initiative count 20 (losing ties), a darkweaver 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 10' cube that isn't cloaked in gloomweb fills with gloomweb.
- A 10' cube within the inner web that is filled with gloomweb becomes filled with deep gloomweb.
- Each creature in a 30' cube of gloomweb or deep gloomweb must succeed on a DC 15 Str save or be restrained until the end of the creature's next turn.

DEADBORN

Source: 3e *Monster Manual V* (deadborn vulture), homebrewed (deadborn hulk).

Deadborn are natural creatures altered before birth, either in the womb or the egg, to spontaneously arise as undead when slain. Although the first deadborn were vultures created from the eggs of giant eagles by evil cultists of Bleak, the techniques and rituals now exist to create deadborn of many different types.

Shunned Outcasts. Deadborn are shunned by other natural creatures of their type. While a few come to associate with undead or creatures from the Shadowfell, most live out a miserable and lonely existence whose pitiful nature is only re-emphasized by the creature's subsequent undeath. Most deadborn are abandoned by their parents, though they seem to be able to survive on exceptionally sparse sustenance.

Full of Spite. Deadborn are born malevolent and are evil through and through, even in cases where the creature would seem to be too stupid to act out of malice. A deadborn creature prefers to torment its prey with a slow death, sometimes even eating helpless creatures alive, and will often take the opportunity to cause misfortune to other creatures simply out of its evil nature.

Breeding Horrors. In the very rare case when deadborn meet and mate- usually a violent and unwholesome affair- they have proven able to

breed true, producing other deadborn creatures as offspring. Students of necromancy claim that this is a wonder, but most other scholars find the very concept horrifying.

Creating a Deadborn. Creating a deadborn is an arduous process that often takes years. A deadborn creature must be prepared from the time it is in the womb or the egg. Starting halfway through the creature's gestation period, the egg or pregnant mother must be treated daily with a foul alchemical process. The components for this process include a rendered physical undead of a Challenge Rating no lower than the Challenge Rating of the deadborn creature after its Deadborn trait activates. The creature treating the unborn or egg must be proficient in both alchemist's tools and the poisoner's kit. The cost of this stage of the creation process is the Challenge Rating of the deadborn creature after its Deadborn trait activates x 500 gp.

Once the creature is born, it matures at its normal rate. Only when it is adult does it become a deadborn creature and gain its full powers. The creator has no special control over the deadborn creature, but might be able to encourage it to function as a guard by trapping it or placing it somewhere with good hunting and plenty of opportunities to work malice.

DEADBORN HULK

A deadborn hulk is a deadborn creature created from an unborn bear. In life, the creature grows into an immense, malformed bear with oversized claws and twisted legs that make it difficult for the hulk to move quickly.

Deadborn Hulk Treasure. Deadborn hulks don't collect treasure, but there is a 10% chance each that the lair of a hulk has 1d100 x 10 gp in assorted coins in it, 1d4 mundane weapons, and 1 random magic item.

DEADBORN VULTURE

The first and most common of these monsters, deadborn vultures are constantly hungry and greedy for carrion. Even if other dead flesh is available, a deadborn vulture prefers to kill something before leaving it for days or weeks

before eating it.

Deadborn Vulture Treasure. Deadborn vultures drag their prey to their lair before eating it. The lair of a single deadborn vulture, or a group of up to four of them, has a 30% chance each of having 1d4 x 100 cp and sp, 1d10 x 25 ep and gp, 1d4 gems, 1d3 pieces of mundane armor and 1d6 mundane weapons. There is also a 10% chance that the lair contains 1 random magic item. The lair of a group of five to twelve deadborn vultures has a 75% chance each of having 2d6 x 100 gp in assorted coins and gems, 2d4 pieces of mundane armor and 2d6 mundane weapons. It also has a 40% chance to contain 1d6 random magic items.

Deadborn Hulk

Large Monstrosity, always neutral evil

Armor Class 12 (natural armor)

Hit Points 147 (14d10+70)

Speed 20 ft.

**STR 21 (+5), DEX 8 (-1), CON 20 (+5),
INT 4 (-3), WIS 12 (+1), CHA 8 (-1)**

Saving Throws Dex +2

Senses Darkvision 60 ft., passive Perception 11

Languages -

Challenge 5 (1,800 xp) and 7 (2,900 xp)

Prof +3

Deadborn. When it is reduced to 0 hit points, the deadborn immediately dies and rises as a deadborn zombie without falling prone. The deadborn's stats change as follows:

- Its creature type changes to Undead.
- Its current and maximum hit points reset to 220.
- It gains immunity to the charmed, exhaustion, frightened, paralyzed, and poisoned conditions.
- It gains immunity to necrotic and poison damage.

- Its Strength score rises to 24 (accounted for in the actions below).
- Award a party an additional 2,900 xp (4,700 xp total) for defeating the hulk after its Deadborn trait activates.

ACTIONS

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

Claw. *Melee Weapon Attack:* +8 to hit (+10 to hit if the hulk is a deadborn zombie), reach 5 ft., one target. *Hit:* 12 (2d6+5) slashing damage, or 14 (2d6+7) slashing damage if the hulk's deadborn trait has triggered.

Bite. *Melee Weapon Attack:* +8 to hit (+10 to hit if the hulk is a deadborn zombie), reach 5 ft., one target. *Hit:* 10 (1d10+5) piercing damage, or 12 (1d10+7) piercing damage if the hulk's deadborn trait has triggered.

BONUS ACTIONS

Burst of Speed (Recharge 5-6). The hulk Dashes.

Deadborn Vulture

Large Monstrosity, always neutral evil

Armor Class 13

Hit Points 67 (9d10+18)

Speed 10 ft., fly 70 ft.

**STR 17 (+3), DEX 16 (+3), CON 14 (+2),
INT 10 (+0), WIS 12 (+1), CHA 10 (+0)**

Senses Darkvision 60 ft., passive Perception 11

Languages understands Common but can't speak

Challenge 2 (450 xp) and 3 (700 xp)

Prof +2

Deadborn. When it is reduced to 0 hit points, the deadborn immediately dies and rises as a deadborn zombie. This doesn't cause a flying deadborn

creature to fall. The zombie's stats change as follows:

- Its creature type changes to Undead.
- Its current and maximum hit points reset to 100.
- It gains immunity to the charmed, exhaustion, frightened, paralyzed, and poisoned conditions.
- It gains immunity to necrotic and poison damage.
- Its Strength score rises to 20 (as noted in the actions below).
- Award a party an additional 700 xp (1,150 xp total) for defeating the vulture after its Deadborn trait activates.

Keen Senses. The deadborn vulture has advantage on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The deadborn vulture attacks once each with its bite and claws.

Bite. *Melee Weapon Attack:* +6 to hit (+8 to hit if the vulture's deadborn trait has triggered), reach 5 ft., one target. *Hit:* 8 (2d4+3) piercing damage, or 10 (2d4+5) piercing damage if the vulture's deadborn trait has triggered. In addition, the target must succeed on a DC 11 Constitution saving throw or be afflicted with sewer plague (DMG 257).

Claws. *Melee Weapon Attack:* +6 to hit (+8 to hit if the vulture's deadborn trait has triggered), reach 5 ft., one target. *Hit:* 12 (2d8+3) piercing damage, or 14 (2d8+5) piercing damage if the vulture's deadborn trait has triggered. In addition, the target must succeed on a DC 11 Constitution saving throw or be afflicted with sewer plague (DMG 257).

Foul Breath (1/day). The vulture exhales a foul stench in a 30' cone. Each creature in the cone must succeed on a DC 13 Constitution saving throw or become poisoned for 1 minute (save ends).

DEATH DOG

Location: *Monster Manual* p321.

Death Dog Treasure. Death dogs don't keep treasure.

DEATH GIANT

Death giants are a race of giants who traded their immortal souls in exchange for the unholy power to preserve their empire, which promptly corrupted them and led to them destroying the very civilization that they had given up everything to protect in their infighting. Now, when a death giant dies, its soul is consumed by the Negative Energy Plane if it isn't somehow bound or captured at the moment of death. When it is consumed, the soul is utterly destroyed. Thus, other death giants strive to ensure that a fallen death giant's soul is instead captured as a guardian soul.

A death giant is a gaunt, gray-skinned giant about 20' tall. It has sharp yellow teeth and claws, but wears elaborate black enameled plate armor and wields a wicked-looking black iron greataxe. A cloud of vapor swirls about the giant, faces constantly forming within in and dissipating again, screaming silently in pain and fear.

Guardian Souls. Death giants' link to the Negative Energy Plane makes their very presence lethal to most weaker creatures. The giants catch the escaping souls of the dead and bind them into a protective cloud that swirls around the giant, constantly screaming in terror and pain.

Shadowfell Immigrants. Death giants can't survive on the Negative Energy Plane, but the Shadowfell is just right for them. It is strongly tainted by the influence of death, and many spirits roam unbound through its environs, giving the death giants many opportunities to enrich their cloud of guardian souls.

Death Giant Challenge Rating. When assessing a death giant's Challenge Rating, assume that its Guardian Souls increase its effective AC by 2.

Death Giant Treasure: A death giant has a 60% chance to have 2d6 gems; and a 50% chance each to have 1d6 x 100 cp, 1d6 x 100 sp, and 1d8 x 100 gp.

In addition, the lair of a group of 3-8 death giants also has a 50% chance each of having 1d12 x 1,000 cp, 1d10 x 1,000 sp, 3d6 x 100 ep, 3d6 x 500 gp, and 3d6 gems; a 25% chance each of 2d10 x 10 pp, 1d6 art objects, and 1d4 potions; and a 10% chance each of 1d4 scrolls and 1d4 random magic items.

The lair of a group of 9-20 death giants instead also has a 75% chance each of having 2d6 x 2,000 cp, 2d8 x 1,000 sp, 1d12 x 500 ep, 2d10 x 1,000 gp, and 4d8 gems; a 50% chance each of 2d10 x 50 pp, 2d8 art objects, and 1d6+2 potions; and a 25% chance each of 2d4 scrolls, 1d4 magic weapons, and 1d6+1 random magic items.

Death Giant

Huge Giant, usually neutral evil

Armor Class 18 (plate)

Hit Points 253 (22d12+110)

Speed 40 ft.

**STR 26 (+8), DEX 13 (+1), CON 21 (+5),
INT 12 (+1), WIS 18 (+4), CHA 20 (+5)**

Saving Throws Dex +6, Con +10, Wis +9, Cha +10 (plus Guardian Souls)

Skills Arcana +6, Religion +9

Damage Immunities necrotic

Condition Immunities exhaustion, frightened

Senses passive Perception 14

Languages Giant, Umbral

Challenge 13 (10,000 xp)

Guardian Souls. The death giant is protected by the stolen souls of creatures it has bound. As long as the death giant has at least one soul bound, it

has advantage on initiative and Perception checks, as well as on saving throws.

If a creature uses an ability that turns undead and the death giant is in range, the giant must save as if it were undead. If it fails, its guardian souls are rendered inert for 1 minute.

Steal Soul. Any creature other than a construct or undead that starts its turn with 10 hp or less within 15' of one or more death giants must make a DC 18 Constitution save or immediately fail two death saves, even if conscious.

If a creature fails its third death save in this way, the creature dies, and the death giant (or one death giant at random, if more than one is within 15' of the creature) captures its soul, adding it to the giant's cloud of guardian souls. While the soul is captured, the creature cannot be returned to life in any way. The soul remains captured until the death giant dies or spends an action to release it.

If the death giant dies, but one or more death giants is within 15' of it, the giant's guardian souls are trapped by the other giant(s).

ACTIONS

Multiattack. The giant makes two melee attacks.

Greataxe. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 27 (3d12+8) slashing damage.

Rock. *Ranged Weapon Attack:* +6 to hit, range 60/240 ft., one target. *Hit:* 30 (4d10+8) bludgeoning damage.

Spellcasting. The giant's spellcasting ability is Charisma (spell attack bonus +10, save DC 18). It can cast the following spells, requiring no material components:

3/day- *dispel magic* (6th level slot), *inflict wounds* (5th level slot)

1/day- *flame strike*

Frightful Keening. The giant wails in terrifying anguish. Each creature that can hear the giant within 100 ft. must make a DC 18 Wisdom save or be frightened of the giant for 1 minute. While frightened of the giant, if the creature can see the giant, it must use its action to Dash, moving as far away from the giant as possible. A creature that ends its turn without having seen the giant since the end of its last turn can repeat the save, ending the effect on a success. A creature that succeeds on its initial save or a subsequent one is immune to the frightful keening of death giants for 24 hours.

DEATH KISS

Location: Volo's Guide to Monsters p124.

Death Kiss Treasure. Death kisses don't usually keep lairs, and thus are the exception that proves the rule- a type of beholder without treasure.

DEATH KNIGHT

Location: *Monster Manual*.

Death Knight Treasure. A death knight has an 80% chance each to have 1d10 x 1,000 cp, sp and gp, plus a 60% chance each to have 1d6 x 1,000 ep, 1d10 x 100 pp, 1d12 gems and 2d8 art objects. It also has a 30% chance each to have a magic weapon, piece of magic armor, and 1d4 random magic items.

DEATH SLAAD

Location: *Monster Manual* p278.

Death Slaad Treasure. A death slaad is 50% likely each to have 1d4 x 100 gp, 1d8 gems, and 2d10 x 10 pp; and 25% likely each to have 1d4 pieces of jewelry, 1d6 potions, and 1d3 random magic items.

DEATH TYRANT

Location: *Monster Manual* p29

Death Tyrant Treasure. Beholders (including undead ones) 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 death tyrants 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 death tyrants 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 death tyrants 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.

DEATH WATCH BEETLE

Source: 1e *Monster Manual* 2.

Among the most dangerous of giant beetles is the forest-dwelling death watch beetle. Jet black except for a white patch on its back that resembles a human skull, the death watch beetle is an ambush hunter feared for its dreaded death rattle. This is a terrible sonic vibration that can disable the beetle's prey outright.

A death watch beetle secretes a sticky, glue-like substance in its saliva. It spreads this across its back, then attaches dirt, leaves, sticks, and other debris to itself to serve as camouflage. Sometimes, a death watch beetle even attaches the carapace of another beetle to itself, giving itself a crude disguise that is sufficient to fool unintelligent prey.

Death Watch Beetle Screamer Challenge

Rating. When assessing the Challenge Rating of a death watch beetle screamer, increase its effective attack bonus by 1 because of its Frenzy reaction.

Death Watch Beetle Treasure. Death watch beetles don't usually collect treasure.

Death Watch Beetle

Medium Beast (Beetle), always unaligned

Armor Class 15 (natural armor)

Hit Points 41 (9d8+18)

Speed 30 ft.

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

Senses passive Perception

Languages -

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

Camouflage. If the beetle has ten minutes to prepare itself, it gains advantage on Dexterity (Stealth) checks to hide while it is immobile.

ACTIONS

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

Death Rattle (recharges after a short or long rest). The beetle vibrates its carapace, making a terrific gonging noise. Each creature within 30' must make a DC 12 Constitution save, suffering 21 (6d6) thunder damage on a failure or half that on a success. A creature that fails the save by 4 or more instead falls to 0 hit points. Death watch beetles are immune to the Death Rattle.

Death Watch Beetle Screamer

The death watch beetle screamer uses the Death Watch Beetle stat block with the following changes.

- Its AC is 18 (natural armor).
- It has 102 hit points (12d8+48 Hit Dice).
- Its Strength is 17 (+3) and its Constitution is 18 (+4).
- Its Bite is +6 to hit and deals 9 (1d10+4) damage.
- Its Death Rattle has a save DC of 14.
- Its Challenge Rating is 4 (1,100 xp).

The screamer has the following additional Bonus Action option.

- **Keen.** The beetle lets out a loud noise. Each creature within 15' takes 3 (1d6) thunder damage, and must make a DC 14 Con save or lose concentration.

The screamer has the following additional Reaction option.

- **Frenzy (1/day).** When the beetle takes damage while bloodied, it enters a frenzy. It gains advantage on attacks for 1 minute.

DEATHBRINGER

Source: 3e *Monster Manual* 2.

A deathbringer is a powerful brute of an undead warrior, dual-wielding flails as it wades into battle, usually at the head of a large force of lesser undead. Garbed in heavy plate armor, the deathbringer's eyes and mouth are stitched shut, and it has no external ears.

The origins of the deathbringer are uncertain. Certainly, the stitching done to it implies that it was intentionally created, but the necromancer responsible is likely long gone, and the secrets of the creation of these unholy monsters has probably been lost ever since.

Undead Marshal. The deathbringer makes an ideal commander for undead, since its unholy burst power both damages the living and heals undead. Its physical might is usually sufficient to strike down any enemies that venture close to it, and it keeps itself surrounded by its lackeys, which often include **wights, wight warriors, skeletons, zombies, wraiths**, and sometimes more powerful types. Some deathbringers form alliances with or work for more powerful undead such as **liches**.

Deathbringer Treasure. A deathbringer has a 25% chance each to have 1 piece of magical armor and 1d2 magic flails.

Deathbringer

Medium Undead, usually neutral evil

Armor Class 18 (plate)

Hit Points 255 (30d8+120)

Speed 30 ft.

**STR 20 (+5), DEX 15 (+2), CON 18 (+4),
INT 13 (+1), WIS 14 (+2), CHA 13 (+1)**

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

Damage Immunities poison

Condition Immunities charmed, exhaustion,
frightened, paralyzed, poisoned

Senses blindsight 60 ft., unit sense, passive
Perception 12

Languages Common, Abyssal or Infernal

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

Unit Sense. If the deathbringer is leading a group of undead, it is aware of any creatures that any member of the group is aware of.

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

ACTIONS

Multiattack. The deathbringer makes four Flail attacks.

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

Unholy Burst. The deathbringer creates a burst of unholy power in a 20' radius sphere centered on a point the deathbringer can see within 100'. Each living creature in the sphere must make a DC 13 Dexterity save, suffering 18 (4d8) necrotic damage on a failure or half that on a success.

Each undead creature in the sphere regains 10 hit points.

Dispel Magic (3rd level spell). The deathbringer chooses a creature, object, or magical effect within 120'. Any spell of 3rd level or lower on the target ends. For each spell of higher level, the deathbringer makes a Charisma check with a DC of 10 + the spell's level. If the check succeeds, the spell ends.

REACTIONS

Implacable Advance. If a creature makes an opportunity attack against a deathbringer that is moving towards an enemy, the deathbringer can make a Flail attack against the triggering creature, then must continue its movement toward the creature it was moving toward.

Deathbringer Preacher

The deathbringer preacher uses the Deathbringer stat block with the following changes.

- Its Charisma is 18 (+4).
- It is proficient in Deception +8, Persuasion +8, and Religion +5.

The preacher has the following additional Action option.

- **Spellcasting.** The preacher's spellcasting ability is Wisdom (spell save DC 14). The preacher can cast the following spells:
 - At Will- *enthrall*, *suggestion*.

DEATHDRINKER

A deathdrinker is a massive **demon** that stands 20' tall. It has huge horns, from which it hangs desiccated bodies and skulls. It wears heavy armor and bears a massive sword. Its face is skeletal, with red skin stretched tight over it.

A deathdrinker takes great pleasure in slaying opponents that present a real threat to it, either singly or as part of a group. A deathdrinker is relatively easy to goad with challenges, boasts, or insults, and can often be tricked into making hot-headed mistakes by playing to its arrogance.

Although a deathdrinker thinks nothing of underhanded tactics, it likes to pretend to be an honorable opponent, sometimes even protesting at unfair maneuvers used by an enemy right before pulling some dastardly move itself.

Deathdrinker Challenge Rating. When assessing the Challenge Rating of a deathdrinker, assume that its Aura of Unlife damages one creature each round.

Deathdrinker Treasure: A deathdrinker typically has 1d12 x 1,000 gp in assorted coins and gems, has a 50% chance of having 1d8 pieces of jewelry, and has a 25% chance to have 1d3 magic items.

Deathdrinker

Huge Fiend (Demon), always chaotic evil

Armor Class 18 (plate)

Hit Points 310 (27d12+135)

Speed 50 ft., fly 50 ft.

**STR 23 (+6), DEX 14 (+2), CON 20 (+5),
INT 10 (+0), WIS 11 (+0), CHA 11 (+0)**

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

Damage Resistances acid, cold, fire, lightning

Damage Immunities necrotic, poison

Condition Immunities poisoned

Senses darkvision 60 ft., true sight 60 ft., passive Perception 10

Languages Abyssal

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

Aura of Unlife. A creature that isn't a construct, demon, or undead that is within 10' of the deathdrinker at the end of the deathdrinker's turn takes 7 (2d6) necrotic damage. An undead creature other than the deathdrinker instead regains 7 (2d6) hit points.

Deathdrink. If the deathdrinker kills a creature with its aura or an attack, it regains 4 (1d8) hit points per Hit Die of the slain creature.

Glory in Slaughter. If the deathdrinker kills a worthy opponent (a creature with a CR of 10 or higher, or a pc with 10 or more class levels), it gains advantage on attacks and saves for 1 minute.

ACTIONS

Multiattack. The deathdrinker makes four Greatsword attacks.

Greatsword. Melee Weapon Attack: +12 to hit, reach 15 ft., one target. *Hit:* 27 (6d6+6) slashing damage.

BONUS ACTIONS

Chilling Laugh (recharge 6). Each creature within 60' that isn't an ally of the deathdrinker must make a DC 14 Wis save or be frightened until the end of the creature's next turn.

LEGENDARY ACTIONS

The deathdrinker 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 dark lord regains spent legendary actions at the start of its turn.

- **Death Advances (costs 2 actions).** Each dying creature within 30' of the deathdrinker fails a death save.
- **Foul Step.** The deathdrinker teleports up to 50' to a space it can see, arriving in a burst of noxious gas. Each creature within 10' of its arrival point must make a DC 19 Con save or be poisoned until the end of the deathdrinker's next turn.
- **Intimidating Growl.** One creature that the deathdrinker can see within 15' must succeed on a DC 14 Wis save or use its reaction to move half its speed directly away from the deathdrinker. A creature that can't be frightened is immune to this effect.

DEATHFLOW (Hazard)

A deathflow is a current of necromantic energy that typically runs between an area replete with the energies of death, such as a graveyard, battlefield, or slaughterhouse, and an area where a large number of undead have been created- often a temple to an evil deity, the lair of a creature that practices the necromantic arts, or a place where an undead that creates spawn has long dwelt.

A deathflow is invisible, but if viewed through a *detect magic*, *see invisibility*, *true seeing*, or similar effect, it appears as a twisted flow of dark vapor running between the connected areas, usually about 20' in diameter. The exact path of the deathflow often shifts slowly over time.

A creature that enters the deathflow can immediately feel it as an enervating, mildly painful sensation. A creature unfamiliar with the flow can instinctively tell that it is inimical to the living and beneficial to the unliving.

The deathflow enhances the powers of death and suppresses certain life-related effects. Any non-Undead creature within it is affected as follows.

- If it regains hit points, it regains the minimum possible number of hit points.
- It has disadvantage on Con saves.
- If it completes a rest in the deathflow, it gains one level of exhaustion.

Conversely, an Undead creature in the flow is affected as follows.

- It has advantage on saving throws.
- If it starts its turn with at least 1 hit point, it regains 5 hit points.

The deathflow also strengthens necrotic energy and weakens radiant energy, maximizing and minimizing necrotic damage dealt within the flow.

A deathflow can be suppressed by using the power of faith, radiant energy, and arcane puissance. Suppressing it requires gaining 4 successes within 2 rounds in the following ways.

- A creature within the deathflow that makes a DC 20 Wis (Religion) check earns a success.
- A creature within the deathflow that makes a DC 20 Int (Arcana) check earns a success.
- A creature can expend a use of Channel Divinity to earn a success while the deathflow is in range of the effect.
- A creature can create an effect that deals radiant damage within the deathflow to earn a success.

If suppressed, the deathflow ceases to function, resuming after one hour.

Permanently ending a deathflow requires interrupting the persistent creation of undead at one end of the flow. If no undead are created there for at least one week, the deathflow weakens significantly, and its only effect is to grant Undead advantage on saves while within the flow.

DEATHJACK

Source: 3.5 *Monsternomicon*.

A deathjack is a strange, steam- and soul-driven mechanical nightmare. Its head is a horned helm that sits between massive pneumatic shoulders. It is an unholy fusion of machine and vile necromantic energy. A deathjack burns souls into necromantic steam in order to provide the energy it needs to move and fight.

A Fusion of Necromancy and Clockwork.

The design of deathjacks vary, but all are killing machines. Each deathjack is built with a soul furnace at its center; this arcane device constantly belches brown flames and gives off thick clouds of foul, greasy smoke. Deathjacks are constructed by masters of both clockwork and necromancy, for their creation requires an intricate interweaving of soul-stuff with complex series of gears and mechanisms. Who or what created the first deathjack is unknown; the oldest ones known predate the Sword Empire by decades or centuries, and the techniques involved in crafting these horrifying machines have spread amongst those wise in the necessary (and distasteful) arts, yet

remain difficult to track down. The plurality of scholars who venture a guess at all attribute the origin of deathjacks to the long-extinct clockwork master cult. Others point at the original Delphinat, or to the dark furnaces of ancient Strogass.

Treacherous Servants. Unfortunately, deathjacks seem to be able to break free of the control of their creators after a short period of servitude. Many then turn upon their makers, setting to slaughtering any living creature that they can find after dealing with the ones that built them.

Contemptuous of Living Things. Most deathjacks that have broken away from their creators demonstrate a tremendous degree of contempt for living things, killing a human as casually as a human would step on a rock. Even when a deathjack allies with a living entity, it thinks nothing of turning upon its would-be ally. A deathjack lives to slaughter; only the promise of killing more living things will persuade one to work with “meatlings”. In general, a deathjack sees living things' only value as either potential fuel or as a way to lure more fuel to the deathjack.

Deathjack Treasure. A deathjack incinerates treasure rather than collecting it.

Deathjack

Large Construct, always chaotic evil

Armor Class 20 (natural armor)

Hit Points 210 (20d10+100)

Speed 30 ft.

**STR 25 (+7), DEX 12 (+1), CON 20 (+5),
INT 14 (+2), WIS 12 (+1), CHA 16 (+3)**

Saving Throws Str +12, Dex +6, Con +10

Skills Intimidation +8

Damage Resistances cold, fire; bludgeoning, piercing and slashing damage from nonmagical weapons that aren't adamantite

Damage Immunities poison, psychic

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

Senses Darkvision 120 ft., passive Perception 11

Languages Common

Challenge 14 (11,500 xp)

Prof +5

Magic Resistance. The deathjack has advantage on saving throws against spells or other magical effects.

Soul Furnace: A creature locked in the deathjack's soul furnace suffers 33 (6d10) necrotic damage at the start of its turn. It is restrained and has cover from attacks and effects from outside of the deathjack. The creature can be freed if it, or another creature proficient in thieves' tools, makes a successful DC 20 Dexterity (thieves' tools) check or a DC 25 Strength check, if a *knock* or similar magical effect or item is used, or via teleportation. In addition, the soul furnace opens if the deathjack dies.

A creature that dies in the soul furnace is utterly consumed and can only be brought back to life via *true resurrection*.

Unusual Nature. A deathjack needs no food, drink, or sleep.

ACTIONS

Multiattack. The deathjack makes two attacks with its Slam and one attack with its Hooked Chains.

Slam. Melee Weapon Attack: +12 to hit, reach 10 ft., one target. ***Hit:*** 18 (2d10+7) bludgeoning damage.

Hooked Chains. Melee Weapon Attack: +12 to hit, reach 15 ft., one target. ***Hit:*** 16 (2d8+7) piercing damage, and the target is grappled (escape DC 20). In addition, it must make a DC 20 Strength saving throw or be pulled up to 10 ft. closer to the deathjack.

Into the Furnace. The deathjack engages one creature grappled by it in a Strength contest. If the deathjack wins, the target is forced into the deathjack's soul furnace and locked in place. After

the contest, the deathjack makes one melee attack as a bonus action.

Necrovent (1/day). The deathjack expels foul, thick, choking smoke that forms a 30 ft. radius sphere centered on it. This cloud spreads around corners and remains in place for 1 minute or until dispersed by a strong wind. Any creature entering or ending its turn in the cloud is poisoned. While poisoned, it is blinded and suffers 10 (3d6) poison damage at the start of its turn. The creature can end this effect by exiting the cloud. In addition, at the end of its turn, an affected creature can make a DC 18 Constitution save, ending the effect on a success.

BONUS ACTIONS

Detect. The deathjack makes an Int (Investigation), Wis (Perception), or Wis (Survival) check to track.

Followup Attack. If the deathjack uses Multiattack, it makes one Slam or Hooked Chains attack.

REACTIONS

You're Not Going Anywhere. When a creature escapes from its Soul Furnace, the deathjack makes one Hooked Chains attack against the triggering creature.

DEATHJUMP SPIDER

Source: 4e *Monster Manual*.

The deathjump spider is capable of leaping amazing distances, bowling enemies over and biting them savagely in the hopes of overbearing them and holding them helpless until they can be killed and their juices sucked out.

Native to Gorel and Forinthia. Originally from the tropical islands of Gorel and Forinthia, deathjump spiders have spread widely thanks to a combination of their tendency to stow away in hidden areas of ships and the tendency of people to put any old thing in a cage and show it off in all

the places they go to. Now, thanks to a few pregnant females, deathjump spiders are found almost everywhere, and it is likely that the name actually covers several diverging species on various islands and continents isolated from one another.

Deathjump Spiders as Pets. Certain creatures have made good strides toward domesticating deathjump spiders, especially **Drow**. Others have either made similar progress or have a more symbiotic partnership, including **ettercaps**, **chagmat**, and even some **duergar**. A few **annis** and **greenhags** keep deathjump spiders as guardians, ensuring they are fed enough to survive but little enough to be hungry if intruders should enter the area they guard. Some **hill** and **stone giants** allow deathjump spiders to dwell in their lairs to help keep pests (including adventurers) under control.

Deathjump Spider Pads. The pads of a deathjump spider's feet can serve as 10 gp each worth of components for a ritual, spell, or magic item creation formula that involves jumping. Some item formulae for jumping-related items even require deathjump spider pads.

Deathjump Spider Poison. The venom of a deathjump spider is an injury poison worth 75 gp per dose. A creature affected must make a DC 13 Con save, suffering 4 (1d8) poison damage and suffering a penalty of 10' to its speed on a failure (save ends).

A creature can extract the venom from a dead deathjump spider with a DC 20 Int (Nature) check. If the deathjump spider is willing or helpless, a creature can instead milk its fangs with a DC 16 Dex (Animal Handling) or (Nature) check.

Deathjump Spider Treasure. A deathjump spider's lair has a 10% chance each to have 2d6 x 5 cp, 3d10 sp, 3d10 gp, and 1d4 potions.

Deathjump Spider

Medium Beast (Spider), always unaligned

Armor Class 14

Hit Points 30 (4d8+12)

Speed 30 ft., climb 30 ft.

STR 16 (+3), **DEX** 18 (+4), **CON** 17 (+3),
INT 2 (-4), **WIS** 11 (+0), **CHA** 4 (-3)

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

Languages -

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

Soft Fall. The deathjump spider has resistance to falling damage and treats any fall as 20' shorter than it actually is when determining falling damage.

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

Standing Leap. The spider's long jump is up to 50' and its high jump is up to 20', with or without a running start.

ACTIONS

Death from Above. If the spider first leaps at least 20' during the same turn, it makes the following attack: *Melee Weapon Attack:* +6 to hit, one creature. *Hit:* 7 (1d6+4) piercing damage plus 7 (2d6) bludgeoning damage. In addition, the target must make a DC 13 Constitution saving throw, suffering 4 (1d8) poison damage and suffering a penalty of 10' to its speed on a failure (save ends).

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4) piercing damage, and the target must make a DC 13 Constitution saving throw, suffering 4 (1d8) poison damage and suffering a penalty of 10' to its speed on a failure (save ends).

BONUS ACTION

Far Leap. If the spider is jumping and has used all its movement, it Dashes, but once its jump ends, its speed falls to 0 until the start of its next turn.

DEATHLOCK

Location: *Mordenkainen's Tome of Foes.*

When a powerful spellcaster dies, sometimes its corpse is charged with too much eldritch energy to lie quiet. The power coursing within it causes the body to rise as a deathlock, but the mind and soul of the body are almost entirely gone. Only its knowledge of magic remains, though it is stunted and twisted toward necromancy.

Lone Memories. Occasionally, a deathlock with retain a single small memory from its life. Often, if the recollection was dear to the deathlock in life, it seeks it out to destroy or compromise it, or to undo whatever deeds might be associated with it. If confronted with the subject of that memory, a deathlock might hesitate briefly, but ultimately, it will be filled with anger and hate.

Deathlock Treasure. A deathlock encountered on its own has a 50% chance of having 1d6 x 25 gp in assorted coins. Its lair has a 20% chance of having 1d4 scrolls in it.

The lair of a **cabal** of at least four deathlocks has a 75% chance of having 2d8 x 50 gp in assorted coins, as well as a 50% chance each of having 1d6 art objects and 2d4 scrolls.

If the cabal is at least ten strong, it instead has 3d6 x 100 gp in coins and gems; a 75% chance of having 3d4 scrolls; and a 50% chance of having 2d4 art objects.

DEATH'S HEAD

Location: *Van Richten's Guide to Ravenloft.*

Death's Head Treasure. A death's head doesn't usually have treasure.

DECATON

Source: 1e *Monster Manual* 2.

A decaton is the lowest order of official in modron society, and are the lowest-ranking form of hierarch modron. It is responsible for the physical welfare of the base modrons, and has healing and restorative abilities in order to carry out its duties. Curiously, these powers affect even modrons of ranks that the decaton cannot perceive. A decaton appears as a ten-tentacled sphere atop a pair of stumpy legs.

Decaton

Large Construct (Modron), always lawful neutral

Armor Class 16 (natural armor)

Hit Points 75 (10d10+20)

Speed 40 ft., fly 15 ft.

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

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

Skills Insight +7, Perception +7

Senses truesight 120 ft., passive Perception 17

Languages Modron

Challenge 5 (1,800 xp)

Prof +3

All-Around Vision. A decaton is never surprised.

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

Disintegration. If the decaton dies, its body disintegrates into dust, leaving behind its weapons and anything else it was carrying.

ACTIONS

Multiattack. The decaton attacks three times with its Tentacles.

Tentacles. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 18 (3d10+2) bludgeoning damage.

Spellcasting. The decaton is a 10th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). The decaton can cast the following spells:

At will- *detect magic, guidance, mending, resistance, spare the dying.*

3/day- *bleed, cure wounds, greater restoration, locate object, repair damage.*

1/day- *augury* (as an action), *banishment, freedom of movement, geas, revivify, tongues, zone of truth.*

BONUS ACTIONS

Modron Repair (recharge 6). The decaton chooses one of these effects:

- Each modron within 150' regains 6 (1d4+4) hit points.
- Each modron within 20' is cured of all diseases, and the paralyzed, poisoned, and stunned conditions end on all affected modrons.
- Up to ten modrons within the decaton's reach each regain 22 (4d8+4) hit points.

DEEP DRAGON

Location: *Fizban's Treasury of Dragons.*

Deep 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.

Deep Dragons in Cydra

A Young or older deep 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 Nightmare Breath recharges, and the dragon uses it.

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

Adult Deep Dragon

- Its attack, save, and skill bonuses all increase by 1.
- Its passive Perception is 18.
- Its Challenge Rating is 14 (11,500 xp).
- Its proficiency bonus is +5.

Ancient Deep Dragon

- Its Challenge Rating is 19 (22,000 xp).

Young Deep Dragon

- Its Challenge Rating is 6 (2,300 xp).

DEEP GNOME

Location: *Monster Manual* p164.

Deep Gnome Treasure. Deep gnomes tend to carry fairly valuable treasure. Each deep gnome typically carries 2d10 sp and 2d6 gp, and has a 20% chance to have 1d4 gems.

The lair of a group of 4-10 deep gnomes also has a 50% chance to have 2d10 gems; a 35% chance each to have 1d6 x 1,000 cp, 2d8 x 500 sp, 1d4 x 100 ep, 3d6 x 100 gp, 1d6 metal art objects, and 1d6 potions; and a 20% chance each to have 3d10 pp and 1 random magic item.

The lair of a group of 11-40 deep gnomes also has a 90% chance to have 4d10 gems; a 50% chance each to have 2d10 x 1,000 cp, 2d10 x 1,000 sp, 2d6 x 100 ep, 1d8 x 1,000 gp, 1d12 metal art objects, and 2d4+2 potions; and a 35% chance each to have 1d10 x 25 pp, 1d2 pieces of magic armor, 1d4 magic weapons, and 1d3 random magic items.

The lair of a group of 41-120 deep gnomes also has 6d12 gems; a 65% chance each to have 4d10 x 1,000 cp, 4d10 x 1,000 sp, 1d12 x 1,000 ep, 3d6 x 1,000 gp, 3d10 metal art objects, and 2d6+2 potions; and a 45% chance each to have 1d10 x 100 pp, 1d6 pieces of magic armor, 1d6+2 magic weapons, and 1d4 random magic items.

DEEP SCION

Location: *Volo's Guide to Monsters*.

Deep Scion Treasure: Each deep scion has a 20% chance each to have 1d6 x 50 gp, 1d6 pieces of jewelry, and 1 random magic item.

The lair of a group of at least a dozen deep scions instead has a 60% chance each to have 1d6 x 1,000 cp, sp, and gp; a 40% chance to have 1d10 pieces of jewelry; and a 35% chance of having 1d3 pieces of magical jewelry.

DEEP SNAKE

Source: Homebrew.

A deep snake is a 25' long constrictor snake found in the Underdark and in deep dungeons. Generations in the dark have left it white, with almost no color. Able to slither through narrow passages, a deep snake will sometimes work its way up into sewers or old tunnels beneath urban areas.

Deep Snake Treasure. A deep snake doesn't have treasure, but there is a 5% chance each that its gut contains 1d10 cp, 1d8 sp, 1d6 ep, 1d6 gp, and 1d4 gems.

DEEP SNAKE HOARY STRIKER

An older and tougher example of a deep snake, a hoary old deep snake's scales have grown even paler as it grew older. It is more cunning than a typical deep snake and prefers to attack from ambush.

Deep Snake

Huge Beast (Snake), always unaligned

Armor Class 14 (natural armor)

Hit Points 161 (14d12+70)

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

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

Skills Perception +5, Stealth +5

Condition Immunities Blinded

Senses Blindsight 60 ft. (blind beyond this radius), passive Perception 15

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

ACTIONS

Multiattack. The snake makes 1 Bite attack and 1 Constrict attack.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 14 (2d8+5) piercing damage.

Constrict. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18 (3d8+5) bludgeoning damage, and the target is grappled (escape DC 15).

REACTIONS

Fight or Flight (recharges after a short or long rest). While it is bloodied, if the deep snake takes damage, it can either move its speed or make one Bite attack.

Deep Snake Hoary Striker

Huge Beast (Snake), always unaligned

Armor Class 17 (natural armor)
Hit Points 230 (20d12+100)
Speed 50 ft., climb 50 ft., swim 30 ft.

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

Skills Perception +5, Stealth +11
Condition Immunities Blinded
Senses Blindsight 60 ft. (blind beyond this radius), passive Perception 15
Languages -
Challenge 9 (5,000 xp) **Prof +4**

ACTIONS

Multiattack. The snake makes 1 Bite attack and 1 Constrict attack.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 14 (2d8+5) piercing damage.

Constrict. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18 (3d8+5) bludgeoning damage, and the target is grappled (escape DC 16).

REACTIONS

Bloodied Bite (recharges after a short or long rest). When it becomes bloodied, the hoary old deep snake makes a Bite attack.

Fight or Flight (recharges after a short or long rest). While it is bloodied, if the deep snake takes damage, it can either move its speed or make one Bite attack.

DEEPSPAWN

Source: *2e Monstrous Manual.*

A deepspawn is a bizarre monster that can spawn copies of monsters that it has devoured, eventually stocking a large area (such as a megadungeon) with creatures that are its willing servants. A deepspawn's primary motivation is the need to produce more monsters, much as most creatures have a strong urge to reproduce.

A deepspawn looks like a disgusting grey and brown rubbery sphere. Three long arms ending in toothy mouths and three strong tentacles extend from the creature, as do a pair of eyeballs on long stalks. Although it superficially resembles some kind of beholder-kin or gibbering beast, it is neither; rather, it is a type of aberration all its own. Most creatures never get a look at more than the monster's tentacles, for it lurks beneath its heaped treasure.

Monster Creators. A deepspawn is capable of spawning a copy of any creature that it has ever devoured. These spawn appear to be normal monsters of their type, but each has a strong loyalty to the deepspawn that created it, and that deepspawn can issue a mental summons to any and all of its offspring as long as they are on the same plane as it. Many deepspawn lurk deep in vast dungeon complexes or networks of caverns,

filling the surrounding areas with what might seem like incongruous groups of cooperating monsters. Spawning monsters takes a good deal of time (several days to a week), although many deepspawn can make half-formed minions to defend them in combat.

Some deepspawn use copied adventurers or other civilized humanoids to explore the world, seek out specific items or objects, or even to lure in more monsters for the deepspawn to devour, expanding its catalog of minion types.

Master Manipulators. Using their spawn as proxies, deepspawn often assume the role of a monstrous mastermind, operating at the center of a web of lackeys. A deepspawn often seeks to lure an increasing diversity of creatures to it in order to copy and increase its ability to penetrate a variety of areas, and some deepspawn have networks that reach across thousands of miles.

Weapon Users. Some deepspawn wield weapons rather than using their tentacles to slam with, especially if they have powerful magic weapons.

Deepspawn Challenge Rating. When assessing the Challenge Rating of a deepspawn, assume that its Cover trait gives it a +4 bonus to effective AC.

Deepspawn Treasure. Deepspawn always collect large piles of treasure, which they typically hide beneath. A deepspawn always has 2d10+10 x 1,000 cp and 2d10 x 1,000 sp. It also has an 80% chance each to have an additional 2d10 x 2,000 cp and sp, 2d12 x 500 ep, 3d6 x 1,000 gp, 2d10 x 100 pp, and 4d10 gems, plus a 60% chance each to have 3d8 art objects, 2d4 potions, 1d8 scrolls, 1d4 pieces of magic jewelry, 1d4 magic weapons, and 1d4 random magic items.

Deepspawn

Large Aberration, usually chaotic evil

Armor Class 15 (natural armor)

Hit Points 238 (28d10+84)

Speed 20 ft., swim 20 ft.

STR 19 (+4), DEX 12 (+1), CON 17 (+3), INT 17 (+3), WIS 16 (+3), CHA 20 (+5)

Saving Throws Dex +6, Wis +8, Cha +10

Skills Deception +10, Perception +8, Stealth +6

Damage Immunities poison

Condition Immunities paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 18

Languages Deep Speech, Undercommon

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

Cover. While it hides beneath its treasure pile, the deepspawn gains a +5 bonus to AC (not included above).

Magic Resistance. The deepspawn has resistance to saves against spells and other magic effects.

ACTIONS

Multiattack. The deepspawn makes three bite attacks and three slam attacks. It can make one weapon attack in place of each slam attack.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 14 (4d4+4) piercing damage.

Slam. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 8 (1d8+4) bludgeoning damage.

Spellcasting. The deepspawn's spellcasting ability is Charisma (spell save DC 18, spell attack bonus +10). The deepspawn can innately cast the following spells, requiring no material components:

At Will- *detect thoughts, water breathing.*

BONUS ACTIONS

Cause Paralysis (recharges when the deepspawn takes damage or after a short or long rest). The deepspawn chooses one creature it can see within 60'. That creature must make a DC 18 Wisdom save or magically become paralyzed for 1 minute

(save ends), falling prone and dropping everything it holds.

REACTIONS

Spawn Monster (1/day). When the deepspawn takes damage while it is bloodied, it spawns a monster of up to half its Challenge Rating.

LEGENDARY ACTIONS

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

- **Maneuver Spawn.** One monster spawned by the deepspawn that the deepspawn can see moves its speed as the deepspawn desires.
- **Spawn Attack (costs 2 actions).** One monster spawned by the deepspawn that the deepspawn can see makes one attack against a target of the deepspawn's choice.
- **Shift.** The deepspawn moves up to 10' without provoking opportunity attacks.
- **Slam (costs 2 actions).** The deepspawn makes a Slam attack.

LAIR ACTIONS

The entire dungeon level that it dwells on is the deepspawn's lair. On initiative count 20 (losing ties), the deepspawn takes a lair action to cause one of the following effects.

- The deepspawn gains cover as its treasure animates and slides into place over the monster.
- Up to five doors or similar portals open, shut, lock, or unlock. Each portal may perform a different one of the listed operations, but each portal can only perform one of them per lair action.

- One monster or group of monsters within the deepspawn's lair becomes alerted to the fact that it needs their assistance.

DEER

Location: *Monster Manual* p321.

Deer Treasure. Deer don't have treasure.

DEGLEASH PLASMOID

Source: *2e Spelljammer Monstrous Compendium*.

Plasmoids are intelligent oozes that form limbs out of their bodies, assuming shapes that are roughly humanoid and interacting with other intelligent creatures that will have them as friends or acquaintances.

DeGleash are large, wet blobs that favor a form with a fat base, narrowing in its upper body. White or cream colored, a deGleash plasmoid constantly sways and bobs. It typically forms four 'arms' when it needs to manipulate objects and travels on its base in a manner similar to that of a giant slug. DeGleash plasmoids are known for getting very excited in combat and producing a loud booming noise that most other creatures find terrifying.

A typical deGleash plasmoid wields two shields and two weapons.

Childlike and Easily Amused. A typical deGleash plasmoid has a child-like curiosity. It is easily distracted and easily entertained. They tend to love stories and talking about nothing, and often absent-mindedly eat things they shouldn't.

DeGleash Plasmoid Treasure. The lair of a band of 4-12 deGleash plasmoids has a 25% chance each of having 1d6 x 100 cp, 1d6 x 100 sp, and 2d6 x 10 ep.

The lair of 13-30 deGleash plasmoids instead has a 40% chance each of having 2d4 x 500 cp, 3d6 x 100 sp, and 2d10 x 50 ep.

The lair of 31 or more deGleash plasmoids instead has a 50% chance each of having 1d10 x 1,000 cp, 1d8 x 1,000 sp, and 2d10 x 100 ep.

DeGleash Plasmoid

Large Ooze, often neutral

Armor Class 14 (two shields)

Hit Points 60 (8d10+16)

Speed 25 ft.

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

Damage Vulnerabilities fire

Damage Resistances slashing

Damage Immunities piercing; acid, poison

Condition Immunities paralyzed, poisoned

Senses passive Perception 10

Languages Common, Plasmoid

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

Amorphous. The plasmoid can fit through an opening as small as 1". It can stretch its body as long as 50' by spending one minute to do so.

Dual Shield Use. The plasmoid can use two of its arms to wield shields, stacking the benefits of both.

Enhance Sense. The plasmoid can use a bonus action to expose one of its ganglia masses. It chooses one sense. Until it becomes incapacitated or uses an action to retract the ganglia, it has advantage on Wisdom (Perception) checks that rely on that sense, but disadvantage on saving throws against effects that target that sense (such as deafness for hearing, blindness for sight, etc).

Slowed by Cold. If the DeGleash takes at least 10 points of cold damage, its speed is reduced by 10' until the end of its next turn. (This effect doesn't stack.)

ACTIONS

Multiattack. The DeGleash makes four attacks.

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

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

Engulf. The plasmoid moves up to its speed. While doing so, it can enter Medium or smaller creatures' spaces. Whenever the plasmoid enters a creature's space, the creature must make a DC 16 Dex save. If it succeeds, it can choose to be pushed 5' back or to the side of the plasmoid. If it chooses not to be pushed, it suffers the consequences of a failed save. If it fails, the plasmoid enters the creature's space, and the creature takes 4 (1d8) acid damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 13 (3d8) acid damage at the start of each of the plasmoid's turns. When the plasmoid moves, the engulfed creature moves with it. An engulfed creature can try to escape by taking an action to make a DC 16 Strength check. On a success, the creature escapes and enters a space of its choice within 5' of the plasmoid.

Deafening Boom (1/day). The plasmoid emits a tremendous boom audible up to 1,000' away. Each creature within 20' of the plasmoid must succeed on a DC 13 Con save or be deafened for 1 minute.

BONUS ACTIONS

Boom. The plasmoid can create a strange booming sound audible up to 100' away. Each creature within 30' of the plasmoid must succeed on a DC 11 Wis save or be frightened for 1 minute (save ends). A creature that succeeds on its saving throw is immune to the Boom bonus action of all deGleash plasmoids for 24 hours.

DEINONYCHUS

Location: *Volo's Guide to Monsters* p139.

Deinonychus Treasure. Deinonychus don't usually collect treasure.

DELNORIC PLASMOID

DelNoric plasmoids are set apart from other **plasmoids** by their hard covering. They can form a stiff, half-inch thick, leathery coating composed of a mesh of dried body fibers. This covering often cracks as the delNoric moves and bends, and it appears as though the delNoric has wide strips of leather hanging off of its body. A delNoric has less plasma than most plasmoids and tends to be smaller than a member of one of the other plasmoid strains.

DelNoric Plasmoid Relationships. DelNoric plasmoids have a particular enmity toward **deGleash plasmoids**, whom they call “the Soft Ones”. They have taken a liking to **dwarves**, including their **duergar** cousins, and share the dwarven lust for gold.

DelNoric Plasmoid Treasure. DelNoric plasmoids love wealth and treasure, especially gold. Each typically carries 4d10 gp.

. The lair of a **clan** of 4-12 delNoric plasmoids also has a 50% chance of having 1d6 x 100 gp; and a 30% chance each of having 2d6 x 500 cp, 1d10 x 250 sp, and 2d8 x 10 ep.

The lair of 13-30 delNoric plasmoids instead has a 75% chance of having 2d6 x 250 gp; and a 50% chance each of having 1d12 x 1,000 cp, 1d10 x 500 sp, 2d10 x 50 ep, and 2d6 pp.

The lair of 31 or more delNoric plasmoids instead has 1d8 x 1,000 gp; and a 50% chance each of having 3d8 x 1,000 cp, 2d6 x 1,000 sp, 1d8 x 100 ep, and 6d10 pp.

DELNORIC PLASMOID PCS

Although unusual, a delNoric pc would make for an interesting but powerful character. DelNoric plasmoids are Large, but because of their Amorphous trait, this isn't as much of a hindrance for them as it is for many possible Large pcs. It has an impressive array of resistances, but is likely to be assumed to be a mindless monster by most creatures.

Mid-Level (6+): A delNoric's combination of resistances and immunities make it very durable for its hit point total. Though not extremely powerful, a delNoric is a powerful enough racial

package that it's only suitable for characters joining mid-level groups.

DELNORIC PLASMOID TRAITS

DelNoric plasmoid pcs have the following racial traits.

Ability Score Adjustments. Choose either Strength or Constitution and increase that score by 4 and its maximum by 2. Then increase the other score by 2 and increase your Intelligence score by 1. Conversely, decrease your Dexterity score by 2.

Age. Plasmoids reproduce by budding. A delNoric takes about 4 weeks to grow to adulthood once it buds off from the parent. DelNoric plasmoids are considered old around the age of 300, and few live past 400 years.

Size. A delNoric is Large, but its actual measurements are quite variable. Its mass is constant, and usually ranges from 3,000 to 5,000 lbs. A delNoric at or near the upper end of this weight starts to bud offspring, each of which takes around six weeks to bud off, and when it leaves, takes around 10% of the delNoric's total mass.

Ooze. You are an Ooze.

Speed. Your speed is 25 ft.

Damage Resistances. You have resistance to cold, fire, piercing, and slashing damage.

Damage Immunities. You are immune to acid and poison damage.

Condition Immunities. You can't be paralyzed or poisoned.

Amorphous. You can fit through an opening as small as 1". You can stretch its body as long as 50' by spending one minute to do so.

Enhance Sense. The plasmoid can use a bonus action to expose one of its ganglia masses. It chooses one sense. Until it becomes incapacitated or uses an action to retract the ganglia, it has advantage on Wisdom (Perception) checks that rely on that sense, but disadvantage on saving throws against effects that target that sense (such as deafness for hearing, blindness for sight, etc).

Slowed by Cold. If the DeGleash takes at least 10 points of cold damage, its speed is reduced by 10' until the end of its next turn. (This effect doesn't stack.)

Shape Self. If you are not incapacitated, you can reshape your body to give yourself a head, one or two arms, one or two legs, and makeshift hands and feet, or you can revert to a limbless blob (no action required). As a bonus action, you can extrude a pseudopod that is up to 6 inches wide and 10 feet long or reabsorb it into your body. You can use this pseudopod to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour out the contents of a container. The pseudopod can't attack, activate magic items, or carry more than 10 pounds.

Slam. As long as you have at least one arm, you have a Slam natural weapon that deals 1d6 bludgeoning damage.

Acid Spray. As an action, you expel acid in a 10' cone extending from yourself. Each creature in that cone must make a Dex save, DC 8 + your Constitution modifier + your proficiency bonus, suffering 16 (3d10) acid damage on a failure and half that on a success. Once you use this ability, you can't use it again until you complete a short or long rest.

Languages. You speak Common and Plasmoid.

DelNoric Plasmoid

Large Ooze (Plasmoid), often neutral

Armor Class 15 (natural armor and shield)

Hit Points 32 (5d8+10)

Speed 20 ft.

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

Damage Resistances cold, fire; piercing, slashing

Damage Immunities acid, poison

Condition Immunities paralyzed, poisoned

Senses passive Perception 10

Languages Common, Plasmoid

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

Amorphous. The plasmoid can fit through an opening as small as 1". It can stretch its body as long as 50' by spending one minute to do so.

Enhance Sense. The plasmoid can use a bonus action to expose one of its ganglia masses. It chooses one sense. Until it uses an action to retract the ganglia, it has advantage on Wisdom (Perception) checks that rely on that sense, but disadvantage on saving throws against effects that target that sense (such as deafness for hearing, blindness for sight, etc).

Slowed by Cold. If the plasmoid takes at least 10 points of cold damage, its speed is reduced by 10' until the end of its next turn. (This effect doesn't stack.)

ACTIONS

Multiattack. The plasmoid makes three attacks.

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

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

Squeal (recharge 5-6). The DelNoric plasmoid squeezes air from its body, emitting a shrill squeal in a 20' radius sphere centered on itself. Each creature in that sphere must make a DC 12 Con save or suffer 5 (1d10) thunder damage.

Acid Spray (recharges after a short or long rest). The plasmoid expels acid in a 10' cone extending from itself. Each creature in that cone must make a DC 12 Dex save, suffering 16 (3d10) acid damage on a failure and half that on a success.

DEMILICH

Location: *Monster Manual*.

Demilich Treasure. Though each demilich is different, a demilich typically has a 75% chance each to have 1d6 x 1,000 cp and sp, 1d10 x 1,000 ep and gp, 3d6 x 10 pp, 2d8 gems, 2d6 art objects, 1d6 scrolls, and 1d6 random magic items.

DEMISLAAD

Source: Homebrew, based on material in Jon Washburn's game.

A demislaad is half slaad, half almost anything else. Sometimes the result of slaadi romancing, tricking, or raping other creatures, a demislaad also might be the result of chaos magic, a slaad egg implantation gone awry, strange experiments, or, of course, another creature romancing, tricking, or raping a slaad. Maybe. Who knows? The point is, demislaad have many origins and not all of them even actually involve slaadi, but the spirit is there.

Demislaad Challenge Rating. When assessing the Challenge Rating of a demislaad, assume that its Variable Resistance increases its hit point total by 25%.

Demislaad Treasure. A demislaad typically carries 1d20 cp, 1d20 sp, and 1d20 ep.

The lair of a demislaad also has a 20% chance each to have 1d8 x 100 cp, 1d6 x 100 sp, and 3d10 gp.

The lair of a **babble** of two to eight demislaadi instead also has a 35% chance each to have 2d6 x 100 cp, 2d6 x 100 sp, 1d8 x 10 ep, and 2d6 x 25 gp.

The lair of a **confusion** of 9-25 demislaadi instead also has a 50% chance each to have 1d6 x 1,000 cp, 1d6 x 500 sp, 2d10 x 25 ep, and 1d10 x 100 gp; plus a 20% chance each to have 1d8 gems, 1d4 art objects, and 1d4 potions.

DEMISLAAD PCS

Though almost anything can breed with a slaad to produce a sort of demislaad, the types described below are specific crosses that are suitable for use as a pc.

A demislaad in its humanoid form typically resembles a bizarre version of its non-slaad parent's race. Each demislaad has one or more obvious traits that set it apart from that race, so a demislaad human might have scaly skin, be oddly colored, have an extra eye or nose, have extra fingers on its hands, etc. Such traits don't affect the demislaad's abilities, only its appearance.

1st Level: Because the randomness of ability score bonuses for a demislaad makes it impossible to know in advance how well-suited they will be for your class, it's hard to really optimize a demislaad. Because of this, its slightly superior racial package is fairly balanced against other starting races, and it is suitable for joining a group of starting characters.

DEMISLAAD TRAITS

Your character has the following racial traits.

Ability Score Increase. After you assign your ability scores, increase one of those abilities at random by +2.

Age. A demislaad's average lifespan is usually roughly equal to that of their nonslaad parent's race. 15% of demislaad never die of old age, and another 15% are born mature and live only about five years.

Alignment. Because of their slaad heritage, demislaad tend towards chaotic alignments, especially chaotic neutral. However, there are many individual exceptions, and a few particularly ironically-inclined demislaad are even lawful.

Size. Demislaad are usually the same size as a member of their nonslaad parent's race.

Speed. A demislaad has a base walking speed of 30'.

Aberrant Form. You can change form as a bonus action, shifting from your normal humanoid form into a bizarre form that is never the same twice or back into your humanoid form. In this form, you take on strange features, sometimes including vestigial limbs, tentacles, or even heads. This form is unsettling and disturbing to behold and lasts 1 minute or until you end it as a bonus action. While in this form, the following changes apply to you.

- Your type changes to Aberration.
- You can force a creature that starts its turn within 10' or moves within 10' of you and that can see you to make a Wisdom save (DC 8 + your proficiency bonus + your Charisma bonus) or become frightened of you until the end of its next turn. A creature that makes this save is immune to this effect for 24 hours.

Darkvision. You have darkvision to a range of 60'.

Variable Resistance. When you take acid, cold, fire, lightning, or thunder damage, you can use your reaction to gain resistance to that type of damage, including the triggering damage, for 1 minute or until you use this ability again. You can use this ability a number of times equal to your proficiency bonus, and then must complete a long rest before using it again.

Languages: Demislaad can speak, read, and write Common and Slaad.

DWARF DEMISLAAD

- **Ability Score Increase.** Your Constitution score increases by 1.
- **Dwarf Heritage.** You can speak, understand, read, and write Dwarvish. In addition, you are proficient with hammers and axes.
- **Dwarven Steadfastness.** You have advantage on saves to avoid being knocked prone or moved against your will, as well as against effects that include the poisoned condition or inflict poison damage.

ELF DEMISLAAD

- **Ability Score Increase.** Your Dexterity score increases by 1.
- **Elf Heritage.** You can speak, understand, read, and write Elvish. In addition, you are proficient with the longbow and shortbow.
- **Fey Blood.** You have advantage on saves against effects that put you to sleep or inflict the charmed condition.

GNOME DEMISLAAD

- **Ability Score Increase.** Your Intelligence score increases by 1.
- **Gnome Heritage.** You can speak, understand, read, and write Gnomish. In addition, you are proficient with hammers and axes.
- **Gnomish Cunning.** You have advantage on Int, Wis, and Cha saves against magical effects.

HALFLING DEMISLAAD

- **Ability Score Increase.** Your Dexterity score increases by 1.
- **Halfling Heritage.** You can speak, understand, read, and write Halfling.
- **Halfling Luck.** When you roll a natural 1 on an attack, save, or check, you can reroll that attack, save, or check, but you must accept the result of the reroll. Once you use this ability, you must complete a long rest before you use it again.

HUMAN DEMISLAAD

- **Ability Score Increase.** After you assign your ability scores, randomly choose one of those ability scores and increase it by 1. This cannot be the same ability that is affected by the +2 ability score increase you randomly rolled that all demislaad gain.
- **Human Versatility.** You gain proficiency in one skill, one tool, and one language.

ORC DEMISLAAD

- **Ability Score Increase.** Your Strength score increases by 1.
- **Orc Heritage.** You can speak, understand, read, and write Orcish.
- **Orc Aggressiveness.** You can use a bonus action to move up to your speed toward an enemy you can see or hear.

Demislaad Brigand

Medium Humanoid (Demislaad), often chaotic neutral

Armor Class 18 (chain and shield)

Hit Points 38 (7d8+7)

Speed 30 ft.

**STR 14 (+2), DEX 14 (+2), CON 13 (+1),
INT 10 (+0), WIS 8 (-1), CHA 10 (+0)**

Senses Darkvision 60 ft., passive Perception x

Languages Common, Slaad

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

ACTIONS

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

Pressing Attack (recharge 4-6). The demislaad makes three Flail attacks against the same target. For each hit, the demislaad pushes the target 5', but not into hazardous terrain, then moves 5' into the space the target occupied.

Light Crossbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8+2) piercing damage.

BONUS ACTIONS

Aberrant Form. The demislaad changes form, shifting from your normal humanoid form into a bizarre form that is never the same twice or back into your humanoid form. In this form, it takes on strange features, sometimes including vestigial limbs, tentacles, or even heads. This form is unsettling and disturbing to behold and lasts 1 minute or until you end it as a bonus action. While in this form, the following changes apply to the demislaad.

- Its type changes to Aberration.
- It can force a creature that starts its turn within 10' or moves within 10' of the demislaad and that can see the demislaad to make a Wisdom save (DC 8 + your proficiency bonus + your Charisma bonus) or become frightened of it until the end of its next turn. A creature that makes this save is immune to this effect for 24 hours.

REACTIONS

Variable Resistance (2/day). When it takes acid, cold, fire, lightning, or thunder damage, the demislaad can gain resistance to that type of damage, including the triggering damage, for 1 minute or until it uses this ability again.

DEMOGORGON

Location: *Mordenkainen's Tome of Foes* p144.

Demogorgon Treasure. Demogorgon's hoard, should anyone be daring enough to try to take it, contains 1d6 x 10,000 gp in coins, 3d10 gems, and 2d8 art objects; plus a 60% chance each for 1d8 potions, 1d6 scrolls, and 2d4 random magic items.

DEMON

Location: *Monster Manual, Mordenkainen's Tome of Foes.*

The varieties of demon-kind are endless and horrifying. The only thing that all demons have in common is their foul nature, seeking to destroy and kill for the sake of devastation alone. The many strains of demon vary in their approach, but all seek to see the entire universe devoured by entropy, chaos and evil.

Demons come in many types, roughly organized into several broad categories. Most demons are tanar'ri, but a few are ancient beings from a previous, destroyed multiverse, called obyriths. Still others, such as retrievers, belong to neither group, and a relatively newborn category of incorporeal demons also exists, called loumara.

DEMOS MAGEN

Location: *Icewind Dale: Rime of the Frostmaiden* p300.

Treasure: Demon mages don't usually have treasure.

DEODANTH

Source: *Arduin Grimoire*.

Deodanths are silver-skinned creatures with a strange, elfin look to their features and wicked barbed spurs on the backs of their hands. They often seem to be motivated by attempts to interfere with things that have not happened yet, lending some credence to their claims about their time-traveling origins. A deodanth is taller than a normal elf, averaging just over 6' tall, and usually weighs about 130 lbs. A deodanth's body is entirely hairless.

Travelers from the Future. Deodanths claim to be vampiric elves from the future, but not all of their claims hold up to scrutiny; for instance, they seem to be largely ignorant of the racial separation between the elves and the eladrin, and deodanths that claim to have been in the present for only a short time often seem ignorant of the very existence of eladrin. One thing is certain, however: deodanths have an uncanny mastery over their own personal time frame. They are deadly opponents that prefer elven and especially eladrin victims (all of whom they insist on referring to as elves).

Deodanth Allies. Deodanths sometimes work with **phraints**, other undead, **oni**, and even, on very rare occasions, **time elementals**.

Deodanth Challenge Rating. When assessing the Challenge Rating of a deodanth, increase its effective AC and attack bonus by 4 because of its Arresting Gaze and Timeslip, but assume it only uses Multiattack once and Blood Drain once.

Deodanth Treasure. A solitary deodanth or **clade** of up to four deodanths will usually have 1d10 x 1,000 gp in coins and gems, a 20% chance of having 1d4 random magic items, and a 15% chance of having 1d4 art objects.

A **cruise** of five to ten deodanths usually has 2d8 x 1,000 gp in coins and gems, as well as 1d10 x 250 gp in trade goods. It has a 25% chance each of having 1d6 art objects and 2d4 random magic items.

A **thirst** of 11 to 30 deodanths usually has 3d10 x 1,000 gp in coins and gems, as well as 3d6 x 500 gp in trade goods. In addition, it has a 40% chance each of having 1d10 art objects and 2d6 random magic items.

Deodanth

Medium Undead, usually lawful evil

Armor Class 16 (natural armor)

Hit Points 97 (13d8+39)

Speed 40 ft.

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

Saving Throws Dex +8, Con +6, Wis +5, Cha +6

Skills Deception +6, Perception +5, Stealth +8

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

Damage Immunities poison

Condition Immunities exhaustion, frightened

Senses darkvision 60 ft., passive Perception 15

Languages Common, Elven

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

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

Unusual Nature. A deodanth has no need to sleep or breathe.

ACTIONS

Multiattack. The deodanth attacks twice with its Hand Spur.

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

Blood Drain. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one incapacitated creature. *Hit:* 33 (6d10) necrotic damage, and the deodanth regains half as many hit points.

Arresting Gaze (Recharge 6). Each creature in a 15' cube adjacent to the deodanth must make a DC 14 Wisdom saving throw. A creature that fails is stunned for 1 minute, repeating the save at the end of each of its turns and ending the effect on a success. Creatures that are immune to the charmed condition are immune to this effect.

BONUS ACTIONS

Timeslip (Recharge 5-6). The deodanth teleports 1d4 rounds into the future. To other creatures, it appears to vanish, then reappear that many rounds later (possibly elsewhere).

To the deodanth, everything else appears frozen in time where it will be when the deodanth reappears. The deodanth can move and act for a number of rounds equal to the amount it shifted into the future, but can't affect other creatures or objects in any way until it reappears.

Deodanth Servant

The deodanth servant uses the Deodanth stat block with the following changes.

- It has 1 hit point (minion).
- It has Damage Immunity to cold, necrotic, poison, and bludgeoning, piercing and slashing that isn't magic or silver
- It is worth 780 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.

- **Minion Resistance.** If the minion takes magical bludgeoning, piercing, or slashing damage, it can make a Con save, DC 10 + the damage dealt. If it makes the save, it takes no damage.

Deodanth Master

A deodanth master uses the Deodanth stat block with the following changes.

- Its AC is 20 (natural armor).
- It has 157 hit points (21d8+63 Hit Dice).
- Its Charisma is 20 (+5).
- Its save bonuses are Dex +9, Con +7, Wis +6, Cha +9
- Its skill proficiencies are Deception +9, Perception +6, Stealth +9
- Its passive Perception is 16
- Its Hand Spur is +9 to hit and deals 10 (1d10+5) slashing damage plus 7 (2d6) necrotic damage.
- The DC of its Arresting Gaze is 17.
- Its Challenge Rating is 11 (7,200 xp).
- Its proficiency bonus is +4.

DERRO

Location: *Mordenkainen's Tome of Foes.*

The derro are degenerate Underdark humanoids that resemble small dwarves. Cruel and insane, they take delight in tormenting others—even their own kind.

Derro have blue-gray skin and straight hair that is white or yellow in color. Their uniformly pale white eyes lack both irises and pupils.

Unnatural Origins. Derro believe they were created by their god, Diirinka, but they are actually the result of cruel experiments on dwarves by mind flayers. Like duergar, the derro were a slave race to the mind flayers, but eventually freed themselves.

Born to Madness. The process of their creation rendered the derro irrevocably insane. They cooperate with each other only out of necessity and when riled up by a charismatic leader.

Life of Attrition. Derro can live to be 150 years old, but they mature and breed quickly. When their elders deem that their numbers are becoming unmanageable, the derro declare war on some other race and surge forth in a reckless horde, fighting until their population dwindles to a tolerable size. These ghastly purges weed out the weak among the derro and are referred to as “Uniting Wars”.

Second Class Citizens. Derro create no settlements of their own. Instead, they form small, isolated enclaves in non-derro settlements throughout the Underdark, where they are treated as vermin or slaves. Their own cutthroat politics prevent the derro from mounting any effective resistance against such exploitation.

Derro Weapons. The derro wield special weapons. They use a hooked short spear, which is a martial melee weapon that deals 1d4 piercing damage, weighs 2 lbs, and has the light weapon property. It doesn't possess the thrown or versatile weapon properties of a normal spear. On a hit with this weapon, the wielder can forgo dealing damage and attempt to trip the target, in which case the target must succeed on a Strength save or fall prone (DC 8 + the wielder's Str modifier + the wielder's proficiency bonus).

The derro also use a light repeating crossbow fitted with a cartridge that can hold up to six bolts. The weapon is similar to a light crossbow, except that it has half the range (40'/160') and doesn't have the loading property. It automatically reloads after firing until it runs out of ammunition. Reloading the cartridge takes an action.

Derro Treasure. A typical derro carries 1d8 sp and 1d6 ep.

The lair of a group of 40 or more derro also has a 25% chance each to have 2d10 x 100 cp, 2d6 x 100 sp, 1d10 x 100 ep, 1d8 x 100 gp, and 2d6 gems, plus a 15% chance each to have 1d6 potions, 1d4 scrolls, and 1d4 random magic items.

DERRO PCS

Although the vast majority of derro are insane, a pc might be one of the vanishing few with more than a tenuous grasp on reality. On the other hand, a player might enjoy a character in the grip of madness or delusion. Note that a derro is a mix of powerful (Magic Resistance) and weak (an overall -1 to ability scores and Sunlight Sensitivity), which doesn't necessarily balance so much as create a pair of imbalances.

Low Level (2+): The paired imbalances a derro brings to the table are fine in a group of 2nd level characters.

DERRO TRAITS

Your character has the following racial traits.

Ability Score Increase. Increase your Dexterity by 2 and your Intelligence by 1. Conversely, decrease your Wisdom by 4.

Age. A derro matures by 20, is considered old around 150, and usually dies by the age of 225.

Size. Derro are Small. A male derro might be as short as 3'2" or as tall as 4'2", with most about 3'6". A female is usually about 2" shorter than a male. A male weighs between 50 and 80 lbs, with a female typically slightly lighter because of its shorter height.

Speed. Your base walking speed of 30'.

Darkvision. You have darkvision to a range of 120'.

Magic Resistance. You have advantage on saves against spells and other magical effects.

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

Languages: You speak Dwarvish and Undercommon.

Derro Mad Knight

Small Humanoid (Derro), usually chaotic evil

Armor Class 20 (plate armor and shield)

Hit Points 120 (16d6+64)

Speed 30 ft.

STR 17 (+3), DEX 10 (+0), CON 18 (+4), INT 11

(+0), WIS 6 (-2), CHA 10 (+0)

Skills Athletics +6

Condition Immunities frightened

Senses darkvision 120 ft., passive Perception 8

Languages Dwarvish, Undercommon

Challenge 6 (2,300 xp) **Proficiency Bonus** +3

Brute. The derro deals one extra die of damage with melee weapons (included in the stats below).

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

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

ACTIONS

Multiattack. The derro makes two battleaxe attacks. It can use mind assault, if available, in place of one of the attacks.

Battleaxe. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8+3) slashing damage.

Mind Assault (recharge 6). One creature within 60' of the derro that the derro can see must make a DC 11 Int save, suffering 36 (8d8) psychic damage on a failure or half that on a success. In addition, a creature that fails its save drops whatever it is holding and moves 5' in a random direction without provoking opportunity attacks.

Derro Maniac

Small Humanoid (Derro), usually chaotic evil

Armor Class 14 (leather armor)

Hit Points 44 (8d6+16)

Speed 30 ft.

STR 13 (+1), **DEX** 17 (+3), **CON** 15 (+2), **INT** 11 (+0), **WIS** 3 (-4), **CHA** 7 (-2)

Skills Intimidation +0, Stealth +5

Condition Immunities charmed

Senses darkvision 120 ft., passive Perception 6

Languages Dwarvish, Undercommon

Challenge 2 (450 xp) **Proficiency Bonus** +2

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

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

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

ACTIONS

Multiattack. The derro makes three dagger attacks.

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or ranged 20/60 ft., one target. *Hit:* 5 (1d4+3) piercing damage plus 7 (2d6) poison damage.

Derro Minion

The derro minion uses the Derro stat block 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.

DESMODU

Source: 3e *Monster Manual* 2.

Desmodu are large, bat-like humanoids that dwell in the Underdark. Inoffensive unless threatened, desmodu are omnivores who live on fungus, fish, insects, and meat. An adult desmodu is about 9' tall, with reddish-brown or -black fur. It has long arms, short legs, and large flaps of skin running from beneath its wrists to just above its ankles, which is the vestigial remains of its wings.

Nearly Extinct. Desmodu are an old race, and were long believed to be extinct. However, several small groups of desmodu have been seen in the last few centuries. Now the few, small enclaves of desmodu that exist struggle to survive, falling into habits of inbreeding and degeneracy. Most sages believe the desmodu have little time left.

Adoptive Families. Desmodu that are close in age within a given community often adopt each others as siblings. Elders form a council that handles disputes between members of the society, working to prevent violence or bad feelings.

Desmodu Treasure. A typical desmodu has a 30% chance to have 1d4 gems.

The lair of a company of four to twelve desmodu also has a 40% chance to have 1d4 x 50 gp in trade goods, a 25% chance to have an additional 3d6 gems, and a 20% chance to have 1d2 magic items.

The lair of a colony of 13 to 30 desmodu instead also has a 50% chance to have 1d10 x 50 gp in trade goods, a 25% chance to have an additional 3d10 gems, and a 20% chance to have 1d4 magic items.

The lair of 31 to 80 desmodu instead also has a 50% chance to have 1d10 x 100 gp in trade goods, a 35% chance to have an additional 4d10 gems, and a 20% chance to have 1d6 magic items.

The lair of an enclave of over 80 desmodu instead also has a 65% chance to have 2d6 x 100 gp in trade goods, a 45% chance to have an additional 8d10 gems, and a 25% chance to have 1d6+2 magic items.

DESMODU PCS

Desmodu are atypical and powerful characters, but in a suitable group that is in the Underdark, they are a reasonable choice.

Mid-Level (7+): A desmodu has significant racial advantages. Its only real potential drawback is its Large size and social shunning. Therefore, a desmodu is suitable for joining mid-level groups.

DESMODU TRAITS

Your character has the following racial traits.

Ability Score Increase. Increase your Strength and Constitution by 2. Then choose one of the following and increase it by 2 (to a total of 4 for Strength or Constitution): Strength, Dexterity, or Constitution.

Age. A desmodu matures by 20, is considered old around 150, and usually dies by the age of 225.

Size. Desmodu are Large. A desmodu, male or female, is usually between 8' and 10' tall, and weighs between 650 lbs and 1,100 lbs.

Speed. Your base walking speed is 40', and you have a climb speed of 30'.

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

Natural Weapons. You have two natural weapons: your claws, which deal 2d6 slashing damage, and your bite, which deals 1d8 piercing damage. In addition, when you hit with a bite, you can try to inflict a wound. If you do, the target must make a Con save, DC 8 + your Con bonus + your proficiency bonus. If it fails, at the start of its turn, the creature takes 3 (1d6) damage for each wound it has taken. At the end of each of its turns, the creature can repeat the save, ending all wounds on itself on a success. The effect also ends if the creature receives any magical healing or a Wisdom (Medicine) check against your save DC.

Thunder Resistance. You have resistance to thunder damage.

Subsonic Vibrations. You can use an action to emit vibrations that produce one of the following effects.

- Until the start of your next turn, all hostile creatures within 30' feel a profound unease and subtract 1d4 from all attacks, saves, and checks.

- Until the start of your next turn, all allied creatures within 30' feel hopeful and inspired, and add 1d4 to all attacks, saves, and checks.

Once you have used this feature, you can't use it again until you complete a short or long rest.

Darkvision. You have darkvision to a range of 60'.

Keen Hearing and Smell. You have advantage on Wisdom (Perception) checks relying on hearing and smell.

Blindsight. You have blindsight to a range of 120', but you can't use it while deafened.

Languages: You speak Dwarvish and Undercommon.

Desmodu

Large Humanoid (Desmodu), often neutral good

Armor Class 15 (studded leather)

Hit Points 114 (12d10+48)

Speed 40 ft., climb 30 ft.

**STR 18 (+4), DEX 16 (+3), CON 18 (+4),
INT 15 (+2), WIS 15 (+2), CHA 11 (+0)**

Damage Resistances thunder

Senses blindsight 120 ft., darkvision 60 ft., passive Perception 12

Languages Desmodu, Undercommon

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

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

Keen Senses. The desmodu has advantage on Wisdom (Perception) checks relying on hearing and smell.

ACTIONS

Multiattack. The desmodu makes three attacks with its Glaive; or two attacks with its Longbow; or one attack with its Claws and one attack with its Bite.

Glaive. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 13 (2d8+4) slashing damage.

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

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+4) piercing damage, and the target must succeed on a DC 15 Constitution save or take a wound. At the start of its turn, the creature takes 3 (1d6) damage for each wound it has taken. At the end of each of its turns, the creature can make a DC 15 Constitution save, ending all wounds on itself on a success. The effect also ends if the creature receives any magical healing or a DC 15 Wisdom (Medicine) check.

If a creature is suffering from multiple wounds with different DCs, the highest DC applies.

Longbow. *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. *Hit:* 12 (2d8+3) piercing damage.

Screech (1/day). Each creature within 30' of the desmodu must make a DC 11 Constitution save, suffering 17 (5d6) thunder damage on a failure. In addition, a creature that fails its save by 5 or more is stunned until the end of the desmodu's next turn.

Subsonic Vibrations (recharge 5-6). The desmodu emits vibrations that produce one of the following effects.

- Until the start of the desmodu's next turn, all hostile creatures within 30' feel a profound unease and subtract 1d4 from all attacks, saves, and checks.
- Until the start of the desmodu's next turn, all allied creatures within 30' feel hopeful and inspired, and add 1d4 to all attacks, saves, and checks.

Desmodu Hoodlum

Large Humanoid (Desmodu), often neutral evil

Armor Class 16 (studded leather)

Hit Points 142 (15d10+60)

Speed 40 ft., climb 30 ft.

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

Skills Intimidation +3, Sleight of Hand +7,
Stealth +7

Damage Resistances thunder

Senses blindsight 120 ft., darkvision 60 ft., passive
Perception 12

Languages Desmodu, Undercommon

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

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

Keen Senses. The desmodu has advantage on Wisdom (Perception) checks relying on hearing and smell.

ACTIONS

Multiattack. The desmodu makes three attacks with its Glaive or two attacks with its Longbow or one attack with its Claws and one attack with its Bite.

Glaive. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 13 (2d8+4) slashing damage.

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

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+4) piercing damage, and the target must succeed on a DC 15 Constitution save or take a wound. At the start of its turn, the creature takes 3 (1d6) damage for each wound it has taken. At the end of each of its turns, the

creature can make a DC 15 Constitution save, ending all wounds on itself on a success. The effect also ends if the creature receives any magical healing or a DC 15 Wisdom (Medicine) check.

If a creature is suffering from multiple wounds with different DCs, the highest DC applies.

Longbow. *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. *Hit:* 12 (2d8+3) piercing damage.

Screech (1/day). Each creature within 30' of the desmodu must make a DC 11 Constitution save, suffering 28 (8d6) thunder damage on a failure. In addition, a creature that fails its save by 5 or more is stunned until the end of the desmodu's next turn.

Subsonic Vibrations (recharge 5-6). The desmodu emits vibrations that produce one of the following effects.

- Until the start of the desmodu's next turn, all hostile creatures within 30' feel a profound unease and subtract 1d4 from all attacks, saves, and checks.
- Until the start of the desmodu's next turn, all allied creatures within 30' feel hopeful and inspired, and add 1d4 to all attacks, saves, and checks.

DESTRACHAN

Source: 3e *Monster Manual*.

This crafty monster is sadistic and violent. It is vaguely reptilian in form, with a nearly featureless head dominated by large ears and a great toothless mouth. Found underground, the destrachan is a dangerous and remorseless predator that enjoys causing pain and terror.

Extraordinary Hearing. Although unable to see as it has no eyes, the destrachan's sense of hearing is amazingly acute. It can move through its environment easily, using echoes and the reverberations of sound waves to build up a detailed picture of the world around it.

Feed on Death and Misery. A destrachan has no need for food. Instead, it sustains itself by causing pain and misery to other creatures. It thus prefers to toy with weak prey, extending the terror it feels so that the destrachan can have a leisurely feast. A quickly slain enemy provides a snack, but a creature tormented for hours or days can sate the destrachan's hunger for days or weeks. Sometimes a destrachan subdues prey and keeps it alive for torture for days.

Hateful and Hated. The destrachan's lethal appetite makes it a widely-despised creature. Few living things would risk allying with such a voracious and destructive creature, though demons or undead sometimes do. Most creatures hate the destrachan as intently as the destrachan hates other creatures.

Destrachan Treasure. A destrachan destroys treasure rather than keeping it.

Destrachan

Large Monstrosity, usually neutral evil

Armor Class 17 (natural armor)

Hit Points 68 (8d10+24)

Speed 30 ft.

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

Skills Intimidation +3, Perception +8

Damage Resistances thunder

Condition Immunities blinded

Senses blindsight 100 ft., passive Perception 18

Languages understands Common and

Undercommon but can't speak

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

Echolocation. The destrachan can't use blindsight while deafened.

Keen Hearing. The destrachan has advantage on Wisdom (Perception) checks based on hearing.

ACTIONS

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 18 (4d6+4) slashing damage.

Destructive Harmonics. The destrachan creates a 60' cone of thunder. Each target in the cone must make a DC 13 Constitution save, suffering 21 (6d6) thunder damage on a failure or half that on a success. If this damage reduces a creature to 0 hit points, the destrachan can choose to have that creature be unconscious and stable.

BONUS ACTIONS

Listen. The destrachan makes a hearing-based Wisdom (Perception) check.

DEVA

Location: *Monster Manual* p16.

Deva Treasure. A deva doesn't usually have treasure.

DEVASTATION CENTIPEDE

Source: *3e Epic Level Handbook*.

Many primitive creatures believe a devastation centipede to be a sign of the wrath of the gods, a potent reprisal for sins committed by their own community or outsiders. A devastation centipede is extraordinarily long, measuring over 150' in length if stretched out completely from head to tail. The centipede's body is about 15' wide and about 10' high. A devastation centipede can ruin crops, destroy entire forests, eat towns full of people, and lay waste to a whole landscape before being driven off or destroyed.

When a devastation centipede begins rampaging through an area, nothing is safe. Its consumes creatures, trees, and structures alike, destroying objects and marring entire landscapes.

Devastation Centipede Treasure.

Devastation centipedes don't keep treasure.

Devastation Centipede

Gargantuan Beast (Gargantuan), always unaligned

Armor Class 24 (natural armor)

Hit Points 787 (45d20+315)

Speed 80 ft.

**STR 23 (+6), DEX 22 (+6), CON 24 (+7),
INT 1 (-5), WIS 10 (+0), CHA 2 (-4)**

Senses darkvision 300 ft., passive Perception 10

Languages -

Challenge 24 (62,000 xp)

Immense. The gargantuan controls a 40' x 40' space in combat.

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

ACTIONS

Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 42 (8d8+6) piercing damage, and the target must make a DC 22 Constitution save, suffering 55 (10d10) poison damage on a failure or half that on a success. A creature that failed its save is also poisoned for 24 hours. It can repeat the save at the end of its next turn, ending the effect on a success.

Rampage (recharge 6). While it is bloodied, The devastation centipede lashes its body around, provoking an opportunity attack from each creature within 5' of it, then dealing 56 (14d10) bludgeoning damage to each creature and object within 15'.

Poisonous Cloud (recharges after a short or long rest). The centipede releases a cloud of thick, orange, poisonous vapor in a 100' radius around itself. The vapor is lightly obscured, but anything at least 30' away is heavily obscured. A creature other than the centipede that starts its turn in the

cloud takes 16 (3d10) poison damage. The cloud persists for 1 minute, moving with the centipede.

BONUS ACTIONS

Spew Spittle (recharge 5-6). The centipede spews spittle in a 10' cone. Each creature in the cone must make a DC 22 Dex save, being blinded until the end of its next turn on a failure.

LEGENDARY ACTIONS

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

- **Crush (recharges at the start of the centipede's turn).** The centipede makes the following attack: *Melee Weapon Attack:* +13 to hit, reach 5', one target. *Hit:* 22 (2d8+6) bludgeoning damage, and the target must make a DC 21 Str save or fall prone.
- **Hiss.** The centipede gives out a terrifying hiss. Each creature in a 20' cone must make a DC 22 Wis save or be frightened for 1 minute (save ends).
- **Rear Up.** Until the end of its next turn, the devastation centipede can reach up to 200' in the air.
- **Swift Shift.** The centipede moves 20' without provoking opportunity attacks.

DEVIL

Location: *Monster Manual, Mordenkainen's Tome of Foes.*

There are many different types of devils in the Nine Hells, each filling a different role in the infernal hierarchy. All devils share a commitment to both Law and Evil, and most serve under the command of one or another of the Arch-devils.

DEVIL RAY

Source: Homebrew.

Devil rays are a type of ray that has extended, exaggerated 'horns', from which they gain their name. The fact that they are aggressive predators who love to savage swimming land-dwelling creatures doesn't help their reputation, either. The devil ray's bite is particularly vicious.

Often Confused with Ixitxachitl: Some creatures call ixitxachitl "devil rays", leading to a great deal of confusion between the two, especially among land-dwelling creatures that have never encountered either.

Devil Ray Treasure: A devil ray doesn't keep treasure.

Devil Ray

Large Beast (Ray), always unaligned

Armor Class 10

Hit Points 129 (14d10+52)

Speed swim 40 ft.

**STR 15 (+2), DEX 10 (+0), CON 17 (+3),
INT 2 (-5), WIS 12 (+1), CHA 8 (-1)**

Senses passive Perception 11

Languages -

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

Water Breathing. The ray can breathe only water.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 13 (2d10+2) piercing damage. This attack scores a critical hit on an 18-20.

BONUS ACTIONS

Ravage (1/day). For as long as the ray concentrates, up to 1 minute, when it hits with its Bite, the target must succeed on a DC 12 Constitution save or take a wound. At the start of its turn, the creature takes 3 (1d6) damage for each

wound it has taken. At the end of each of its turns, the creature can make a DC 12 Constitution save, ending all wounds on itself on a success. The effect also ends if the creature receives any magical healing or a DC 12 Wisdom (Medicine) check.

If a creature is suffering from multiple wounds with different DCs, the highest DC applies.

Devil Ray Half-Elemental

The devil ray half-elemental uses the Devil Ray stat block with the following changes.

- It is an Elemental.
- Its AC is 12.
- Its swim speed is 70 ft.
- Its Dexterity is 15 (+2).
- It has Damage Resistance to cold and to bludgeoning, piercing, and slashing damage that isn't magic.
- Its Bite is +5 to hit.
- The save DC on its Ravage bonus action option is 13.
- Its Challenge Rating is 6 (2,300 xp).
- Its proficiency bonus is +3.

It has the following additional Action options.

- **Freezing Current.** The ray creates a freezing current of water in a 10' radius, 90' long line. Each creature in the current must make a DC 14 Con save, taking 28 (8d6) cold damage on a failure or half that on a success. The ray also slides each creature that fails its save 10' in the same direction.

DEVOURER

Location: *Volo's Guide to Monsters.*

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

A devourer is a horrible creature out of nightmare. It stalks the deep reaches of both the Astral and Ethereal Planes, and has a reputation as being both powerful and wholly loathsome. A

devourer appears as a 9' tall humanoid creature with gaunt, almost skeletal features. Within its ribcage, a tiny figure struggles. This is the essence of a slain opponent, and the devourer uses it as fuel for its own powers and sustenance.

Utterly Abhorrent. A devourer is a creature of such evil that nothing living tolerates its presence. While sometimes encountered with undead, devourers seem hateful even to other devourers. Once in a great while, a small group of them will work together to gain a huge harvest of life energy that they couldn't manage to take individually, but usually, such alliances fall apart very quickly.

Soul Eaters. Devourers eat the very soul of creatures, rendering them forever destroyed. This makes them a race of almost unique evil. Nearly every creature that is aware of the devourers' proclivities finds them repulsive, and those few other creatures evil enough to appreciate the nature of the devourers' diet tend to think of them as competition. Once in a great while, a particularly foul creature might make a deal with a devourer to dispose of enemies with true finality, but such an alliance is likely to bring the full wrath of those same enemies on both partners if it is discovered.

Unknown Origin. Nobody knows where devourers come from, how they reproduce or what they do when not hunting, if anything. They are extremely secretive, and while a devourer can communicate, it is very unlikely to do so unless coerced.

Devourer Treasure. Each devourer has a 45% chance each to have 1d10 x 1,000 gp in coins, 1d6 gems and 1d6 art objects, as well as a 25% chance to have 1d4 random magic items.

DHARCULUS

Source: *2e Gates of Firestorm Peak.*

A dharculus is a terrifying creature of the Far Realms that haunts the Ethereal Plane, from which it “fishes” for material prey by inserting its tentacles into the Prime Material Plane, where they appear similar to a swarm of flying eyeless eels. The “eels” grab a victim, then pull it into the ether, where the dharculus feasts upon it.

A dharculus' main body is a braided, comma-shaped, worm-like length. From one end, the swarm of tentacles that the creature uses to hunt emerge, some ending in a small maw while others terminate in bulbous eyes. The monster's posterior, which loops back toward the front like a question mark, ends in a huge, drooling maw filled with long, sharp teeth, which the monster uses to tear prey to bits once it has been pulled to the Ethereal Plane.

Far Realm Entities. Dharculi are entities from the Far Realm, and they usually congregate near locations that are tainted with aberrant energies. Prolonged exposure to normal cosmological areas without being periodically exposed to the strange radiations of their home realm is toxic to them. The first known dharculi appeared near Firestorm Peak, but they have gradually begun to spread over the eons. They remain very rare, but when foulspawn, kaorti, or other Far Realm natives taint reality, dharculi often arrive and begin to spread.

Unknown Ecology. It isn't known whether dharculi mate or reproduce. So far, there are no known encounters with baby dharculi, mated pairs, or other indications of social or reproductive behavior from the monsters. Some sages have speculated that dharculus reproduction is dependent on some particular element found only in the Far Realm, but this is barely more than speculation.

Dharculus Treasure. Dharculi don't collect treasure, and usually wander over an area. Sometimes, littered bits of treasure on the Ethereal Plane (the remains of a dharculus' victims) are signs of the presence of one of these monsters.

Dharculus

Huge Aberration, always chaotic neutral

Armor Class 16 (natural armor)

Hit Points 126 (12d12+48)

Speed fly 30 ft.

**STR 16 (+3), DEX 14 (+2), CON 18 (+4),
INT 11 (+0), WIS 17 (+3), CHA 17 (+3)**

Saving Throws Str +6, Int +3, Wis +6, Cha +6
Skills Athletics +6, Perception +6, Stealth +5
Condition Immunities blinded
Senses passive Perception 16
Languages -
Challenge 5 (1,800 xp) **Prof** +3

Dualplanar. The bulk of the dharculus' body resides on the Ethereal Plane even when it uses its planar insertion action. If it has used its planar insertion action to insert its tentacles into the Material Plane, a creature on the ethereal plane can use an action to attempt to pull itself into the Material Plane by using the tentacles as a rope. The creature must win a Strength (Athletics) contest against the dharculus. If the dharculus is dead, it automatically loses this contest, but its tentacles retract into the ether in 4 rounds.

ACTIONS

Multiattack. The dharculus makes six tentacle attacks and, if there is a target on the ethereal plane, one bite attack. Alternatively, if it has a creature grappled by at least three tentacles, it can use Reel In in place of three tentacle attacks.

Bite (only against an ethereal target). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.
Hit: 19 (3d10+3) piercing damage.

Tentacle. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d4+3) piercing damage, and the target is grappled. A creature can attack a tentacle (AC 15, 14 hit points), ending the grapple if it destroyed. The dharculus has six tentacles, and regenerates lost tentacles at the end of a long rest. Damage to a tentacle doesn't count against the dharculus' hit point total.

Reel In. The dharculus chooses one creature that it has grappled with at least three tentacles. That creature must make a DC 14 Charisma save or be drawn to the ethereal plane.

BONUS ACTIONS

I've Got You Now. When a target fails its save against the dharculus' Reel In action and is drawn to the Ethereal Plane, the dharculus makes one Bite attack against that creature.

Planar Insertion. The dharculus inserts or removes its mawed tentacle ends into or out of the Material Plane.

DHERGOLOTH

Location: *Mordenkainen's Tome of Foes* p248.

Dergholoth Treasure. A dergholoth's gullet has a 25% chance to contain 1d6 gems.

In addition, the lair of one to four dergholoths has a 30% chance each to contain 1d6 x 1,000 sp, 1d6 x 1,000 gp, and 2d10 x 25 pp; a 15% chance each to contain 3d10 x 100 ep, 2d10 gems, and 1d10 art objects; and a 10% chance each to have 1d4 potions and 1d2 random magic items.

The lair of five to 10 dergholoths instead has a 50% chance each to contain 2d6 x 1,000 sp, 1d10 x 1,000 gp, and 1d10 x 100 pp; a 25% chance each to contain 1d6 x 1,000 ep, 3d8 gems, and 2d6 art objects; and a 15% chance each to have 2d4 potions, 1d4 scrolls, and 1d3+1 random magic items.

The lair of 11 or more dergholoths instead has a 65% chance each to contain 3d6 x 1,000 sp, 2d6 x 1,000 gp, and 2d8 x 100 pp; a 40% chance each to contain 1d10 x 1,000 ep, 3d10 gems, and 2d8 art objects; and a 15% chance each to have 2d4+2 potions, 2d4 scrolls, and 2d4 random magic items.

DIAMONDSTORM REAPER

Source: *4e The Plane Below: Secrets of the Elemental Chaos*.

A diamondstorm reaper appears as a mass of jagged crystals swept along by a large vortex of air moving at hurricane speeds. Violent, capricious, and amoral, a diamondstorm reaper is one of the many forms of elemental (especially from deeper toward the Elemental Chaos) that seem to straddle the line between creature and phenomenon.

Diamondstorm Reaper Treasure. Though it doesn't collect treasure per se, after a diamondstorm reaper is destroyed, it leaves diamonds and diamond dust behind. With 10 minutes of work, 1d3 diamonds can be harvested that are each worth 500 gp (1-6), 1,000 gp (7-9), or 5,000 gp (10). In addition, 1d4 diamonds worth 250 gp each can be harvested, as can 1d6 diamonds worth 100 gp. With an additional man-hour of work, 3d10 diamonds worth 1 gp, 2d10 diamonds worth 5 gp, 1d10 diamonds worth 10 gp, and 1d6 diamonds worth 50 gp can be harvested.

Diamondstorm Reaper

Large Elemental, always unaligned

Armor Class 18 (natural armor)

Hit Points 170 (20d10+60)

Speed 30 ft.

**STR 23 (+6), DEX 20 (+5), CON 17 (+3),
INT 6 (-2), WIS 10 (+0), CHA 9 (-1)**

Saving Throws Wis +4

Damage Resistances bludgeoning, piercing, and slashing damage that isn't magical or adamantine

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 10

Languages Auran, Terran

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

Limited Flight. The reaper can fly 30', but it must end its turn on a surface or it falls.

ACTIONS

Multiattack. The reaper makes two melee attacks.

Slicing Shards. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 22 (3d10+6) slashing damage, and the target's speed falls to 0 until the start of its next turn. This attack scores a critical

hit on a 19-20 and gains a bonus of +1d10 to critical severity.

Diamondstorm (Recharges when first bloodied, then after a short or long rest): The reaper moves its speed. Each creature that it moves within 5' of during this movement must make a DC 17 Dexterity save, suffering 45 (10d8) slashing damage on a failure or half that on a success.

REACTIONS

Slash Back. When a creature within 5' hits the reaper with a melee attack, the reaper makes a Slicing Shards attack against the triggering creature.

DIGESTER

Source: 3e *Monster Manual*.

The digester is a strange creature distantly related to the burbur, a small creature known for eating green slime and its relatives. Armless, a digester stands on two powerful legs. It has a long tail that it uses for balance, but no other limbs, and grey, pebble-like hide with dagger-shaped markings running along its body. Its head is narrow and long, with a mouth and tongue designed for sucking up liquid and a tube-like orifice in its forehead. It is from this orifice that the digester sprays acid. A digester moves with remarkable speed, and is capable of running down most prey with ease.

Forest Ruiners. Digesters live in deep woods, traveling either alone or in small groups. When they spray acid around, they inevitably damage the flora of the forest, killing trees and other plants, destroying habitat and reducing animals important to the food web to glop. Digesters can easily throw an ecosystem out of balance, resulting in the ruination of large areas of woodland.

Either Hungry or Sleeping. A digester is an eating machine. It is either hunting for food or resting, and it rarely rests during daylight hours. A digester attempts to avoid most other creatures while resting, but when on the hunt, it aggressively

seeks out any prey it can find, even very large prey. When it finds a potential meal, it sprays acid at it, attempting to reduce it to semi-liquid goo, which the digester can then slurp up with its long tongue and sucking mouth.

Digester Treasure. Digesters don't keep treasure or have lairs.

Digester

Medium Monstrosity, always unaligned

Armor Class 14 (natural armor)

Hit Points 75 (10d8+30)

Speed 60 ft.

**STR 17 (+3), DEX 15 (+2), CON 17 (+3),
INT 2 (-4), WIS 12 (+1), CHA 10 (+0)**

Saving Throws Dex +5

Skills Stealth +5

Damage Immunities acid

Senses passive Perception 11

Languages -

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

Keen Senses. The digester has advantage on Wisdom (Perception) checks that rely on vision or smell.

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

ACTIONS

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

Acid Spray. The digester sprays acid in a 20' cone. Each creature in the cone must make a DC 14 Dexterity saving throw, suffering 27 (6d8) acid damage on a failure and half as much on a success. A character that fails the save by 5 or more is also coated in acid, taking 9 (2d8) acid damage at the start of each of its turns (save ends).

BONUS ACTIONS

Rake. The digester makes one Claw attack.

Digester Loper

A digester loper uses the Digester stat block with the following changes.

- Its AC is 16 (natural armor).
- Its Speed is 70 ft.
- Its Dexterity is 18 (+4).
- Its Dex save bonus is +7.
- Its Stealth bonus is +7.

The loper has the following additional Action options.

- **Startling Leap.** If the digester moves at least 40' on its turn, it makes a last minute, startling change in direction or speed. Each creature within 10' must make a DC 11 Dex save, falling prone on a failure.

DIMENSION CRAWLER

Source: Homebrew.

A dimension crawler is a creature that literally chews its way through the barriers between planes. It uses this ability both to travel and as a potent weapon, spilling violent planar energies into the area around it and blasting nearby enemies or objects.

A dimension crawler looks similar to a huge, brightly-colored centipede. Its mandibles blaze and shimmer with the dimension-cutting magic that they possess, and often, energy or matter seems to dribble from its mouth. A dimension crawler is often accompanied by strange smells or sounds

Spread Across the Planes. Dimension crawlers evolved on the plane of the Outlands, the realm of True Neutrality. From there, they have spread throughout the planes, but they strongly prefer energetic regions or planar landscapes. A plurality of these creatures dwell deep in the Elemental Chaos, where matter and energy seethe and churn constantly. The clash and flux of various

energies serves to feed dimension crawlers, and the more violent and varied the clashing energies are, the better the feeding seems to be.

Limbo is another favored home of dimension crawlers, but slaadi often try to capture dimension crawlers to use as mounts or pets. Such attempts rarely succeed, but annoy many dimension crawlers enough to drive them away.

Jump Through the Hole. Despite these preferences, dimension crawlers can appear anywhere. Sometimes they merely pass through, appearing, chewing a hole to another plane, and moving through it immediately. Sometimes, other creatures leap through the hole, hoping for the best. Brave or desperate adventurers who do this have no idea where they will wind up, but they end up facing an annoyed dimension crawler, wherever it is.

Dimension Crawler Treasure. A dimension crawler typically doesn't have treasure or a permanent lair where it might accumulate.

Dimension Crawler

Huge Monstrosity, often neutral

Armor Class 17 (natural armor)

Hit Points 168 (16d12+64)

Speed 50 ft., climb 30 ft.

**STR 22 (+6), DEX 10 (+0), CON 18 (+4),
INT 13 (+1), WIS 13 (+1), CHA 13 (+1)**

Damage Immunities acid, cold, fire, lightning, thunder

Condition Immunities prone

Senses tremorsense 60 ft., passive Perception 11

Languages understands Abyssal and Planar Common but can't speak

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

Planar Adaptation. The dimension crawler can choose to ignore certain planar traits, including the gloom effect of Hades, the imprisonment effect of Tartarus, the inveiglement effect common to certain areas of the Feywild, and other non-

damaging, non-terrain-based effects, at the DM's option.

ACTIONS

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 19 (3d8+6) piercing damage.

Portal Blast. The dimension crawler chews a small hole to a particularly energetic planar area, from which energy pours in a destructive blast. At the crawler's option, the hole measures up to 15' in diameter. Energy pours from it in a line 30' long and as wide as the hole. Each creature in the wedge makes a DC 13 Dexterity save, taking 49 (14d6) acid, cold, fire, lightning, or thunder damage (the dimension crawler's choice) on a failure, or half damage on a success. The hole then closes.

Chew Portal. The dimension crawler chews a hole to another plane of its choice in an unoccupied space within 5' of it. The hole measures 15' in diameter and hangs in the air. It is opaque and remains open until the end of the dimension crawler's next turn. A creature can move from one end of the portal to another by spending 5' of movement while within 5' of one end of the portal.

BONUS ACTIONS

Open Passage. The dimension crawler chews open a portal in an unoccupied space adjacent to it. The hole measures 15' in diameter and hangs in the air. It is opaque and remains open until the end of the dimension crawler's next turn. The other end of the portal is identical, and opens in a space the dimension crawler can see within 120'. A creature can move from one end of the portal to another by spending 5' of movement while within 5' of one end of the portal.

DIMETRODON

Location: *Volo's Guide to Monsters* p139.

Dimetrodon Treasure. Dimetrodons don't typically have treasure.

DIRE CORBY

Source: 1e *Fiend Folio*.

Dire corbies are the descendants of birds driven into the Underdark, where they have gradually evolved into humanoids capable of seeing in utter blackness and lost the power of flight in favor of sharp claws that they use to tear at prey. Like many of the subterranean races, dire corbies have become crafty and mean-spirited over time, corrupted by contact with the various evil races of the underworld.

Like many creatures that are humanoid versions of animals, the dire corbies are descended from creatures spawned by the Miloxi Empire. Because of this, dire corbies fear and despise **tabaxi** even today.

Strange Scavengers. Dire corbies evolved from a raven-like bird that liked to collect shiny things. However, in the Underdark, there is little light to create the shiny effect to which they are so powerfully drawn. Dire corbies' innate mania for collecting things remains, but manifests in different ways in different dire corbies. One might obsessively hoard bioluminescent fungi and keep a pool of glowing fish; another might keep a collection of rocks, coins, and other objects with the right smooth texture. A third dire corby might keep scraps of soft material, such as silk and the remains of a jar of jelly carried by a surface-dwelling explorer.

Accumulated Faiths. The dire corbies' obsession with scavenging extends even to their religious beliefs. The dire corbies rarely have gods of their own; instead, a flock of dire corbies usually holds to a mish-mash faith that conflates what little the corbies know of various gods into one strange mixture. For instance, a group of dire corbies might worship Blibdoolpoolp as the Queen of Spiders and tell stories of her flying the skies before her eye was put out by the cursed Carellon Larethion, mixing kuo-toa, Drow, orcish and other mythology together into a bizarre pastiche. The only power that has shown much interest in gathering the dire corbies' worship is Pazuzu, and he sometimes offers an individual dire corby that he favors wings in return for service.

Dire Corby Allies. Few creatures will ally with dire corbies, but the corbies sometimes keep subterranean varieties of **axe beaks** as pets.

Dire Corby Thug Challenge Rating.

Because of its Roll With It reaction, when assessing the Challenge Rating of a dire corby thug, increase its effective hit points by 25%.

Dire Corby Treasure. Dire corbies love shiny things. The lair of a **meanness** of up to six dire corbies has a 35% chance each to have 3d10 cp, 3d10 sp, 2d8 ep, 2d8 gp, and 1d4 gems.

A **conspiracy** of seven to thirty dire corbies has a 50% chance each to have 4d20 each cp, sp, ep, gp, as well as 2d6 gems.

Larger groups of dire corbies should be divided into groups of thirty for treasure allocation purposes.

DIRE CORBY PCS

A dire corby would make an unusual, but more or less balanced, character.

First Level: Given a dire corby's racial traits are not exceptional and are fairly bland, a dire corby is suitable for a starting party.

DIRE CORBY TRAITS

Dire corby pcs have the following racial traits.

Ability Score Adjustments. Your Strength increases by 4. In addition, choose one of the following and increase it by 1: Dexterity, Constitution, or Wisdom. Conversely, your Intelligence decreases by 2.

Age. A dire corby is considered an adult by the age of 2, is old by 6, and rarely lives past 8.

Size. You are Medium. A dire corby usually stands between 5'6" and 6'2" and weighs between 90 lbs. and 140 lbs.

Speed. Your speed is 30'.

Claw. You have a natural claw attack that you are proficient in that deals 1d6 points of slashing damage. You can treat your claw as a finesse weapon.

Languages. You speak Common and Dire Corby.

CORBY THUG (Dire Corby Racial Feat)

Prerequisite: Dire corby

You have learned to make the most of your appearance and talons in menacing and threatening other creatures. You gain the following benefits.

- When you make an attack using your Claw, you can make one extra Claw attack as part of that same action.
- Whenever you hit the same creature two or more times with your Claw on the same turn, you deal an extra 4 (1d8) slashing damage to it.
- You can use your Strength in place of Charisma whenever you make a Cha (Intimidation) check.

Dire Corby

Medium Humanoid (Bird), often neutral evil

Armor Class 11

Hit Points 16 (3d8+3)

Speed 30 ft.

STR 16 (+3), **DEX** 12 (+1), **CON** 13 (+1),
INT 6 (-2), **WIS** 13 (+1), **CHA** 10 (+0)

Senses darkvision 60 ft., passive Perception 11

Languages Dire Corby

Challenge ½ (100 xp) **Prof** +2

ACTIONS

Multiattack. The dire corby attacks twice with its claw.

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

Dire Corby Henpecked Bottom

The dire corby henpecked bottom uses the Dire Corby 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.

Dire Corby Thug

A dire corby thug uses the Dire Corby stat block with the following changes.

- Its AC is 14 (hide).
- It has 58 hit points (9d8+18 Hit Dice).
- Its Strength is 18 (+4), its Dexterity is 15 (+2), and its Constitution is 15 (+2).
- Its Claw is +6 to hit and deals 7 (1d6+4) slashing damage.
- Its Challenge Rating is 3 (700 xp).

The thug has the following additional Bonus Action options.

- **Rend.** If the thug hits the same target with its Claw twice on the same turn, it deals an extra 13 (3d8) slashing damage to that target.

The thug has the following additional Reaction option.

- **Roll With It.** When the thug takes damage, it gains resistance to the triggering damage.

DIRE SQUIRREL

Source: Homebrew.

A dire squirrel is about the size of a halfling, with a curious, playful temperament. They often beg for food, sometimes acting very aggressively if denied. Dire squirrels are big enough to be dangerous if angered, but small enough to avoid being actively exterminated as a major nuisance.

Dire Squirrel Friends: Dire squirrels are pranksters, and are adored by many fey creatures, from **brownies** to **quicklings** and even including some **hags**. Tiny Fey, such as **bookahs**, **pixies**,

kilmoullis, and the like, might even ride dire squirrels as mounts, and some beastmaster rangers adopt dire squirrel companions.

Dire Squirrel Treasure: Dire squirrels don't keep treasure.

Dire Squirrel

Small Beast (Squirrel), always unaligned

Armor Class 14

Hit Points 9 (2d6+2)

Speed 30 ft., climb 30 ft.

**STR 9 (-1), DEX 18 (+4), CON 13 (+1),
INT 2 (-4), WIS 15 (+2), CHA 6 (-2)**

Saving Throws Dex +6

Skills Acrobatics +6

Senses passive Perception 12

Languages -

Challenge ½ (100 xp) **Prof** +2

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4+4) piercing damage.

Huck a Nut. *Ranged Weapon Attack:* +6 to hit, range 10/30 ft., one target. *Hit:* 6 (1d4+4) bludgeoning damage.

DIRE TORTOISE

Source: 3e *Sandstorm*.

A dire tortoise is a desert-dwelling monstrous turtle about 20' long, weighing around 12,000 lbs. The monster eats cactuses, mesquite shrubs, and rough desert shrubs, and is quite aggressive. A dire tortoise's shell is sometimes mistaken for a hill in the distance by desert travelers.

Dire Tortoise Riders. Some creatures mount great howdahs on the back of a dire tortoise and man it with one or several riders who can fight from atop its back. Although the tortoise is too slow to make a good raiding party, it is a formidable defender in times of conflict. **Firenewts, tortles,**

and desert-dwelling **canus** all make use of dire tortoises from time to time.

Dire Tortoise Treasure: A dire tortoise doesn't collect treasure.

Dire Tortoise

Huge Beast (Turtle), always unaligned

Armor Class 18 (natural armor)

Hit Points 161 (14d12+70)

Speed 25 ft.

**STR 20 (+5), DEX 6 (-2), CON 20 (+5),
INT 2 (-4), WIS 10 (+0), CHA 8 (-1)**

Senses passive Perception 10

Languages -

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

Sure-Footed. The turtle has advantage on Strength and Dexterity saves to avoid being knocked prone.

ACTIONS

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 18 (3d8+5) piercing damage.

Trample (Recharges After a Short or Long Rest). The turtle moves its speed and makes the following attack. *Melee Weapon Attack:* +8 to hit, reach 0 ft., each creature whose space the turtle enters during this movement. *Hit:* 15 (3d6+5) bludgeoning damage, and the target must make a DC 16 Dexterity save or fall prone.

BONUS ACTIONS

Swift Strike. On the first round of combat, the dire tortoise makes one Bite attack.

DIRE TROLL

Location: *Mordenkainen's Tome of Foes* p243.

Dire Troll: A dire troll that is part of a group of trolls counts as 4 trolls when determining treasure. On the other hand, a dire troll on its own is 60% likely each to have 1d8 x 100 cp and 1d10 x 100 sp; 35% likely each to have 3d10 ep, 2d6 x 100 gp, and 1d6 gems; and 20% likely each to have 1d4 pieces of jewelry and 1 random magic item.

DIRE WITHERSTENCH

Source: Homebrew.

A dire witherstench is a much larger variety of the beast- one that often reaches 5' or even 6' in length. Dire witherstenches eat a combination of fruits, nuts and meat, and a hungry specimen can be quite aggressive.

Because of the smell that they tend to leave around, dire witherstenches are shunned by almost everything.

Dire Witherstench Treasure. A dire witherstench keeps no treasure.

Dire Witherstench

Medium Beast, always unaligned

Armor Class 14 (natural armor)

Hit Points 39 (6d8+12)

Speed 30 ft.

STR 14 (+2), **DEX** 12 (+1), **CON** 14 (+2),
INT 2 (-4), **WIS** 13 (+1), **CHA** 11 (+0)

Senses passive Perception 11

Languages -

Challenge ¼ (50 xp) **Prof** +2

ACTIONS

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

Spray Musk (recharges after a short or long rest). The witherstench sprays musk in a 15' cone. Each creature in the cone must make a DC 12 Dexterity save or be covered in the musk. While covered in the musk, the creature must make a DC 12 Constitution save at the start of its turn or be poisoned until the start of its next turn. Once the creature succeeds on three of these saving throws, it is no longer poisoned by the musk.

In addition, while coated in the musk, the creature has disadvantage on all Charisma checks, and any creature other than a witherstench or skunk that starts its turn within 10' of the coated creature must make a DC 12 Constitution save or be poisoned until the start of its next turn. The musk remains until the creature spends at least an hour washing itself with soap, vinegar, alcohol, or something similar. Even then, the scent lingers, leaving the creature with disadvantage on Charisma (Persuasion) checks for 1d4+1 days.

DIRE WOLF

Location: *Monster Manual* p321.

Dire Wolf Treasure. Dire wolves don't typically keep treasure.

DIRECTOR

Source: *3e Lords of Madness*.

A director is a type of specialized beholder that serves as a cavalry unit for a beholder city. Typically, a director is mounted on a **crawler**, completely controlling it, but it can ride and control any Large arthropod. A director is a bloated sphere of green flesh with interlocking chitinous plates of armor covering its body. Six eyestalks protrude from its dorsal surface, and a trio of tentacles dangle below it. It uses these to control its mount (if any). It has a single central eye above a sharp-toothed maw.

Director Treasure. Directors don't usually collect treasure.

Director

Large Aberration (Beholder-Kin), always lawful evil

Armor Class 21 (natural armor and deflection)

Hit Points 102 (12d10+36)

Speed 5 ft., fly 20 ft.

**STR 12 (+1), DEX 12 (+1), CON 16 (+3),
INT 15 (+2), WIS 12 (+1), CHA 17 (+3)**

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

Skills Perception +7

Condition Immunities prone

Senses darkvision 120 ft., passive Perception 17

Languages Deep Speech, Undercommon

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

Deflection. The director and any mount it has gain a +4 bonus to AC from a powerful deflective field that emanates from its central eye, protecting them. (This bonus is included in the director's AC, above.)

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

Mount Meld. The director can spend a full round taking no actions while in contact with a Large arthropod to meld with and gain control of the creature as a mount, which then perfectly obeys the director's commands (no action required). It and the mount are treated as a single creature of Huge size, with a combined hit point total equal to their collective hit points and all the action options of both the mount and the director.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, one target.
Hit: 8 (2d6+1) piercing damage.

Eye Rays. The director shoots three of the following magical eye rays at random (reroll duplicates), choosing one to three targets it can see within 120 ft. of it:

1. *Burning Ray.* The target must make a DC 14 Dexterity save, suffering 11 (2d10) fire damage on a failure.
2. *Enervating Ray.* The target must make a DC 14 Constitution save, suffering 11 (2d10) necrotic damage on a failure and having its maximum hit points reduced by an amount equal to the necrotic damage taken.
3. *Force Ray.* The target must make a DC 14 Dexterity save, suffering 11 (2d10) force damage on a failure.
4. *Freezing Ray.* The target must make a DC 14 Dexterity save, suffering 11 (2d10) cold damage on a failure.
5. *Slow.* The target must make a DC 14 Dexterity save or have its speed halved for 1 minute, during which time it can't take actions and it can take either an action or a bonus action, not both, on its turn. It can repeat the save at the end of each of its turns, ending the effect on itself on a success.
6. *Minor Illusion.* The director creates the visual and auditory illusion of a creature or object that fits entirely within a 5' cube somewhere it can see within 90'.

DISENCHANTER

Source: 1e *Fiend Folio*.

A disenchanter resembles a glowing blue single-humped camel with a long, elongated neck and an extended face. Its tongue can reach fully 15' from the monster's mouth and splits into four tiny tendrils at the end. Its hide is covered in iridescent, silvery scales. It is well-muscled and sturdy-looking.

Escaped Weapons of War. Disenchancers are a created race that was engineered by a group of desperate warlords and generals facing a magically potent enemy. Unable to deal with the arcane

powers that their foes could summon, the generals' own wizards managed to engineer a creature to help counter the enemy's dweomers, but their experiments went a little too well. Ultimately, both during and after the war, numerous disenchanters escaped into the wild and now search for magic to consume.

Constantly Ravenous. A disenchanter that has a steady supply of magical energy to consume can be sated, but this requires constantly feeding it magic items. This is a costly endeavor indeed, and most disenchanters in the wild are unable to find enough sustenance to satisfy their hunger. Though it only requires a minimal amount of magical energy to survive, a disenchanter is thus always ravenous.

Users of Disenchanters. Sometimes, creatures with limited access to magic will capture a disenchanter and use it as a weapon against more magic-capable adversaries, either releasing it in a location where it will attack them or keeping it in a restricted area. **Hobgoblins, ogres, hill giants,** and some bands of humans and dwarves have been known to do this. In addition, **projo** love disenchanters, and whenever possible try to build a relationship with them where the two types of creature aid each other.

Disenchanter Treasure. Naturally, disenchanters don't keep treasure.

Disenchanter

Huge Monstrosity, usually neutral

Armor Class 18 (natural armor)

Hit Points 168 (16d12+64)

Speed 30 ft.

**STR 21 (+5), DEX 20 (+5), CON 18 (+4),
INT 5 (-3), WIS 14 (+2), CHA 10 (+0)**

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

Senses darkvision 60 ft., passive Perception 12

Languages -

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

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

Magic Sense. The disenchanter can see magic up to 120' away. It can differentiate between different items, automatically noticing which one is more powerful (and thus, a better meal).

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

ACTIONS

Multiattack. The disenchanter attacks once each with its Tail Slap, Hooves, and Tongue.

Hooves. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. ***Hit:*** 23 (4d8+5) bludgeoning damage.

Tail Slap. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. ***Hit:*** 21 (3d10+5) bludgeoning damage.

Tongue. Melee Weapon Attack: +9 to hit, reach 15 ft., one target. ***Hit:*** One magic item that the target is wearing or carrying of the disenchanter's choice is attached to the tongue and can't be moved further than 15' from the disenchanter.

A creature can use its action to engage in a Strength contest to pull the item free from the disenchanter's tongue.

REACTIONS

Fending Strike. When a creature comes within 5' of the disenchanter, it uses Tail Slap against it. If the attack hits, the target must make a DC 17 Str save or be pushed 10' away from the disenchanter.

LEGENDARY ACTIONS

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

- **Disenchant (costs 3 actions).** One item attached to the disenchanter's tongue loses all its magical properties. If the item is worn or carried by another creature, that creature can make a DC 16 Wis save. If it succeeds, the item instead doesn't function until the end of the disenchanter's next turn.
- **Tongue (costs 2 actions).** The disenchanter makes one Tongue attack.
- **Wrestle Away.** If the disenchanter's Tongue is attached to an item held or worn by a creature, it engages that creature in a Strength contest. If it wins, it tears that item away from the creature.

DISPLACER BEAST

Location: *Monster Manual*.

Displacer Beast Challenge Rating. When assessing the Challenge Rating of a displacer beast, treat its Displacement trait as a +4 bonus to its effective AC.

Displacer Beast Treasure. The lair of up to six displacer beasts has a 20% chance each of having 1d4 x 100 cp, sp, ep and gp; and a 15% chance each of having 1d4 gems and 1 random magic item.

The lair of seven to twenty displacer beasts instead has a 30% chance each of having 1d10 x 200 cp, sp and gp; and a 20% chance each of having 1d6 x 100 ep, 1d20 x 5 pp, 1d6 gems and 1d4 random magic items.

Displacer Beast Pack Leader

The displacer beast pack leader uses the Displacer Beast stat block with the following changes.

- It is Huge.
- Its AC is 14 (natural armor).
- It has 207 hit points (18d12+90 Hit Dice).
- Its Strength is 22 (+6) and its Constitution is 20 (+5).
- Its Multiattack allows it to make two Tentacle attacks and one Bite attack.

- Its Tentacle is +10 to hit, has a reach of 15 ft., and deals 13 (2d6+6) bludgeoning damage plus 7 (2d6) piercing damage.
- Its Challenge Rating is 10 (5,900 xp).
- Its proficiency bonus is +4.

It has the following additional Action options.

- **Bite. Melee Weapon Attack:** +10 to hit, reach 5', one target. **Hit:** 13 (2d6+6) piercing damage.

DIVINER

Location: *Volo's Guide to Monsters* p213.

Diviner Treasure: A diviner has a 50% chance each of having 3d10 ep, 2d6 x 25 gp, 3d6 pp, and 1d4 pieces of jewelry; and a 25% chance each of having 1d6 scrolls and 1d2 random magic items.

DIZANTAR

Source: *2e Spelljammer Monstrous Compendium*.

The dizantar are a mysterious race of humanoids that are rivals of the **ethros**, and spend most of their time hunting and killing the ethros' **mercane** servants. Dizantar never reveal their actual bodies, always appearing in silvery, ornate, spiky plate armor that completely seals from view and contact with the outside world. Even the joints fit so tightly as to prevent any hint of the dizantar's actual body from showing through, and the helmet's eye slits show only black, like the depths of space. Despite their armor, dizantar move quickly, silently, and adroitly.

A dizantar stands about 8' tall and weighs around 400 lbs. It has three fingers on each hand, plus a thumb, so it is clearly not entirely human. If a dizantar is slain and its armor opened, only ashes are found.

The Infernal Connection. Some adventurers have reported information indicating that the dizantar work against the mercane at the behest of devils, opposing a deal the mercane made with demons in a contest over a world known as Astromundi. However, even since the resolution of

the Blood War, the dizantar continue to hunt their foes, so they are either ruthless in seeking a total victory of extermination or don't see the end of the Blood War as relevant to their cause.

Dizantar Treasure. Dizantar don't keep treasure of any kind.

Dizantar

Large Humanoid, usually lawful evil

Armor Class 22 (dizantar armor)

Hit Points 76 (8d10+32)

Speed 35 ft.

**STR 20 (+5), DEX 13 (+1), CON 18 (+4),
INT 16 (+3), WIS 16 (+3), CHA 10 (+0)**

Senses blindsight 60 ft., passive Perception 13

Languages Dizantar, Common

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

Environmental Adaptation. The dizantar can withstand any environmental effects, such as lack of air or crushing pressures, without harm for 10 minutes.

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

Resist Compulsion. The dizantar ignores any attempt to magically compel it to remove or open its armor.

Spiked Armor. Any creature that attempts to grapple a dizantar suffers 3 (1d6) piercing damage.

ACTIONS

Multiattack. The dizantar makes two attacks with its Halberd.

Halberd. Melee Weapon Attack: +8 to hit, reach 15 ft., one target. **Hit:** 16 (2d10+5) slashing damage.

Teleport (3/day). The dizantar teleports up to 100' to a space it can see.

REACTIONS

Tactical Adjustment (recharges after a short or long rest). When a creature misses the dizantar with an attack, the dizantar moves 5' without provoking opportunity attacks.

Dizantar Master Slayer

Large Humanoid, usually lawful evil

Armor Class 22 (dizantar armor)

Hit Points 168 (16d10+80)

Speed 35 ft.

**STR 22 (+6), DEX 13 (+1), CON 20 (+5),
INT 16 (+3), WIS 16 (+3), CHA 14 (+2)**

Senses blindsight 60 ft., passive Perception 13

Languages Dizantar, Common

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

Environmental Adaptation. The dizantar can withstand any environmental effects, such as lack of air or crushing pressures, without harm for 10 minutes.

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

Resist Compulsion. The dizantar ignores any attempt to magically compel it to remove or open its armor.

Slayer's Skill. The dizantar deals an extra 11 (2d10) damage to a creature if it hits it two or more times on the same turn.

Spiked Armor. Any creature that attempts to grapple a dizantar suffers 3 (1d6) piercing damage.

ACTIONS

Multiattack. The dizantar makes three attacks with its Halberd.

Halberd. Melee Weapon Attack: +10 to hit, reach 15 ft., one target. *Hit:* 17 (2d10+6) slashing damage.

Teleport (3/day). The dizantar teleports up to 100' to a space it can see.

REACTIONS

Tactical Adjustment (recharges after a short or long rest). When a creature misses the dizantar with an attack, the dizantar moves 5' without provoking opportunity attacks.

DJINNI

Location: *Monster Manual* p124.

Djinni Treasure. A djinni is 75% likely each to have 2d6 art objects and 3d10 x 50 gp in trade goods; 50% likely each to have 2d6 x 1,000 gp, 2d10 x 25 pp, and 2d10 gems; and 20% likely each to have 1d10 x 1,000 cp, 2d6 x 1,000 sp, 3d6 x 100 ep, 1d6+1 potions, 1d6+1 scrolls, and 1d3 random magic items.

Djinni Storm Hurler

The djinni storm hurler uses the **djinni** stat block with the following additional Action options.

- **Hurl Lightning. Ranged Spell Attack:** +9 to hit, range 120', one target. *Hit:* 45 (10d8) lightning damage.
- **Static Field (1/day).** The djinni creates an invisible field covering a 30' cube centered on a point it can see in range. A creature in the field can feel it. A creature that ends its turn in the field takes 16 (3d10) lightning damage. The field lasts as long as the djinni concentrates on it, up to 1 minute.

DOC CU'O'C

Source: 3e *Oriental Adventures*.

The doc cu'o'c is a spirit protector that safeguards a given region. However, it is less concerned with the creatures living there and more concerned with the area itself. If the locals remain properly deferential, regularly making small offerings and performing rituals to placate it, the doc cu'o'c will protect them as well, but if they take it for granted, try to order it around, or otherwise offend it, the doc cu'o'c will ignore threats to them that don't also endanger the rest of the area it guards. A doc cu'o'c keeps itself removed from most mortal concerns, but while it won't provide food for a starving family directly, it might use its *control weather* ability to ensure that local rainfall is sufficient for crops to grow.

A doc cu'o'c appears as half of a man's body, split neatly down its long axis. It has but one arm, one leg, one eye, half a mouth, etc. If the cut axis is viewed, it appears as a smooth, colorless surface. Its features resemble those of the local inhabitants of its areas, including the fashion and style of its clothing, hair, and so forth. In an area where the people wear beards of a specific style, so will the doc cu'o'c. If the people wear tunics and sandals, so will it. One exception to this is that all doc cu'o'cs wield the same type of weapon- a battle axe that crackles with electricity.

No Care for Those Outside its Region. A doc cu'o'c is completely unconcerned with anything outside its own protected area. If a group of raiders threatens the doc cu'o'c's region, it might point out another region with easier prey, caring nothing for those that might be hurt or killed by the raiders.

Astral Lairs. Doc cu'o'cs make their lairs on the Astral Plane, in hidden or isolated areas of the endless starry sea there. A doc cu'o'c spends little time there, but does store its valuables there, along with what offerings it receives from the people in its territory. Doc cu'o'cs never operate in groups; each lives a solitary existence.

Doc Cu'o'c Treasure. A doc cu'o'c's lair has a 50% chance each to contain 1d10 x 1,000 cp and ep, as well as 2d6 x 1,000 sp and gp. It also has a 75% chance each to contain 2d6 gems, 2d8 art objects, and 1d6 scrolls. Finally, it has a 25% chance each to have 1 piece of magic clothing, 1 piece of magic jewelry, and 1d4 random magic items.

Doc Cu'o'c

Medium Fey, always neutral

Armor Class 20 (ignore attacks)

Hit Points 55 (10d8+10)

Speed 50 ft.

STR 13 (+1), **DEX** 11 (+0), **CON** 12 (+1),

INT 17 (+3), **WIS** 18 (+4), **CHA** 18 (+4)

Saving Throws Str +4, Dex +3, Con +4

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

Senses spirit sight, passive Perception 14

Languages Common, Spirit Tongue

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

Ignore Attacks. The doc cu'o'c ignores most attacks, giving it a +10 bonus to AC (included above).

Shock. When the doc cu'o'c hits with its axe, it deals an extra 33 (6d10) lightning damage (included below).

Spirit Sight. The doc cu'o'c can see invisible creatures and objects. It can also see any spirits in its field of view and recognize them for what they are, even if disguised, in a different form, etc.

Spirit Strike. The doc cu'o'c adds its Wisdom bonus to attack rolls (included below).

Unusual Nature. The doc cu'o'c doesn't need to eat or drink, but it must spend at least one day in the Astral Plane each month or perish.

ACTIONS

Battle Axe. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 5 (1d8+1) slashing damage plus 33 (6d10) lightning damage.

Invisibility. The doc cu'o'c becomes invisible until it attacks or casts a spell.

Spellcasting. The doc cu'o'c is an 18th level caster. Its spellcasting ability is Wisdom. It can cast the following spells, requiring no components:

3/day- *control weather, lesser restoration.*

1/day- *remove curse.*

DOLPHIN

Location: *Volo's Guide to Monsters* p208.

Dolphin Treasure. Dolphins don't usually have treasure.

DOLPHINS IN CYDRA

In Cydra, dolphins have the following changes to their base stat block.

- Its Intelligence is 10 (+0) and its Charisma is 15 (+2).

DOLPHIN PCS

Dolphins are obviously only suitable for an aquatic party. However, in the context of an aquatic campaign, dolphins are an archetypical pc race choice.

First Level: A dolphin is a viable starting character in an aquatic game.

DOLPHIN TRAITS

Dolphin pcs have the following racial traits.

Ability Score Adjustments. Your Charisma score increases by 2 and your Strength score increases by 1.

Age. A dolphin is mature by the age of 11, old by the age of 20, and sometimes live to 60.

Size. You are Medium- somewhere between 6'2" and 8'2" in length and between 175 and 520 lbs in weight.

Beast. You are a Beast.

Handless. You don't have hands and can't use tools or weapons. If the DM rules that you can attempt to manipulate an object, you have difficulty doing so and have disadvantage on any checks necessary to do so unless it is specifically designed for dolphins.

Speed. You have a swim speed of 60'.

Natural Weapons. You have a natural slam attack that deals 1d6 bludgeoning damage.

Charge. If you move at least 30' straight toward a target and then hit it with a Slam attack on the same turn, the target takes an extra 3 (1d6) bludgeoning damage.

Blindsight. You have blindsight 60'.

Hold Breath. You can hold your breath for 20 minutes.

Languages. You speak Aquan and Dolphin.

DOLPHIN RUSHER (Dolphin racial feat)

Prerequisites: Dolphin

You have developed your racial abilities to new heights.

- Your swim speed increases by 10'.
- When you use your Charge ability, you must only move 20' in a straight line, and you deal an additional 1d6 damage.
- You can hold your breath for 30 minutes.
- Your blindsight extends to a range of 90'.

Dolphin Hero

The dolphin hero uses the Dolphin stat block with the following changes.

- Its AC is 13 (studded leather).
- It has 66 hit points (12d8+12 Hit Dice).
- Its Strength is 18 (+4) and its Charisma is 17 (+3).
- It can't use its Slam attack with its Dolphin Lance equipped; however, its Slam is +6 to hit and deals 10 (1d6+7) damage.
- Its Challenge Rating is 2 (450 xp).

It has the following additional Trait.

- **Hero.** The hero can add its Charisma bonus to the damage rolls of melee weapon attacks.

The hero has the following additional Action options.

- **Multiattack.** The hero makes two melee weapon attacks.
- **Dolphin Lance.** *Melee Weapon Attack:* +6 to hit, reach 10', one target. *Hit:* 13 (1d12+7) piercing damage.

DOPEGEE

Source: Homebrewed, with credit to Peter Coon.

Dopegees are an offshoot of the dark ones. Rarely encountered outside of the Shadowfell, dopegees are usually on raids for slaves or treasure when in the Prime Material Plane. Dopegees have a strong preference for working in numbers, and are almost never encountered alone.

A dopegee is far more dangerous than it appears. It stands only about 3' tall, weighing around 60 lbs. A dopegee's flesh is corpse gray, and its hair is a translucent black, gray, or white color. Dopegees use stylized armor and weapons that have a motif matching the name of their clan (such as the Striking Serpent, the Poisoned Touch, and the Cloud Across the Sun).

Untrustworthy Liars. As a race, dopegees are pathologically inclined to lie. They don't seem to distinguish between things as they are, and things as the speaker wants them to be. Some scholars have suggested that all dopegees are insane, or even that they are the Shadowfell's equivalent of derro.

Dopegee Challenge Rating. When assessing the Challenge Rating of a dopegee, treat the Blinding Hex ability as a +1 bonus to effective attack and AC, and treat the Felling Hex ability as a +1 bonus to effective attack bonus.

Dopegee Treasure. A typical dopegee carries 2d10 sp and 1d12 ep.

The lair of a group of twenty to fifty dopegees also has a 40% chance each to have 2d6 x 25 ep, 2d10 x 100 gp, and 1d4 pieces of jewelry; and a 10% chance each to have 1d4 potions and 1d2 random magic items.

The lair of 51 to 100 dopegees instead also has a 40% chance each to have 1d10 x 100 ep, 1d8 x 1,000 gp, and 1d12 pieces of jewelry; and a 20% chance each to have 2d4 potions and 1d4 random magic items.

The lair of 101 or more dopegees instead also has a 50% chance each to have 1d10 x 100 ep, 2d10 x 1,000 gp, and 3d6 pieces of jewelry; and a 20% chance each to have 2d6 potions and 1d4 random magic items.

Dopegee

Small Humanoid (Dark One), usually chaotic neutral

Armor Class 16 (studded leather)

Hit Points 38 (7d6+14)

Speed 30 ft.

**STR 10 (+0), DEX 18 (+4), CON 14 (+2),
INT 12 (+1), WIS 11 (+0), CHA 12 (+1)**

Skills Sleight of Hand +6, Stealth +6

Senses blindsight 90 ft., passive Perception 10

Languages Dopegee, Umbral

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

ACTIONS

Multiattack. The dopegee makes two shortsword attacks. If both hit the same target, the dopegee deals an extra 14 (4d6) damage to the target.

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

BONUS ACTIONS

Blinding Hex (recharge 5-6). The dopegee chooses one creature it can see within 30'. That creature must make a DC 11 Wisdom save or be blinded for 1 minute, repeating the save at the end of each turn and ending the effect on itself on a success.

REACTIONS

Dark Escape (recharges after a short or long rest). If the dopegee isn't incapacitated or surprised and it takes damage that would bloody it, it teleports 50' to a space it can see that isn't in bright light, taking no damage or other effects from the triggering effect.

Dopegee Slave Taker

Small Humanoid (dark one), usually chaotic neutral

Armor Class 16 (studded leather)

Hit Points 77 (14d6+28)

Speed 30 ft.

**STR 15 (+2), DEX 18 (+4), CON 14 (+2),
INT 12 (+1), WIS 11 (+0), CHA 16 (+3)**

Skills Intimidation +5, Sleight of Hand +6, Stealth +6

Senses blindsight 90 ft., passive Perception 10

Languages Dopegee, Common, Umbral

Challenge 4 (1,100 xp)

ACTIONS

Multiattack. The dopegee makes two rapier attacks. If both hit the same target, the dopegee deals an extra 21 (6d6) damage to the target.

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

Shortbow. Ranged Weapon Attack: +6 to hit, range 60/240 ft., one target. **Hit:** 7 (1d6+4) piercing damage.

Felling Hex. The dopegee chooses one creature it can see within 30'. That creature must make a DC 13 Wisdom save or be cursed for 1 minute, repeating the save at the end of each turn and ending the effect on itself on a success. While cursed, it falls prone at the beginning of each of its turns.

REACTIONS

Dark Escape (recharges after a short or long rest). If the dopegee isn't incapacitated or surprised and it takes damage that would bloody it, it teleports 50' to a space it can see that isn't in bright light, taking no damage or other effects from the triggering effect.

DOPPELGANGER

Location: *Monster Manual.*

Doppelganger Treasure. Doppelgangers often have treasure. A single doppelganger has a 30% chance of having 1d6 x 10 gp in assorted coins.

A group of two to six doppelgangers instead has a 45% chance each of having 1d4 x 10 gp in trade goods and 2d10 x 25 gp in assorted coins; and a 15% chance of having 1d4 potions.

A group of seven to thirty doppelgangers has a 45% chance each of having 1d6 x 50 gp in trade goods and 1d10 x 100 gp in assorted coins; a 25% chance of having 1d4 potions; and a 10% chance of having 1 random magic item.

A group of 31 or more doppelgangers has a 65% chance each of having 1d6 x 250 gp in trade goods and 2d6 x 250 gp in assorted coins; a 50% chance of having 1d6 potions; and a 15% chance of having 1d4 random magic items.

Doppelganger Ambusher

The doppelganger ambusher uses the Doppelganger stat block with the following changes.

- Its AC is 16 (studded).
- It has 91 hit points (14d8+28 Hit Dice).
- It is also proficient in Stealth +6.
- Its Surprise Attack trait instead deals an extra 35 (10d6) damage.
- Its Challenge Rating is 4 (1,100 xp).

Doppelganger Infiltrator

The doppelganger infiltrator uses the Dire Corby stat block with the following changes.

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

It has the following additional trait.

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

Doppelganger Master

The doppelganger master uses the Doppelganger stat block with the following changes.

- Its AC is 18 (studded and shield).
- It has 150 hit points (20d8+60 Hit Dice).
- Its Intelligence is 16 (+3) and its Charisma is 20 (+5).
- Its Multiattack allows it to make four melee attacks.
- Its Challenge Rating is 6 (2,300 xp).
- Its proficiency bonus is +3.
- Its skill and attack bonuses increase by 1.

It has the following additional Trait.

- **Inspiring Leader.** The master can spend ten minutes speaking to up to six allies that can hear it within 60', at the end of which time each target gains 10 temporary hit points. The master can't target itself with this ability.

DRACOHYDRA

Location: *Fizban's Treasury of Dragons*.

Dracohydra Treasure. A dracohydra has a 50% chance each to have 1d12 x 1,000 cp, 1d10 x 1,000 sp, 2d8 x 100 ep, 1d8 x 1,000 gp, and 2d8 gems; a 35% chance each to have 1d12 x 25 pp, 1d8 art objects, 2d4 potions, 1 piece of magical armor, and 1d3 magic weapons; and a 10% chance to have 1d3 random magic items.

DRACOLICH

Location: *Monster Manual*.

Dracolich 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.

DRACONIAN DREADNOUGHT

Location: *Fizban's Treasury of Dragons*.

Draconian Dreadnought Treasure. A draconian dreadnought typically has 2d10 ep and 2d8 gp.

The lair of a group of six to twelve draconian dreadnoughts also has a 30% chance each of having 2d10 x 100 cp, 2d6 x 100 sp, and 1d10 x 100 gp.

The lair of a group of 13-40 draconian dreadnoughts instead also has a 40% chance each of having 2d6 x 500 cp, 2d6 x 500 sp, and 3d6 x 200 gp.

The lair of a group of 41-100 draconian dreadnoughts instead also has a 50% chance each of having 2d6 x 1,000 cp, 2d6 x 1,000 sp, and 2d6 x 500 gp.

DRACONIAN FOOT SOLDIER

Location: *Fizban's Treasury of Dragons*.

Draconian Foot Soldier Treasure. A draconian foot soldier typically has 2d10 cp and 2d8 sp.

The lair of a group of at least ten draconian foot soldiers also has a 25% chance each to have 4d10 x 10 cp, 3d10 x 10 sp, and 2d6 x 5 gp.

Draconian Foot Soldier Fodder

The draconian foot soldier fodder uses the Draconian Foot Soldier 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.

DRACONIAN INFILTRATOR

Location: *Fizban's Treasury of Dragons*.

Draconian Infiltrator Treasure. A draconian infiltrator typically has 2d10 sp and 2d6 ep.

The lair of a group of six to twelve draconian infiltrators also has a 25% chance each of having 1d4 x 100 sp, 1d4 x 100 gp, and 1d4 gems.

The lair of a group of 13-40 draconian infiltrators instead also has a 30% chance each of having 2d6 x 100 sp, 2d6 x 100 gp, and 2d6 gems/

The lair of a group of 41-100 draconian infiltrators instead also has a 50% chance each of having 1d8 x 500 sp, 1d8 x 500 gp, and 2d6 gems.

DRACONIAN MAGE

Location: *Fizban's Treasury of Dragons*.

Draconian Mage Treasure. A draconian mage typically has 2d6 ep and 2d4 gp.

A group of three to six draconian mages also has a 25% chance each to have 1d4 potions and 1d4 scrolls.

A group of seven to twelve draconian mages instead also has a 35% chance each to have 1d4+2 potions and 1d4+2 scrolls; and a 10% chance each to have 1d4 art objects and 1 random magic item.

A group of 13-50 draconian mages instead also has a 50% chance each to have 2d4+2 potions and 2d6+3 scrolls; and a 10% chance each to have 1d10 art objects and 1d4 random magic item.

DRACONIAN MASTERMIND

Location: *Fizban's Treasury of Dragons*.

Draconian Mastermind Treasure. A draconian mastermind typically has 3d6 gp and 1d4 pp.

The lair of a group of three to ten draconian masterminds also has a 40% chance each to have 3d10 x 100 gp and 2d10 x 10 pp; and a 10% chance each to have 1d6 art objects and 1 random magic item.

The lair of a group of 11-40 draconian masterminds also has a 75% chance each to have 3d6 x 500 gp and 2d10 x 50 pp; and a 25% chance each to have 2d10 art objects and 1d4 random magic items.

DRACONIC SHARD

Location: *Fizban's Treasury of Dragons*.

Draconic Shard Treasure. A draconic shard doesn't usually have treasure.

DRAEGLOTH

Location: *Volo's Guide to Monsters*.

Draegloth Treasure. Each draegloth's personal treasure has a 40% chance each to include 1d10 x 1,000 cp, sp, and gp; and a 25% chance each to include 1d6 x 500 ep, 1d12 x 20 pp, 1d10 gems, 1d6 art objects, and 1d2 random magic items.

DRAFT HORSE

Location: *Monster Manual* p321.

Draft Horse Treasure. A draft horse doesn't usually have treasure.

DRAGON

Source: 3e *Draconomicon* (howling dragon, rust dragon), 4e *Draconomicon: Chromatic Dragons*, loosely based on the fang dragon (gray dragon), 3e *Monster Manual 2* (gem dragons), 3e

Oriental Adventures (lung dragons), 4e *Monster Manual 3* (catastrophic dragons), 1e *Monster Manual 2* (cloud dragon), 2e *Monstrous Manual* (steel dragon).

There are a multitude of different species of dragons in the world. Some are **chromatic**, some **metallic**, and some belong to other categories entirely- **gem** dragons, **lung** (or Oriental) dragons, **catastrophic** dragons, **planar** dragons, and others. Though far less common than the chromatic and metallic dragons, such dragons may be just as dangerous.

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* for hoard rules.

CATASTROPHIC DRAGONS (Blizzard, Earthquake, and Volcanic Dragons)

Catastrophic dragons are terrifying living incarnations of natural disasters, such as volcanoes and earthquakes. They are the descendants of a group of dragons who long ago turned their backs on Bahamut and Tiamat and instead took up with the primordials, who transformed them into the personifications of chaos and destruction that they are now.

Some sages claim that the original catastrophic dragons' coat turn happened during the ancient Dawn War between the gods and the primordials, and that the catastrophic dragons were changed into living weapons for the elemental forces. Others point to a later era as the time of the catastrophic dragons' betrayal, perhaps during the Age of Giants. In any case, many elder catastrophic dragons retreated to the Elemental Chaos, where they remain to this day, growing every mightier and more terrifying.

At times, a cabal of different types of catastrophic dragons will form, working together to spread destruction and disaster. They might even include powerful non-dragons, such as

giants, elementals, or similar creatures, in their alliances.

CHROMATIC DRAGONS (Black, Blue, Brown, Gray, Green, Indigo, Orange, Purple, Red, White, and Yellow Dragons)

This family of dragons is the traditional avaricious and rapacious sort. They are the descendants of Tiamat, the Queen of Evil Dragons, and often set themselves up as gods.

GEM DRAGONS (Amethyst, Crystal, Emerald, Sapphire, and Topaz Dragons, plus Sardior, the Ruby Dragon)

Gem dragons tend to be aligned with Neutrality, rather than Good or Evil. They form a group that stands apart from, and between, the conflict between the metallics and the chromatics. Gem dragons are known for having psionic abilities.

Ruled by the Ruby Dragon, Sardior, the gem dragons are rare and reclusive. They tend to spend a great deal of time in the Inner Planes, with many actually making their lairs there. They have developed odd diets because of this tendency, and often prefer to eat elemental material over flesh and bone.

Like all dragons, gem dragons are highly covetous and hoard wealth in all forms. Many gem dragons who have large hoards become paranoid to some degree, constantly worrying over potential thieves.

LINNORMS

Linnorms are savage dragons with serpentine bodies. They tend to lack breath weapons and are generally stupider and more rapacious than even the chromatic dragons.

LUNG DRAGONS (Chiang Lung, Li Lung, Lung Wang, Pan Lung, Shen Lung, T'ien Lung, Tun Mi Lung, Yu Lung; also arguably Cloud and Mist Dragons)

The lung dragons, also sometimes called oriental dragons, are tied both to the spirit world and to features of the natural world. They are tied to water in most cases, and many are wise and

beneficent, willing to give advice and counsel to those who make proper offerings to them. Most lung dragons can change shape.

The lung dragons are involved in and agents of the Celestial Bureaucracy, which is a governing body of powerful spirits that is in charge of much of the record keeping of the Upper Planes. They sometimes interact with inevitables in this role.

All lung dragons begin life as yu lungs, developing into their individual species and identity after spending several years in a tadpole-like form. When a yu lung transforms into its adult form, a great clap of thunder accompanies the moment.

METALLIC DRAGONS (Adamantine, Brass, Bronze, Chromium, Cobalt, Copper, Gold, Iron, Mercury, Mithral, Orium, Silver, and Steel Dragons)

Metallic dragons are the offspring of Bahamut, the Platinum Dragon, and most are prone to goodness. Despite this, like most dragons, they tend to be vain and venal, and often consider themselves to be gods worthy of worship from lesser beings.

A few species of metallic dragon, including the steel dragon, are corrupted, fallen lines that have turned to evil.

PLANAR DRAGONS (Astral, Battle, Chaos, Ethereal, Howling, Oceanus, Pyroclastic, Radiant, Rust, Styx, and Tarterian Dragons)

Planar dragons are native to planes other than the Prime Material and include many species that are extremely powerful and dangerous.

MISCELLANEOUS DRAGONS (Brine, Faerie, Song, possibly Cloud and Mist)

A few dragons don't fit into any of the traditional divisions. Cloud and mist dragons are both closely related to, but arguably different from, lung dragons, while a brine dragon may be an offshoot of a black dragon.

DRAGON BLESSED

Location: *Fizban's Treasury of Dragons* p188.

Dragon Blessed Treasure. A dragon blessed has a 75% chance to have a healer's kit; and a 25% chance each to have 1d10 x 10 gp and 1d2 potions.

DRAGON CHOSEN

Location: *Fizban's Treasury of Dragons* p189.

Dragon Chosen Treasure. A dragon chosen is 50% likely each to have 3d20 cp, sp, ep, gp, and pp.

DRAGON EEL

Source: *3e Monster Manual* 3.

The dragon eel is an immense aquatic creature that is a voracious threat to everything nearby. Measuring 20' long and weighing about 1,000 lbs, a dragon eel is silver-scaled, with a head that resembles a dragon crossed with a great turtle, and an eel-like body, with pairs of small fins running down its belly. A frilled fin runs along the length of its back.

Offer Tribute or Be Eaten. If a ship's captain is aware of the presence of a dragon eel, she is wise to throw tribute over the side when venturing into the waters it claims. This usually appeases the dragon eel, who desires more treasure and recognizes that such offerings may well be repeated.

Dragon Eel Treasure. The dragon eel's lair has a 35% chance each of having 2d6 x 1,000 cp, 1d10 x 1,000 sp, 2d10 x 100 ep, 1d12 x 1,000 gp, 2d8 x 100 pp, 3d8 gems, 2d8 pieces of jewelry, and 1d4 magic items that can survive underwater.

Dragon Eel

Large Dragon, usually neutral evil

Armor Class 16 (natural armor)

Hit Points 147 (14d10+70)

Speed 20 ft., swim 60 ft.

STR 24 (+7), DEX 11 (+0), CON 20 (+5),

INT 8 (-1), WIS 12 (+1), CHA 13 (+1)

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

Condition Immunities paralysis

Senses blindsight 30 ft., darkvision 60 ft., green eyes, passive Perception 11

Languages Aquan, Draconic

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

Sleepless. The dragon eel doesn't need to sleep and is immune to magical effects that would put it to sleep.

ACTIONS

Bite. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. *Hit:* 25 (4d8+7) piercing damage, and if the target is Medium or smaller, it must succeed on a DC 18 Dexterity saving throw or be swallowed by the dragon eel. A swallowed creature is blinded and restrained, has total cover against attacks and other effects outside the dragon eel, and it takes 22 (4d10) bludgeoning damage at the start of each of the dragon eel's turns. The dragon eel can swallow one Medium or four Small or smaller creatures.

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

Powerful Charge (1/day). If the dragon eel swims at least 20' straight toward a target, it makes the following attack against it: *Melee Weapon Attack:* +10 to hit, reach 5', one target. *Hit:* 55 (10d10) bludgeoning damage and the target is stunned until the end of the dragon eel's next turn.

DRAGON FOLLOWERS

Location: *Fizban's Treasury of Dragons*.

Dragon Follower Treasure. See individual entries.

DRAGON SPEAKER

Location: *Fizban's Treasury of Dragons* p189.

Dragon Speaker Treasure. A dragon speaker is 50% likely to have no treasure. If it has treasure, it has a 50% chance each to have 1d6 x 100 ep, 1d4 x 100 gp, 1d20 pp, and 1d6 art objects.

DRAGON TURTLE

Location: *Monster Manual*, *Fizban's Treasury of Dragons* (ancient, young, and wyrmling).

Dragon Turtle 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* for hoard rules.

DRAGONBLOOD OOZE

Location: *Fizban's Treasury of Dragons*.

Dragonblood Ooze Treasure. Dragonblood oozes don't typically collect treasure.

DRAGONBONE GOLEM

Location: *Fizban's Treasury of Dragons*.

Dragonbone Golem Treasure. Dragonbone golems don't typically collect treasure.

DRAGONBORN OF BAHAMUT

Location: *Fizban's Treasury of Dragons*.

Dragonborn of Bahamut Treasure. A dragonborn of Bahamut typically carries 1d6 x 100 gp in coin and gems.

DRAGONBORN OF SARDIOR

Location: *Fizban's Treasury of Dragons*.

Dragonborn of Sardior Treasure. A dragonborn of Sardior has a 50% chance each to have 1d10 x 25 gp and 1d4 scrolls.

DRAGONBORN OF TIAMAT

Location: *Fizban's Treasury of Dragons*.

Dragonborn of Tiamat Treasure. A dragonborn of Tiamat has a 50% chance each of having 1d10 x 50 gp in coins and gems and 1d2 potions.

DRAGONFLESH ABOMINATION

Location: *Fizban's Treasury of Dragons*.

Dragonflesh Abomination Treasure. A dragonflesh abomination's lair has a 30% chance each to have 2d10 x 100 cp, 2d6 x 100 sp, 2d6 x 100 gp, and 1d8 gems; and a 10% chance each to have 1d10 x 50 ep, 2d20 pp, 1d6 art objects, and 1d3 random magic items.

DRAGONFLESH GRAFTER

Location: *Fizban's Treasury of Dragons*.

Dragonflesh Grafter Treasure. A dragonflesh grafter's lair has a 50% chance each to have 2d10 x 100 cp, 2d6 x 100 sp, 1d10 x 100 gp, and 1d4 gems; and a 25% chance each to have 1d10 x 25 ep, 2d6 pp, 1d6 art objects, and 1 random magic item.

DRAGONNE

See *LIONDRAKE*.

DRAGONNEL

Location: *Fizban's Treasury of Dragons*.

The dragonnel is a graceful hybrid of dragon and pteranodon. It is sometimes trained a mount for experienced aerial cavaliers, including paladins with airborne experience, death knights, elven archers, and the like. A dragonnel's wings span 30' when fully extended, and its body is about 10' long and 5' high at the shoulder. Its scales range from red-brown to gold.

Cliffside Packs. Dragonnels prefer to live along cliffsides or in clifftop nests. They love to soar above wide open plains, hunting antelope, velociraptors, and other good-sized prey. Dragonnels often work cooperatively when hunting, and live in families of two to five or packs of up to twenty.

Buying a Dragonnel Egg. Where available, a dragonnel egg usually costs 250 gp.

Dragonnel Treasure. The nest of a dragonnel or a family of up to five has a 25% chance of having 1d6 gems in it.

DRAKE

Source: 4e *Monster Manual* (Cydran guard drake), 3e *Monster Manual 2* (spitting drake), 3e *Draconomicon* (ambush drake), 4e *Monster Vault* (bloodseeker drake), 4e *Draconomicon*: *Chromatic Dragons* (portal drake), 2e *Monstrous Manual* (fire drake), 3e *Monster Manual 3* (needletooth drake swarm, rage drake), homebrew (chromatic drake, metallic drake).

Drakes are small relatives of dragons. They can be domesticated but never truly tamed. A guard drake, for instance, will serve as well as a guard dog, so long as it is treated well, but will always be alien and unpredictable than the dog would be.

In the wild, drakes often form packs of mixed types. Most drakes lack the avaricious nature of true dragonkind and don't feel any urge to collect treasure.

Some scholars suggest that there are multiple lineages of drakes, each branch representing a separate instance of gradual evolution away from true dragons. Those scholars put crested, spitting, and horned drakes in one group ("felldrakes"), and fire drakes, chromatic drakes, metallic drakes, and other drakes with breath weapons in another ("great drakes"), distinguishing them from the remainder, which they call true drakes. Other scholars dispute these divisions, however, either arguing that they are all from one descendant of true dragons or that the proposed lineages are incorrect, and divide them differently.

Part of Civilization, but Wild at Heart.

Drakes are a part of civilization, found as beasts of burden or guard animals and available for sale in some places. There are even trappers who specialize in capturing drakes and bringing them back to cities for sale. While a drake is considerably more expensive than most other animals, and its upkeep is commensurately higher priced, many consider the investment well worth the cost. However, buyers must beware the tendency for a drake to snap out at other creatures nearby. Some drakes never turn on their masters, but others serve loyally for decades before turning viciously out of hunger, or for no reason whatsoever. .

Pack Animals. Drakes prefer the company of other drakes. They like to form packs with their kin or others of the same species, but will sometimes accept other types of drake or even other creatures entirely into their pack. Thus, a pack of drakes might consist of guard, ambush, spitting, and winged drakes, all traveling and hunting together, with each contributing according to its abilities.

Very Vocal. Though a drake can't speak, it does attempt to communicate with a combination of noises, including hisses, growls, chirps, roars and purrs, as well as by using body language.

Drake Treasure. Like dragons, one of the primary instincts in a drake is greed. However, in most cases, this manifests as a greed for food. Most drakes are too stupid to collect treasure, and domesticated ones almost never have the opportunity. However, some domesticated drakes are emplaced to serve as defenders of valuable areas or objects.

DRAZZLE

Source: Homebrew.

A drizzle is a fey creature that can sometimes be persuaded to serve as a mount. A drizzle superficially resembles a horse, but it has feathers instead of fur and its hooves glow and spit radiant energy. Drizzles are blue, yellow, green, red, orange, or some combination thereof. Much like horses, they travel in herds, but a herd of drizzles

numbers only between three and ten.

Drazzles can breed with horses, garen, and other equine creatures, but their offspring are almost always normal examples of the other equine species. Less than one in twenty is born a drizzle.

Loyal to the Herd. If a creature attacks one drizzle, every drizzle in the herd comes to its defense, and none of those drizzles will ever consent to serve the attacker or any of its companions. In fact, a creature that harms one member of a drizzle herd forevermore earns the enmity of those drizzles. In such a case, the drizzles stop at nothing to drive the creature (and any companions it might have) away, harassing them to prevent them from resting, attempting to destroy provisions, etc.

Seducing a Drizzle into Service. Luring a drizzle into serving as a mount requires that the would-be rider spend several weeks, at a minimum, flattering the drizzle, giving it gifts such as sugar and honey-cakes, brushing it, tending its hooves, and so forth. A creature that shows no sign that it might threaten the herd can gradually earn a drizzle's trust, and typically, at the end of three weeks of downtime spent trying to earn its affections, the creature can attempt a DC 20 Charisma (Animal Handling) check to see if the drizzle will accept it. If this check fails, the creature can try again at the end of each additional week of proper treatment, but if the creature fails thrice, that drizzle will never agree to serve it.

Sometimes, when a herd of drizzles has a problem they can't solve on their own, a drizzle might seek a reputable adventurer and offer to serve as a mount for a given period (usually a year and a day) in return for the adventurer's aid in solving its problem. If the adventurer ever mistreats the drizzle, the drizzle immediately abandons the adventurer, considering their agreement to be null and void.

Drazzles are especially prized by eladrin and elves for their ability to ride between the worlds.

Drizzle Treasure. A drizzle collects no treasure.

Drizzle

Large Fey, often chaotic neutral

Armor Class 12 (natural armor)

Hit Points 39 (6d10+6)

Speed 50 ft.

STR 16 (+3), **DEX** 12 (+1), **CON** 13 (+1),
INT 10 (+0), **WIS** 14 (+2), **CHA** 12 (+1)

Damage Resistances radiant

Condition Immunities charmed

Senses passive Perception 12

Languages Sylvan

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

Ride Through the Worlds. Over the course of an hour's travel, the drizzle (and the creature mounted on it, if any) can travel from the Prime Material Plane to the Feywild or vice versa. It arrives in the destination place on that plane that corresponds to the place from which the drizzle departs.

Once a drizzle has been to another plane, it can also travel to and from that plane in the same fashion. If there is no correspondence between the two planes, the drizzle arrives within 1d100 miles of its chosen destination on that plane.

Rider's Blessing. When the drizzle willingly serves as a mount for a creature, that creature gains resistance to radiant damage and immunity to the charmed condition while it is mounted.

ACTIONS

Hooves. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4+3) bludgeoning damage plus 10 (3d6) radiant damage.

DREAD BLOSSOM

Source: 3e *Monster Manual* 3.

Dread blossoms are originally native to the Beastlands. They appear as foot-long crimson flowers speckled with gold and black pollen. The stem of each dread blossom ends in a 6" long, hollow thorn surrounded by a frill of 1" long roots. Dread blossoms root in the bodies of their victims.

Transplanted by the Ignorant. Dread blossoms came to the Prime Material Plane through the action of ignorant creatures who didn't realize their nature. Attracted by the flowers' beauty, a group of adventurers brought some home with them, intending to add them to their garden of exotica. In the end, the decision led to the dread blossoms spreading into the wilderness and to the deaths of hundreds of innocents.

Blood Drinkers. Dread blossoms use their pollen to daze and incapacitate creatures that come near them. The flowers then attack, planting themselves in the flesh of their victims and drawing blood from them.

Dread Blossom Challenge Rating. When assessing the Challenge Rating of a swarm of dread blossoms, assume that it attacks one creature on two rounds and two creatures on one. Because of its Poison Pollen, increase its effective AC and attack bonus by 2.

Dread Blossom Treasure. Dread blossoms don't collect treasure, but their victims' bodies often have some money or gear on them. Each dread blossom swarm is 20% likely each to conceal 2d20 x 100 cp, sp, and gp, as well as 1d4 gems, and is 10% likely each to conceal 1d4 potions and 1 random magic item.

Dread Blossom Swarm

Large Swarm of Tiny Plants (Swarm), always unaligned

Armor Class 13

Hit Points 82 (11d10+22)

Speed fly 60 ft.

STR 2 (-5), **DEX** 17 (+3), **CON** 14 (+2),
INT 1 (-5), **WIS** 10 (+0), **CHA** 3 (-4)

Damage Resistances bludgeoning, piercing, and slashing

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

Senses blindsight 60 ft., passive Perception 10

Languages -

Challenge 5 (1,800 xp)

Prof +3

Drain Blood. A creature that starts its turn with the swarm rooted in it gains one level of exhaustion.

Poison Pollen. A creature that starts its turn within 15' of the swarm must make a DC 13 Constitution save. If it fails, it is poisoned for 1 minute. It can repeat the save at the end of each of its turns, ending the effect on a success. If it fails such a save, it is also paralyzed as long as it is poisoned.

A creature that succeeds on either the initial save or a save to end the effect is immune to the Poison Pollen of dread blossoms for 24 hours.

Regeneration. As long as it has at least 1 hit point, the swarm regains 10 hit points at the start of its turn. If it takes cold or fire damage, this trait doesn't function at the start of its next turn.

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 flower. The swarm can't gain temporary hit points. It can only regain hit points through its regeneration trait.

ACTIONS

Swarm of Thorns. *Melee Weapon Attack:* +6 to hit, reach 0 ft., each target in the swarm's space. *Hit:* 13 (3d6+3) piercing damage. In addition, if this attack damages an incapacitated creature, the swarm roots in that creature.

DREAD WARRIOR

Location: *Tales from the Yawning Portal.*

Dread Warrior Treasure. A dread warrior doesn't usually have treasure of its own, though it might guard its master's.

Dread Warrior Runescribed Killer

A dread warrior runescribed killer is covered in runes that it can activate with a touch. It uses the Dread Warrior stat block with the following changes.

- Its AC is 22 (plate, shield, and runic enhancement).
- It has 67 hit points (9d8+27 Hit Dice).
- Its Charisma is 15 (+2).
- Its Challenge Rating is 3 (700 xp).

It has the following additional Bonus Action option.

- **Rune Magic.** The dread warrior touches a rune on its body and activates one of the following effects. A given effect can't be activated again until the dread warrior completes a short or long rest.
 - The dread warrior creates a blast of foul vapors in a 30' cone. Each creature in the cone must make a DC 12 Con save, taking 14 (4d6) necrotic damage on a failure or half that on a success. In addition, a creature that fails its save gains one level of exhaustion.
 - The dread warrior targets one creature it can see within 60', which must make a DC 12 Wis save or be charmed by the dread warrior for as long as the dread warrior concentrates, up to 1 minute. While charmed, the target must use its action to attack a creature of the dread warrior's choice. The target can repeat the save each time it takes damage.
 - The dread warrior teleports up to 30' to a space it can see.

DREAM STALKER

Source: Homebrew.

Native to the Plane of Dreams, dream stalkers are independent, malicious entities that infiltrate the dreams of worldly creatures and consume their vitality, leaving them weakened and exhausted, and eventually even killing them.

Difficult to Confront. It is difficult to force a confrontation with dream stalkers. Often, it is easier to ward their prospective victim at night than to actually fight them, because they can vanish into the dream realm. However, clever adventurers have been known to journey into the dream plane in order to force the issue with them, or to create an area that can be dimensionally locked once the dream stalkers manifest in order to prevent them from escaping.

No True Form. A dream stalker's form is constantly shifting and morphing. Since it is made of dream-stuff, it has no true form, and is inherently mutable. A dream stalker might appear as a monster one moment, a fire all around its victim the next, and as the mother of its victim a moment later.

Valuable Sources of Information. Despite the dangers in dealing with these creatures, some priests and wizards try to ferret information from them. Since the dream stalkers have access to the dreams of many different creatures, they sometimes can learn secrets of creatures that are impossible to find in almost any other way.

Dream Stalker Treasure. Dream stalkers, being nonphysical beings, collect no treasure.

Dream Stalker

Medium Fiend, always neutral evil

Armor Class 14 (natural armor)

Hit Points 97 (15d8+30)

Speed 40 ft., burrow 40 ft., climb 40 ft., fly 40 ft., swim 40 ft.

**STR 13 (+1), DEX 13 (+1), CON 14 (+2),
INT 16 (+3), WIS 17 (+3), CHA 23 (+6)**

Saving Throws Int +7, Wis +7

Skills Deception +10, Insight +7, Intimidation +10, Persuasion +10

Damage Resistances psychic; bludgeoning, piercing and slashing from nonmagical weapons

Condition Immunities petrified, prone, stunned

Senses darkvision 60 ft., passive Perception 13

Languages telepathy 120 ft.

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

Dream Stalking. While on the Plane of Dreams, the dream stalker can spend the duration of a sleeping worldly creature's long rest stalking that creature's dreams. If it does so, the target makes a DC 18 Wisdom saving throw. If it fails, it gains one level of exhaustion that cannot be removed until the creature completes a long rest without the dream stalker using this ability on it. A *protection from evil and good* spell will protect a creature from this ability.

Thing of Dreams. The dream stalker is a thing of dreams, but it can be forcibly manifested by casting *dispel evil and good*, *planar binding*, *conjure fiend*, or *antimagic field* on a sleeping victim of its dream stalking. Doing this causes the dream stalker(s) haunting the victim to become material for 1 minute, after which it (or they) return to the Plane of Dreams.

ACTIONS

Frightful Caress. *Melee Spell Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 33 (6d10) psychic damage, and the target must make a DC 18 Wisdom saving throw or be frightened of the dream stalker for 1 minute, repeating the save at the end of each of its turns and ending the effect on a success.

Material Manifestation (Recharges after a short or long rest). If the dream stalker has stalked dreams for at least 20 of the last 30 days, it can manifest on the Material Plane. It can then spend an action to return to the Plane of Dreams.

DREAM VORTEX (Hazard)

Source: Homebrew.

A dream vortex is a dangerous twist where the fabrics of the Plane of Dreams and the Astral Plane have formed a psychic knot. A dream vortex might affect an area of from a few hundred feet to a mile or two in diameter.

A creature that attempts to take a long rest while in the affected area must make a DC 12 Int save. If it fails, it doesn't gain any benefits from the rest other than recovering Hit Dice.

If a creature fails the save by 5 or more, it also suffers an additional effect until it successfully completes a long rest:

<i>d6 Roll</i>	<i>Result</i>
1	The creature's alignment changes randomly.
2	The creature is convinced that it is a different creature. Roll one each on the NPC Talents, Mannerisms, Interactions Traits, Ideals, Bonds, Flaws and Secrets charts (DMG 90-91),
3	The creature gains vulnerability to psychic damage.
4	The creature gains the ability to cast <i>detect thoughts</i> using Int as its spellcasting ability.
5	The creature is convinced it can hear nearby creatures' thoughts and has disadvantage on Int and Wis checks.
6	The creature gives off psychic emanations, making its presence and location obvious to creatures within 60'.

DREAMING SCREAMER

Source: Homebrew.

The dreaming screamer is a very strange creature. It appears to be a 13' tall, gaunt, silver-skinned humanoid, floating in place and obviously asleep. It is often surrounded by other sleeping creatures that have succumbed to its aura of slumber. Creatures sleeping near the dreaming screamer moan softly when it screams, tormented by the dreams that grip the screamer.

Creatures of Dream, or Dreaming Rilmani?

Most sages hold that a dreaming screamer is a creature from the Plane of Dreams. Some suggest that it is asleep in its home plane, dreaming reality into being. Others suggest that it might be connected to the **rilmani**, or might even be a dreaming rilmani that has been transformed by some power native to the Realm of Dreams.

A few scholars claim that there is only one dreaming screamer, which appears in different places and times.

Dreaming Screamer Challenge Rating.

When assessing the Challenge Rating of a dreaming screamer, assume that its Feedback trait damages two creatures per round. In addition, because its Scream deals damage automatically, increase its effective DC by 5.

Dreaming Screamer Treasure. Though a dreaming screamer is asleep and collects no treasure itself, the creatures sleeping near it might.

Dreaming Screamer

Large Humanoid, always neutral

Armor Class 10

Hit Points 102 (12d10+36)

Speed 0 ft.

STR 14 (+2), **DEX** 10 (+0), **CON** 17 (+3),
INT 18 (+4), **WIS** 15 (+2), **CHA** 18 (+4)

Condition Immunities charmed, exhaustion, frightened, paralyzed

Senses passive Perception 12 (asleep)

Languages uncertain

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

Asleep. The dreaming screamer is in a deep and magical slumber. It can't be woken. It is prone, and can't cease being prone.

Aura of Slumber. A creature that ends its turn within 15' of the dreaming screamer must make a DC 15 Wisdom save or fall asleep. While asleep, it needs no food or drink. The creature remains asleep until it takes damage.

Feedback. A creature that hits the dreaming screamer with an attack or damages it with a spell takes 13 (3d8) psychic damage.

ACTIONS

Scream. Each conscious creature within 30' that can hear the screamer takes 18 (4d8) psychic damage. A creature reduced to 0 hit points in this way is unconscious but stable, and can't hear the screamer while unconscious.

DRELB

Source: 1e *Monster Manual* 2.

The drelb is a strange being of negative energy that is visually indistinguishable from a wraith. There are some of the rare inhabitants of the Negative Energy Plane, and are content to remain there. However, occasionally, a drelb will be summoned to the Material Plane by a deranged wizard or mad priest who makes contact with things from the Bottom of the Multiverse and brought to the World, bound as a guardian.

Haunting Custodians. Because they resemble wraiths bound as guardians, drelb are sometimes referred to as "haunting custodians". Often found in ruined libraries, forgotten temples, or other area, the drelb almost always has a treasure of some kind that it guards. Unlike many other monster bound as guardian, a drelb is more inclined to kill living creatures that it encounters than it is to be a proper guardian. This is partially because, unlike many other guardian creatures, it must consume life force to survive (though it can live for decades without feeding before finally succumbing to hunger).

Lure Them In. A drelb uses its Deceptive Advance ability when confronted with reluctant prey or a creature that attempts to turn it. By doing so, it hopes to lull its prey into a sense of false security so that when it breaks the illusion and attacks, it maximizes the terror of its target.

Treasure. A drelb always has treasure of some sort at the start of its tenure on the Prime Material Plane, though some lose their treasure without managing to escape their duty. A drelb has a a

75% chance of guarding 2d4 scrolls; a 50% chance of guarding 1d6 art objects; and a 35% chance each of guarding 1d6 x 1,000 gp in assorted coins and gems and 1d3 random magic items.

Drelb

Medium Fiend, always neutral evil

Armor Class 12

Hit Points 52 (7d8+21)

Speed fly 30 ft.

STR 8 (-1), **DEX** 14 (+2), **CON** 16 (+3),
INT 12 (+1), **WIS** 12 (+1), **CHA** 17 (+3)

Skills Stealth +4

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

Damage Immunities necrotic, poison

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

Senses darkvision 90 ft., passive Perception 11

Languages Drelb, Umbral

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

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

ACTIONS

Nether Chill. *Melee Spell Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (3d6) cold and 10 (3d6) necrotic damage, and the target must make a DC 13 Constitution save or drop everything it is holding, fall prone, have its speed reduced to 0 until the end of its next turn, and be unable to take an action on its next turn. The creature can still take a bonus action or reaction, however.

Deceptive Advance (recharges after a short or long rest). The drelb uses a powerful illusion of twisted perspective and size. Each creature that can see the drelb must make a DC 13 Intelligence save. If it fails, it sees an image of the drelb moves 30 ft. in the direction the drelb wishes them to believe, usually a false retreat. The drelb simultaneously becomes invisible to each creature that failed its save and moves 30 ft., so the image appears to be the real drelb to each creature that failed its save. The image remains in place, and the drelb remains invisible to creatures that failed their saves, until the drelb attacks or until the end of its next turn.

DRETCH

Location: *Monster Manual* p57.

Dretch Treasure. Any treasure that dretch acquire is rapidly taken by other, tougher demons.

DRIDER

Dridr Treasure. Driders sometimes gather treasure. The lair of one to six driders has a 25% chance each of having 1d6 x 100 cp, sp and gp; a 15% chance each of having 1d4 x 25 ep, 3d6 pp and 1d4 gems; and a 10% chance to have 1d4 potions.

The lair of seven to 20 driders instead has a 35% chance each of having 1d6 x 500 cp, sp and gp; a 20% chance each of having 1d8 x 50 ep, 2d6 x 5 pp, and 1d4 gems, and 1d4 magic items.

The lair of 21 or more driders has a 35% chance each of having 1d6 x 1,000 cp, sp and gp; a 25% chance each of having 1d10 x 100 ep, 2d10 x 10 pp, and 1d8 gems; and a 20% chance each to have 1d6 potions and 1d6 random magic items.

DROMITE

Source: 3e *Expanded Psionics Handbook*.

A dromite is a Small, psionic, desert-dwelling humanoid with insectile features. It has compound eyes and a layer of thick chitin. A pair of small antennae protrude from its head. On average, a dromite stands 3' high and weighs about 30 lbs. Its chitin might be black, gray, red, orange, brown, or yellow. Most dromites prefer to wear clothes, but

have no external genitalia. A non-dromite can't usually tell the sex of a dromite by looking at it.

Dromites are quite civilized and are usually willing to trade with other creatures, if approached with respect and not attacked. Ignorant outsiders sometimes call them “bug-folk”, but dromites share more characteristics with other humanoids than they do with insects, and some resent the implication that they are less intelligent and individual than other humanoids.

Dromites hate and fear **thri-kreen**, who sometimes prey on the dromites.

Dromite Allies. Dromite sometimes form loose alliances with other desert-dwelling humanoids, such as **humans** and **firenewts**, but rarely live alongside even their closest allies. They sometimes send emissaries to strengthen relations, but being assigned as such an emissary is usually seen as an undesirable duty. Dromites sometimes tame or at least confine and utilize **ankhegs**, **giant ant lions**, **drakes**, **camels**, and **triceratops**.

Rarely, a **gem dragon** will use dromites as servants, convinced of the insect folks' worth by their innate psionic ability. These associations might be short-lived if the dromites fail to please the dragon, or they might last for generations if the dromites prove to be faithful and useful servants.

Four Castes. Dromite society is divided into four castes. An individual dromite chooses and joins a caste, usually based on its personality. The Fire Caste are quick to anger, but also give to laugh and forgive. The Ice Caste are slow and methodical, and their decisions are usually well-considered and reasoned. The Voice Caste are artists and performers, most often singers. Finally, members of the Glimmer Caste are speedy and restless, always in a hurry and rushing about heedlessly.

Dromite Treasure. A typical dromite carries 2d10 cp and 1d12 sp.

The lair of a group of six to twelve dromites also has a 35% chance to have 1d12 x 25 gp in trade goods; and a 15% chance each to have 1d6 x 100 cp, 1d10 x 50 sp, and 1d12 x 10 gp.

The lair of 13 to 25 dromites instead also has a 50% chance to have 1d6 x 100 gp in trade goods; and a 20% chance each to have 1d10 x 100 cp, 1d8 x 100 sp, 1d6 x 50 gp.

The lair of 26 to 100 dromites instead also has a 75% chance to have 3d6 x 100 gp in trade goods; a 30% chance each to have 1d6 x 1,000 cp, 1d8 x 500 sp, and 1d10 x 100 gp; and a 15% chance to have 1d4 potions (1-4) or 1 magic item (5-6).

The lair of 101 to 250 dromites instead also has a 75% chance to have 2d6 x 250 gp in trade goods; a 30% chance each to have 2d6 x 1,000 cp, 1d6 x 1,000 sp, and 1d6 x 1,000 gp; a 25% chance to have 1d4 potions; and a 15% chance to have 1d3 magic items.

DROMITE PCS

Though rare, dromites are a fine choice for a pc when they are available. Mostly found in remote deserts and wastelands, a dromite pc might be a far traveler that has left its people behind or the last survivor of a routed hive.

First Level: A dromite is suitable as a starting character.

DROMITE TRAITS

Dromite pcs have the following racial traits.

Ability Score Adjustments. Your Charisma score increases by 2.

Age. A dromite becomes an adult around the age of 4, is old by the age of 20, and rarely lives past 30.

Size. You are Small. A dromite ranges from 2'8" to 3'6" in height and weighs from 35 to 80 lbs.

Fire Resistance. You have resistance to fire damage.

Natural Armor. You can figure your AC as 12 + your Dex bonus.

Speed. Your speed is 25'.

Languages. You speak Common and Dromite.

SUBRACE: A dromite's “subrace” is actually its caste. There are four castes, as described above. Choose one of the following.

Fire Caste

The caste of fiery passion and strong emotions, if you are a Fire Caste dromite, you have the following additional racial traits.

- Increase your Constitution by 1.
- **Fire Ray.** You can use your action to psionically create a ray of fire that shoots at a creature within 120'. Make a ranged spell attack at the target, using Int, Wis, or Cha as your spellcasting ability. If you hit, you deal 1d10 fire damage to the target. The damage increases at 5th level (2d10), 11th level (3d10), and 17th level (4d10).

Glimmer Caste

As a Glimmer Caste dromite, you are always concerned with getting things done. Patience is alien to you.

- Increase your Dexterity by 1.
- **Radiant Ray.** You can use your action to psionically create a ray of light that shoots at a creature within 120'. Make a ranged spell attack at the target, using Int, Wis, or Cha as your spellcasting ability. If you hit, you deal 1d10 radiant damage to the target. The damage increases at 5th level (2d10), 11th level (3d10), and 17th level (4d10).

Ice Caste

The caste of reason, intellect, reflection, and deliberation, an Ice Caste dromite thinks things through before acting.

- Increase your Intelligence by 1.
- **Cold Ray.** You can use your action to psionically create a ray of cold that shoots at a creature within 120'. Make a ranged spell attack at the target, using Int, Wis, or Cha as your spellcasting ability. If you hit, you deal 1d10 cold damage to the target. The damage increases at 5th level (2d10), 11th level (3d10), and 17th level (4d10).

Voice Caste

The caste of artists and performers, the Voice Caste is the least practical of the dromite castes, the one least applicable to the real world and to protecting the hive.

- Increase your Charisma by 1.
- **Thunder Ray.** You can use your action to psionically create a ray of thunder that shoots at a creature within 120'. Make a ranged spell attack at the target, using Int, Wis, or Cha as your spellcasting ability. If you hit, you deal 1d10 thunder damage to the target. The damage increases at 5th level (2d10), 11th level (3d10), and 17th level (4d10).

Dromite

Small Humanoid (Dromite), often neutral

Armor Class 12 (natural armor)

Hit Points 9 (2d6+2)

Speed 25 ft.

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

Skills Survival +2

Damage Resistances fire

Senses darkvision 60 ft., passive Perception 10

Languages Dromite, Common

Challenge 1/8 (25 xp) **Prof** +2

ACTIONS

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

Energy Ray. *Ranged Spell Attack:* +2 to hit, range 120 ft., one target. *Hit:* 5 (1d10) cold, fire, thunder, or lightning damage, based on the dromite's caste.

Dromite Desert Raider

Small Humanoid (Dromite), often neutral

Armor Class 15 (natural armor and shield)

Hit Points 40 (9d6+9)

Speed 25 ft.

STR 15 (+2), DEX 12 (+1), CON 13 (+1),

INT 10 (+0), WIS 10 (+0), CHA 14 (+2)

Skills Survival +2

Damage Resistances fire

Senses darkvision 60 ft., passive Perception 10

Languages Dromite, Common

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

ACTIONS

Multiattack. The dromite makes three Shortsword attacks.

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

Energy Ray. *Ranged Spell Attack:* +4 to hit, range 120 ft., one target. *Hit:* 16 (3d10) cold, fire, thunder, or lightning damage, based on the dromite's caste.

Surprising Lunge (recharges after a short or long rest). The dromite moves 10' without provoking opportunity attacks, then makes on shortsword attack with advantage. If it hits, it deals an extra 21 (6d6) piercing damage.

DROW

Location: *Monster Manual*, *Mordenkainen's Tome of Foes* (Drow arachnomancer, favored consort, house captain, inquisitor, matron mother, shadowblade).

Extremely Rare. Drow in Cydra are very rare indeed- in line with the original conception of them in the 1e *Monster Manual*: barely known as a rumor, never seen- and definitely not for pcs.

Drowcraft Treasure. Many Drow magic weapons and armor fall apart after exposure to sunlight. Such an item is referred to as **Drowcraft**. Each day or partial day spent in the sun gives such an item a wear point.

Most Drow wear *piwafwis*, which are essentially Drowcraft *cloaks of elvenkind*. In addition, a Drow carries treasure based on three factors: its sex, its social standing, and its Challenge Rating. A Drow gain treasure points based on the following:

Female: +4

Servant of a Noble: +1

Noble: +3

CR 2 or lower: +1

CR 3 to 8: +2

CR 9 or higher: +3

A Drow with 1 treasure point typically carries 4d10 gp.

A Drow with 2 treasure points typically carries 1d4 x 50 gp and 1d20 pp. It also has a 10% chance each of having 1d3 art objects and 1 Drowcraft magic weapon.

A Drow with 3 treasure points typically carries 1d6 x 50 gp and 1d6 x 10 pp. It also has a 25% chance each of having 1d6 art objects, 1d3 potions, 1d3 scrolls, and 1 Drowcraft magic weapon; and a 10% chance of having 1 Drowcraft piece of magic armor.

A Drow with 4 treasure points typically carries 1d6 x 100 gp and 2d6 x 10 pp, as well as a Drowcraft +1 *weapon*. It also has a 50% chance of having 2d4 art objects; a 40% chance each of having 1d3 potions, 1d3 scrolls, and 1 Drowcraft piece of magic armor; and a 20% chance of having 1d2 random magic items.

A Drow with 5 treasure points typically carries 1d6 x 100 gp and 2d6 x 10 pp, as well as a Drowcraft +1 *weapon*. It also has a 50% chance each of having 1d10 gems, 2d4 art objects, 1d4 potions, 1d4 scrolls, and 1 Drowcraft piece of magic armor; and a 20% chance of having 1d3 random magic items.

A Drow with 6 treasure points typically carries 1d6 x 100 gp, 2d6 x 50 pp, 2d10 gems, and a Drowcraft +1 *weapon* (1-4) or a Drowcraft +2 *weapon* (5-6). It also has a 50% chance each of having 2d8 art objects, 1d6+1 potions, 1d4+1 scrolls, and 1 Drowcraft piece of magic armor; and a 30% chance of having 1d3 random magic items.

A Drow with 7 treasure points typically carries 1d6 x 50 gp, 2d6 x 100 pp, 2d12 gems, and a Drowcraft +1 *weapon* (1-3), a Drowcraft +2 *weapon* (4-5), or a Drowcraft +3 *weapon* (6). It also has a 50% chance each of having 2d12 art objects, 2d6 potions, 2d4 scrolls, and 1 Drowcraft piece of magic armor; and a 30% chance of having 1d3 random magic items.

A Drow with 8 treasure points typically carries 1d6 x 50 gp, 2d6 x 100 pp, 4d10 gems, a Drowcraft suit of +1 *armor* (1-4) or +1 *shield* (5-6), and a Drowcraft +1 *weapon* (1-3), a Drowcraft +2 *weapon* (4-5), or a Drowcraft +3 *weapon* (6). It also has a 50% chance each of having 3d10 art objects, 2d6 potions, and 2d4 scrolls; 1 piece of magic jewelry; and a 30% chance of having 1d3 random magic items.

A Drow with 9 treasure points typically carries 1d6 x 50 gp, 2d6 x 100 pp, 4d10 gems, a Drowcraft +1 *armor/shield* (1-4) or +2 *armor/shield* (5-6), and a Drowcraft +1 *weapon* (1-2), a Drowcraft +2 *weapon* (3-4), or a Drowcraft +3 *weapon* (5-6). It also has a 60% chance each of having 3d12 art objects, 2d6 potions, and 2d4 scrolls, 1d2 pieces of magic jewelry, and 1 piece of magic clothing; and a 30% chance of having 1d3 random magic items.

A Drow with 10 treasure points typically carries 1d6 x 50 gp, 2d6 x 100 pp, 4d10 gems, a Drowcraft +1 *armor/shield* (1-3), Drowcraft +2 *armor/shield* (4-5), or a Drowcraft +3 *armor/shield*, and a Drowcraft +2 *weapon* (1-3) or a Drowcraft +3 *weapon* (4-6). It also has a 60% chance each of having 3d12 art objects, 2d6 potions, and 2d4 scrolls, 1d2 pieces of magic jewelry, and 1 piece of magic clothing; and a 50% chance of having 1d3 random magic items.

The lair of a group of ten to twenty Drow also has a 50% each chance to have 2d6 x 100 cp, 2d6 x 100 sp, 2d6 x 100 gp, and 2d6 art objects; and a 20% chance each to have 1d10 x 10 ep, 2d8 pp, 1d6 potions, and 1d4 scrolls.

The lair of a group of 21-80 Drow instead also has a 50% each chance to have 2d6 x 500 cp, 2d6 x 500 sp, 2d6 x 500 gp, and 2d10 art objects; and a 35% chance each to have 1d10 x 100 ep, 5d6 pp, 1d10+1 potions, and 1d6+1 scrolls; and a 20% chance to have 1d4 random magic items.

DROW SPORE SERVANT

Location: *Out of the Abyss* p229.

Drow Spore Servant Treasure. Spore servants don't keep treasure.

DROWNED

Source: *3e Monster Manual* 3.

The drowned are undead humanoids who lost their lives in the deep, usually when a ship went down with all hands aboard, leaving no survivors. Others are the results of sinking islands or continents, or of lands shattered by moon strikes or similar catastrophes that left thousands of people- or sometimes even more- to drown.

A drowned looks like a waterlogged corpse. The air around it glistens with fat drops of moisture, and it leaves a trail of water behind it wherever it goes.

Ghost Ships. Some drowned crew terrifying ghost ships that raid the seas, acting as undead pirates who seek slaughter rather than plunder. Since they need no supplies, such a ghost ship can raid major shipping lanes and then retreat to remote, desolate waters that would not support a crew of living creatures. Drowned pirates rarely leave any survivors on ships they raid, and sometimes slaughter entire communities of seaside humanoids.

Drowned Challenge Rating. When assessing a drowned's Challenge Rating, because of its Drowning Aura, double its effective damage output.

Drowned Treasure. Drowned don't typically collect treasure, preferring to let the sea take it.

Drowned

Medium Undead, always chaotic evil

Armor Class 11

Hit Points 110 (20d8+20)

Speed 30 ft., swim 30 ft.

**STR 20 (+5), DEX 13 (+1), CON 13 (+1),
INT 9 (-1), WIS 10 (+0), CHA 12 (+1)**

Damage Immunities poison

Condition Immunities charmed, exhaustion,
frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common

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

Drowning Aura. The drowned is surrounded by a 30' aura that causes creatures within it to drown. A creature in the aura can't catch its breath, and immediately begins to drown if it can't breathe water. It can survive for a number of rounds equal to its Constitution modifier (minimum of 1). If it ends its next turn in the aura, it falls to 0 hit points and is dying.

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

ACTIONS

Multiattack. The drowned makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d6+5) bludgeoning damage, and the target must succeed on a DC 15 Dexterity save or the drowned grapples it (escape DC 15). The Drowned has two arms and can grapple one creature with each.

BONUS ACTIONS

Grapple. The drowned makes a grapple check against a creature within reach.

DROWNED ASCETIC

Location: *Ghosts of Saltmarsh* p233.

Drowned Ascetic Treasure. Drowned don't typically collect treasure, preferring to let the sea take it.

DROWNED ASSASSIN

Location: *Ghosts of Saltmarsh* p234.

Drowned Assassin Treasure. Drowned don't typically collect treasure, preferring to let the sea take it.

DROWNED BLADE

Location: *Ghosts of Saltmarsh* p235.

Drowned Blade Treasure. Drowned don't typically collect treasure, preferring to let the sea take it.

DROWNED MASTER

Location: *Ghosts of Saltmarsh* p235.

Drowned Master Treasure. Drowned don't typically collect treasure, preferring to let the sea take it.

DRUID

Location: *Monster Manual* p346.

Druid Treasure. A druid has a 10% chance each to have 1d4 gems and 1d4 potions.

DRYAD

Dryad Treasure. Dryads occasionally receive gifts from paramours. A dryad has a 20% chance of having 1d3 potions and a 15% chance of having 1d3 pieces of jewelry.

DUERGAR

Location: *Monster Manual, Mordenkainen's Tome of Foes* (duergar despot, hammerer, kavalrachni, mind master, screamer, soulblade, stone guard, warlord, xarrom).

Duergar Treasure. Typically, a duergar carries 2d6 gp and 2d10 sp.

The lair of a group of six to fifteen duergar has a 50% chance of having 1d10 x 25 gp in assorted coins; a 35% chance of having 1d4 x 100 gp in trade goods; and a 10% chance of having 1d3 potions.

The lair of 16 to 40 duergar instead has a 50% chance each of having 1d6 x 200 gp in trade goods and 1d6 x 200 gp in assorted coins; a 25% chance of having 1d6 potions; and a 10% chance of having 1 magic weapon (1-4) or 1 piece of magic armor (5-6).

The lair of 41 to 200 duergar is 75% likely each to have 2d6 x 500 gp in trade goods and 1d10 x 1,000 gp in assorted coins and gems; 50% likely to have 2d4 potions; 25% likely to have 1d6 magic weapons; and 20% likely to have 1d4 pieces of magic armor.

Duergar Infantry

The duergar infantry uses the Duergar 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.

DUERGAR SPORE SERVANT

Location: *Out of the Abyss* p229.

Duergar Spore Servant Treasure. Spore servants don't keep treasure.

DULLAHAN

Location: *Van Richten's Guide to Ravenloft*.

Dullahan Treasure. A dullahan doesn't collect treasure.

DUNE SCABIES (Hazard)

Dune scabies are extremely small arachnids that live in dry areas with plentiful dust or sand. They are small and light enough that they can ride airborne particles, and spread easily.

A typical patch of dust scabies covers a square of ground from 10' to 100' on a side. A creature that makes a DC 18 Wis (Survival) check can discern the presence of dust scabies.

A creature that ends a turn in the affected area must make a DC 12 Con save or be infected. An infected creature notices no effects for one hour, but then begins to itch and all the hair on its body begins to fall out as the dust scabies eat the follicles. This results in a -1 penalty to attacks, saves, and checks due to the distraction.

In addition, any food an infected creature carries is spoiled by the dust scabies, whose waste is toxic. A creature that eats the spoiled food is poisoned for 10 minutes, vomits up the food, and gains no sustenance from it. A *purify food and drink* or similar effect will function normally.

An infected creature can be cured by any effect that removes a disease. Alternatively, another creature can spend one hour bathing, combing, and cleaning the creature. It can then attempt to make a DC 18 Wis (Medicine or Survival) check, ending the infection on a success.

DUNE STALKER

Source: *2e Fiend Folio Monstrous Compendium Appendix*.

The dune stalker is a creature native to the areas bordering the planes of Earth and Fire. Only encountered on the Prime Material Plane when summoned or when they accidentally pass through a portal, dune stalkers hate coolness and moisture, and are usually only found in hot, dry deserts.

A dune stalker has a tall, thin, hairless, powerfully-muscled humanoid form with rough red flesh that resembles sandstone to the touch. It has a long, vaguely reptilian head, savage-looking claws on its hands, a tiny waist, and large oval eyes. The creature's body is hot to the touch.

Trackers and Killers. When encountered on the Prime Material Plane, a dune stalker is usually on a mission to track and slay a target designated by its summoner. The stalker has superior tracking abilities, and is able to follow the spoor of its prey when most other creatures would not be able to. However, the creature's summoner often finds that its control is weak at best, and dune stalkers are sometimes known to turn on their masters.

Dune Stalker Treasure. Dune stalkers don't usually collect treasure. However, their skin can be used as sandpaper, and if prepared as such- a process requiring about 8 man-hours of effort- a dune stalker's hide will fetch a few gold pieces.

Dune Stalker

Medium Elemental (Earth, Fire), usually neutral evil

Armor Class 17 (natural armor)

Hit Points 39 (6d8+12)

Speed 40 ft.

**STR 16 (+3), DEX 10 (+0), CON 14 (+2),
INT 13 (+1), WIS 15 (+2), CHA 11 (+0)**

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

Senses darkvision 60 ft., passive Perception 12

Languages understands Common and Terran but can't speak

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

Faultless Tracker. The dune stalker is given a quarry by its summoner. The stalker knows the direction and distance to its quarry as long as the two of them are on the same plane. The stalker also knows the location of its summoner.

ACTIONS

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

Kiss of Death. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 45 (10d8) thunder damage. If this reduces the target to 0 hit points, it must immediately make three death saves, ignoring successes and natural 20s.

Screeching Cry. The dune stalker targets one creature within 60' with a screech of hot air. That creature must make a DC 13 Constitution save, taking 18 (4d8) thunder damage on a failure or half that on a success. In addition, each creature within 5' of the target takes 7 (2d6) thunder damage.

REACTIONS

Blinding Dust (1/day). While it's bloodied, if the dune stalker takes damage, it releases a cloud of dust that fills a sphere extending 10' from the stalker. The sphere is heavily obscured until the end of the stalker's next turn.

Dune Stalker Sand Sorcerer

The dune stalker sand sorcerer uses the Dune Stalker stat block with the following changes.

- It has 110 hit points (17d8+34 Hit Dice).
- Its Charisma is 16 (+3).
- Its Claws are +7 to hit.
- Its Kiss of Death is +7 to hit.
- The save DC of its Screeching Cry is 14.
- Its Challenge Rating is 10 (5,900 xp).
- Its proficiency bonus is +4.

It has the following additional Action options.

- **Burning Dust (recharge 5-6).** The dune stalker creates a 40' cone of blinding, burning dust. Each creature in the cone must make a DC 13 Dex save, taking 66 (12d10) fire damage on a failure or half that on a success. A creature that fails its save is also blinded for 1 minute (save ends).

- **Spellcasting.** The dune stalker's spellcasting ability is Charisma (spell save DC 13, spell attack bonus +5). The dune stalker can cast the following spells:
 - At Will- *detect magic, burning hands.*
 - 3/day- *fireball, gust of wind.*
 - 1/day- *dimension door, wall of stone.*

DUODRONE

Location: *Monster Manual* p225.

Duodrone Treasure. Duodrones don't collect treasure unless specifically ordered to.

DUSK BEAST

Source: *3e Manual of the Planes.*

A dusk beast is a type of **ephemera**- creatures that are basically the wildlife of the Shadowfell. These things often find their way onto other planes as guardians or hunters. Regardless of where it is found, an ephemera is composed of shadow-stuff, and as such, it makes a formidable enemy. An ephemera ranges from slightly translucent to completely invisible.

A dusk beast is usually found in a place of deep shadow, such as a thick forest, deep canyon or ravine, underground dungeon, or cave with some light access, etc. It resembles a human-sized, two-headed lizard made out of dark shadow with four featureless appendages that trail off into nothing. Its barbed tail and dual heads are sharply defined silhouettes. A dusk beast despises both bright light and total darkness, since it feeds on the shadows, and viciously guards dimly-lit areas.

Unnerving. When worldly creatures encounter an ephemera of any type, including a dusk beast, they tend to find it unnerving and disturbing, and often assume it to be evil even if it isn't. Indeed, part of the sinister reputation that the Shadowfell has results from this instinctive aversion to ephemera.

Despite the fact that they are the normal animals and plants of their home plane, like other creatures of the Shadowfell, any ephemera can subsist on the energies of the dying, and a dusk beast can be quite hostile when hungry.

Servants or Creations of Nethermancers.

The school of magic called Nethermancy, whose practitioners draw on the power of the Shadowfell to create semi-real materials and energies, is well known for summoning (or sometimes temporarily creating) shadow monsters, including dusk beasts. These nethermancers often have deep ties to various Shadowfell forces, from darklings to the Raven Queen herself, and dusk beasts or other ephemera might be given to such a nethermancer as part of a bargain made with such forces.

Some other creatures, such as powerful undead, **shadar-kai**, or **darklings**, sometimes tame dusk beasts to use as guardians or to unleash to spread terror in an area controlled by their enemies.

Summoning (or Creating?) a Dusk Beast. If the ritual to summon, or perhaps create (it's not completely clear which), a dusk beast can be learned, a creature that can speak and understand Umbral can perform it. The ritual must begin at either dawn or dusk and end at the other twilight time. The ritual requires 5,000 gp in components and the expenditure of two 3rd level spell slots. When the ritual is complete, there is a 90% chance that one dusk beast arrives, remaining until the next dusk or dawn and serving the ritual conductor.

However, there is a 10% chance that a **pack** of 1d4+1 dusk beasts appear. In this case, they are uncontrolled, and they don't depart at the next dusk or dawn. Such uncontrolled dusk beasts are hostile to their summoner, and typically seek to escape to find a new dwelling place in an area of deep shadow.

Dusk Beast Challenge Rating. When assessing the Challenge Rating of a dusk beast, increase its effective hit points by 12 because of its Barely There reaction.

Dusk Beast Treasure. A dusk beast collects no treasure.

Dusk Beast

Medium Monstrosity (Ephemera), often neutral

Armor Class 12

Hit Points 44 (8d8+8)

Speed 30 ft.

**STR 14 (+2), DEX 15 (+2), CON 13 (+1),
INT 8 (-1), WIS 15 (+2), CHA 13 (+1)**

Skills Stealth +6

Damage Vulnerabilities radiant

Senses Darkvision 60 ft., passive Perception 14

Languages understands Umbral but can't speak

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

Shadowy Form. The dusk beast can use the Hide action in dim light or darkness, even if directly observed.

ACTIONS

Multiattack. The dusk beast makes 2 Bite attacks and 1 Tail attack.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) piercing damage.

Spiked Tail. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) bludgeoning damage plus 3 (1d6) piercing damage.

REACTION

Barely There (recharge 5-6). When the dusk beast takes damage that doesn't include radiant damage, it gains resistance to the triggering damage.

DUST GLIDER

Source: Homebrew.

A dust glider is a creature native to the Quasi-Elemental Plane of Dust. It resembles a great flying manta ray, but it is made of dust and therefore translucent. Dust gliders feed on the moisture and breath within living creatures, and

must absorb such nourishment in order to avoid breaking down. Without it, a dust glider eventually becomes a series of thin, crumbling balls of dust.

Carried on the Winds. Dust gliders are easily carried by air currents, and have been swept through the planes by them. Though most common on the Plane of Dust, they are also found on the Elemental Plane of Air, the Negative Energy Plane, the Ethereal Plane, the Shadowfell, and the Prime Material Plane. They might be encountered anywhere, from ground level to the heights of the sky.

Dust Glider Treasure. A dust glider doesn't collect treasure or keep a lair.

Dust Glider

Large Elemental (Earth), always neutral

Armor Class 11

Hit Points 76 (9d10+27)

Speed 10 ft., fly 30 ft.

**STR 14 (+2), DEX 12 (+1), CON 16 (+3),
INT 4 (-3), WIS 10 (+0), CHA 6 (-2)**

Damage Resistances cold; bludgeoning, slashing

Damage Immunities piercing

Condition Immunities petrified

Senses darkvision 60 ft., passive Perception 10

Languages understands Terran but can't speak

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

Dusty Aura. At the start of the dust glider's turn, each creature that breathes within 10' of the glider must succeed on a DC 14 Con save or expend its reaction coughing. A creature that uses its reaction this way can't speak until the start of its turn. If a creature that has already used its reaction fails this save, it instead can't speak until the start of its turn and takes 5 (1d10) acid damage.

Unusual Nature. A dust glider does not need to sleep, breathe, or drink.

Windblown. The dust glider has disadvantage on saves against effects caused by wind and on checks made to move against or through obstacles made of wind or air.

ACTIONS

Wing. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. **Hit:** 9 (2d6+2) bludgeoning damage and the target must make on a DC 14 Con save, suffering 14 (4d6) acid damage on a failure or half damage on a success. A target that fails its save also expends its reaction if it has it and coughs and is unable to speak until the start of its next turn.

Absorb Moisture (1/day). One creature within 10' of the dust glider must make a DC 14 Con save, taking 44 (8d10) necrotic damage on a failure or half that on a success. The glider regains hit points equal to half the necrotic damage taken.

REACTIONS

Corrosive Burst (recharges after a short or long rest). When the dust glider becomes bloodied, it emits a burst of dust in a 15' radius cloud around itself. This burst spreads around corners. Each creature in the burst must make a DC 14 Con save, suffering 35 (10d6) acid damage on a failure or half that on a success.

DUST MEPHIT

Location: *Monster Manual* p215.

Dust Mephit Duke Challenge Rating. When assessing the Challenge Rating of a dust mephit duke, treat its *sleep* spells as if they did half as much damage as the hit points they would affect.

Dust Mephit Treasure. A mephit has a 5% chance each to have 1d6 cp, sp, ep, and gp.

The lair of a group of ten to twenty mephits instead has a 20% chance each of having 1d10 x 10 cp, 1d10 x 10 sp, 3d6 ep, 1d6 x 5 gp, and 1d3 gems.

The lair of a group of 21-100 mephits instead has a 40% chance each of having 1d10 x 50 cp, 1d10 x 25 sp, 3d12 ep, 2d8 x 10 gp, and 1d8 gems.

Dust Mephit Duke

Small Elemental (Earth), usually neutral evil

Armor Class 14

Hit Points 54 (12d6+12)

Speed 30 ft., fly 30 ft.

**STR 10 (+0), DEX 18 (+4), CON 13 (+1),
INT 9 (-1), WIS 11 (+0), CHA 13 (+1)**

Skills Perception +2, Stealth +6

Damage Vulnerabilities fire

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Auran, Terran

Challenge 2 (450 xp)

Prof +2

Death Burst. When the mephit dies, it explodes in a burst of dust. Each creature within 5' of it must then succeed on a DC 11 Con save or be blinded for 1 minute (save ends).

ACTIONS

Multiattack. The mephit makes two Claws attacks.

Claws. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. **Hit:** 6 (1d4+4) slashing damage.

Spellcasting. The mephit's spellcasting ability is Charisma (save DC 11). It can cast the following spells:

1/day- *sleep* (3rd level slot).

3/day- *sleep*.

DUST QUASIELEMENTAL

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

If an ash quasiaelemental is an incarnation of the death of energy, a dust quasiaelemental represents the breakdown of solid matter. It takes great pleasure in the obliteration of solid objects, especially worked or crafted materials. A dust quasiaelemental looks like a billowing cloud of

dust, with dull eyes made of thicker particulate matter swirling within it. Matter that touches it starts to dissolve, breaking down into crumbling powder.

Dust elementals don't last long on the Prime Material Plane. The matter is too dense, and the quasiaelemental too dissipated, for it to survive.

Dust Quasiaelemental Challenge Rating.

When assessing the Challenge Rating of a dust quasiaelemental, assume that its Dust Body damages one creature per round.

Dust Quasiaelemental Treasure. A dust quasiaelemental doesn't keep treasure.

Dust Quasiaelemental

Large Elemental (Earth), always neutral

Armor Class 13

Hit Points 55 (10d10)

Speed 50 ft., fly 90 ft.

STR 12 (+1), **DEX** 16 (+1), **CON** 10 (+0),
INT 6 (-2), **WIS** 10 (+0), **CHA** 5 (-3)

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

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 10

Languages Terran

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

Dust Body. The quasiaelemental can move through a space as narrow as 1" wide without squeezing. In addition, the quasiaelemental can enter a hostile creature's space and stop there. A creature that starts its turn in the quasiaelemental's space takes 11 (2d10) necrotic damage.

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

ACTIONS

Multiattack. The quasiaelemental makes three touch attacks.

Touch. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 16 (2d12+3) necrotic damage.

Storm of Dissolution (recharge 5-6). Until the end of its turn, the quasiaelemental transforms into a 30' radius spherical storm of dust centered on its space. Each creature in the storm must make a DC 11 Constitution save, suffering 33 (6d10) necrotic damage on a failure or half that on a success.

DUST WIGHT

Source: 3e *Monster Manual* 3.

A dust wight is a desert-dwelling, haggard-looking humanoid surrounded by a roiling cloud of dust. The wight's sandstone-like body is eroded and constantly crumbling. Formed by a conjunction of elemental earth power and necrotic energy, a dust wight is hateful and malicious, seeking to destroy all creatures and creations of stone and metal. They enjoy slaying living beings almost as much as they gloat over the ruins of structures and walls that crumble before them.

A dust wight prefers to fight in the middle of as many foes as possible in order to expose the maximum number of creatures to its petrifying cloud. They sometimes work together in **gangs** of two to five.

Dust Wight Allies. While few living things will associate with a dust wight, desert-dwelling undead such as **mummies**, **crawling apocalypses**, **ghosts**, **wraiths**, and the like might work together with a dust wight. Likewise, some elemental creatures, such as **dune stalkers**, **phantom stalkers**, **sandlings**, and **living tremors** seem to enjoy the dust wight's effects on its surrounding environment. The perfect companion to a dust wight would be some kind of undead elemental, such as a **graveyard elemental** or **necromental**.

Dust Wight Challenge Rating. Because of its Petrifying Cloud, double the dust wight's effective damage output.

Dust Wight Treasure. A dust wight erodes most treasure by touch. It doesn't usually collect any, nor does it have a lair.

Dust Wight

Medium Undead, always chaotic evil

Armor Class 16 (natural armor)

Hit Points 104 (16d8+32)

Speed 25 ft.

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

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

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 10

Languages Terran

Challenge 6 (2,300 xp)

Prof +3

Petrifying Cloud. The dust wight is surrounded by a cloud of dusty particles in a 5 ft. radius. Any creature that ends its turn in the cloud must make a DC 13 Constitution save or become restrained as it starts to turn to stone. At the end of its next turn, it repeats the save, ending the effect on a success of turning to stone on a failure.

ACTIONS

Crumbling Touch. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) bludgeoning damage, plus 11 (2d10) necrotic damage. If the target is a metal or stone object, it instead gains 1d4 wear points.

REACTIONS

Dissolve and Reform (1/day). When the dust wight becomes bloodied, it explodes into a cloud of dust until the start of its next turn, when it reforms at a point it can see within 30', regaining

15 hit points as it does so.

While a cloud of dust, the dust wight is immune to all damage except acid damage.

Dust Wight Sirocco Bringer

The dust wight sirocco bringer is surrounded by winds that constantly blow outward. It uses the Dust Wight stat block with the following changes.

- Its AC is 18 (natural armor).
- Its Petrifying Cloud is replaced by a ***Sirocco Cloud***. This works like the Petrifying Cloud, except:
 - It extends in a 30' radius.
 - In addition to its other effects, once per turn, a creature that enters or starts its turn in the cloud takes 7 (2d6) fire damage.
- Its Crumbling Touch deals an additional 6 (1d12) fire damage on a hit.
- Its Challenge Rating is 8 (3,900 xp).

DWARF ANCESTOR

Source: 3e *Monster Manual* 4.

When a dwarven clan is threatened, sometimes the spirit of a hero from the clan's past will come to its aid. The ancestral spirit takes possession of a statue of itself in a manner similar to an **eidolon's** possession of a statue, animates it, and steps in to assist its descendants. The spirit might linger for the length of a single battle or take up permanent station as a guardian. Sometimes, more than one dwarf ancestor arrives together to ward an important relic or help a valiant last stand.

Dwarf ancestors sometimes spend decades immobile, with non-dwarves gradually forgetting that the supposed heroic monument is actually a potent guardian of the clan. The ancestor remains quiescent unless roused by a danger to its ward.

Dwarf Ancestor Treasure. The dwarf ancestor has no treasure of its own, but it might guard that of the clan it serves.

Dwarf Ancestor

Large Celestial, usually lawful good

Armor Class 18 (natural armor)

Hit Points 62 (5d10+35)

Speed 25 ft.

**STR 20 (+5), DEX 8 (-1), CON 24 (+7),
INT 8 (-1), WIS 13 (+1), CHA 14 (+2)**

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

Damage Immunities poison

Condition Immunities petrified, poisoned

Senses darkvision 60 ft., passive Perception 11

Languages Dwarven

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

Ancestral Spirit. When a dwarf within 30' that can see the dwarf ancestor makes an attack or saving throw, the dwarf ancestor can choose to give it a +2 bonus to that roll as long as the ancestor isn't incapacitated.

ACTIONS

Multiattack. The dwarf ancestor makes two greataxe attacks.

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

BONUS ACTIONS

Quick Shove (1/day). The dwarf ancestor makes a Shove attack.

REACTIONS

Protective Parry. When an attack would hit a dwarf within 5' of the dwarf ancestor, the ancestor attempts to parry the blow, adding 3 to the target's AC against the triggering attack, possibly causing it to miss.

DYBBUK

Location: *Mordenkainen's Tome of Foes* p132.

Dybbuk Treasure: A dybbuk doesn't usually collect treasure. If it is in a body, there is a 10% chance each that it might bear 1d4 pieces of jewelry and 1 piece of magic jewelry (1-3), piece of magic clothing (4), piece of magic armor (5-7), or magic weapon (8-12).